《The Blue Garden》 Interactive Sandbox



Faculty of Engineering and Design / Program in Media and Product Design Lecture Yuki SHIBATA shibata@kagawa-u.ac.jp

Keywords

Optical Flow, Projection Mapping, Media art, Contemporary art.

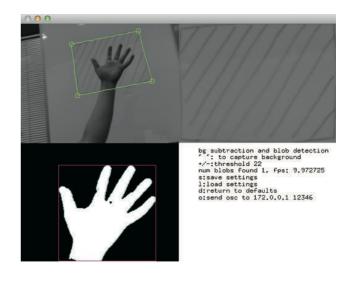
About 《TheBlueGarden》

This work projects an image of a fish on the sandbox. The fish react to children playing in the sandbox, escaping and approaching. The children come together, catch the escaping fish, make a sand pile together. The Blue Garden naturally expands human connections through fish and white sand.



Development of Projection Mapping System

Interactive works that detect people with optical flow require precise adjustment of the projector and camera. Due to the tight adjustment of the projector and camera, it takes a long time to install the work. This system maps the image projected from the projector to the specified shape by affine transformation. By converting the coordinates of the optical flow with the affine transformation, an accurate interactive system can be realized according to the image. As a result, the projector and the camera can be easily installed by mapping the image and the optical flow coordinate.



The Exhibition requirements

Silica sand, projector, video camera, PC, exhibition space (relatively dark space, size depends on the display area when the projector is projected from above.) If the above conditions are met, the system will be set up in about 2 hours for temporary exhibition. Can be installed, and various events and permanent exhibitions (system automation) are possible.