Simultaneous Augmentation of Textures and Deformation Based on Dynamic Projection Mapping

Leo Miyashita
miyashita@ishikawa-vision.org
The University of Tokyo
Tokyo, Japan

Kentaro Fukamizu
fukamizu@ishikawa-vision.org
The University of Tokyo
Tokyo, Japan

Masatoshi Ishikawa
ishikawa@ishikawa-vision.org
The University of Tokyo
Tokyo, Japan

ABSTRACT

In this demonstration, we exploit human perception characteristics and dynamic projection mapping techniques and realize overwriting of both textures and deformation of a real object. To keep the projection following a moving object and induce deformation illusion, we developed a 1000 fps projector-camera system and demonstrated augmentation of the real world. In the demonstration, the audience will see a plaster figure turning into a colorful and flabby object.

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