Abstract

“What is happening? Trees in a landscape oil painting are fluttering in the wind, and a man in a portrait suddenly starts speaking. This cannot be real.” What if there were some way to produce such fantastic experiences. Though a promising method may be projection mapping, it cannot produce movements of static objects per se, since they “paint” a new color and texture on the object’s surface without preserving the original surface’s appearance. We have developed a novel type of projection mapping named ‘HenGenTou’ (Deformation Lamps), which can add a variety of dynamic impressions ranging from natural liquid flows to facial expressions to a printed image or other static materials. This capability is a result of our long-term scientific research on visual motion processing.

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