Ai Example

Moving Screens

The background of a stage is formed of screen segments, each hung from Artnet controlled winches. Ai calculates position and rotation of each segment, and maps the contents accordingly.

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moving, winch, quaternion, uv-map

Background

This project was done for a friend of mine who is the lighting designer for one of Germany's most well-known comedians. He designed the stage elements and wanted to use Ai to map on the moving segments. This project was used on tour for more than a year.

The background of the setup is formed from a number of segments, each a flat surface of approx. 1 x 2 meters. Five such segments are hung from the rig, each with 3 Artnet-controlled winches. Per segment there is one winch for the top/left corner, one for the top/right corner, and one for the bottom-center point, this winch being suspended more upstage. With the winches in such a setup it is possible to hoist the segment, and to rotate and/or tilt it (within limits). The winches used in this setup feed their current position back via Artnet - and these data are used by Ai to calculate the current position and rotation of each segment. Likewise, more such segments were standing on the ground, on Artnet-controlled rotators, which also fed their current position back. This way it was possible to map contents onto the whole surface.