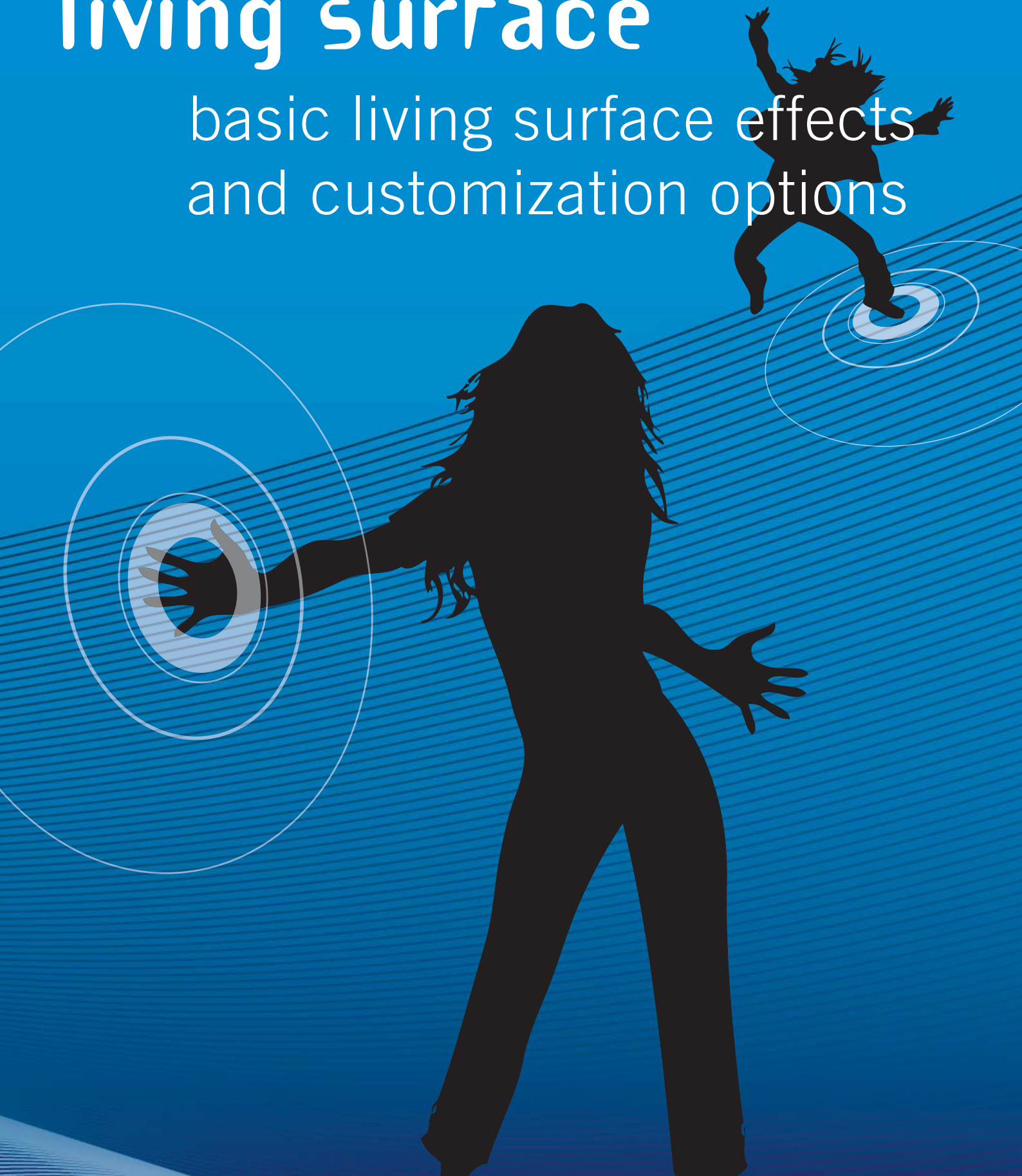


living surface

basic living surface effects
and customization options

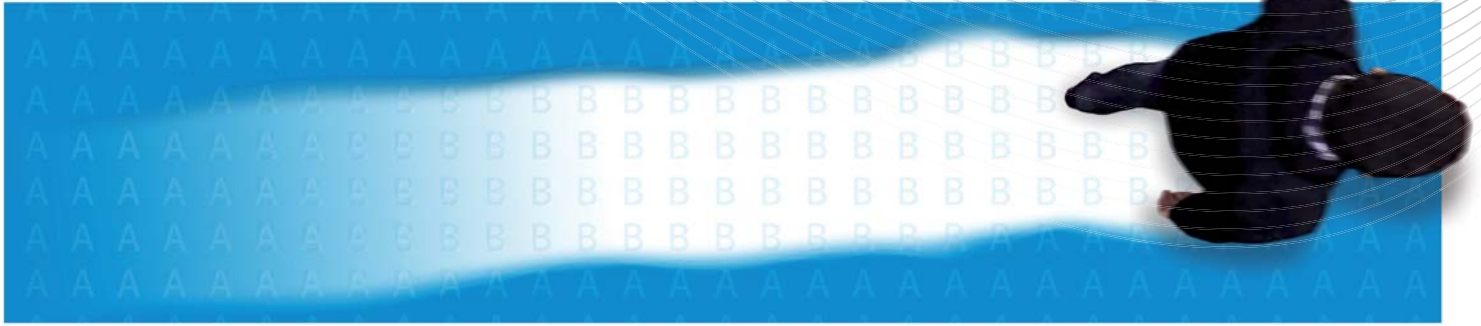


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›poster‹



The ›poster‹ effect allows graphics in the foreground [A] to become transparent through interaction. A circular aperture is formed wherever an audience interacts with the surface. Thereby the background image [B] shines through.

examples

ice bottles



In the foreground is a graphic with iced bottles. The background layer shows the same bottles. Through interaction, the ice disappears and the bottles are exposed. After the interaction, the foreground graphics slowly return to its origin and show the iced bottles again.

advertisement billboard



A graphic with the logo or slogan of a product lays in the foreground. Through interaction a product video is exposed. The video is played in a loop.

customization

foreground

- fullscreen graphics / photo
- Graphics with transparent areas
- Video

background

- fullscreen graphics / photo
- Video

audio

- background sounds
- interaction sounds

When multiple foreground and background graphics are inserted they can change synchronously. The result is an interactive slideshow. It is possible to combine the ›poster‹ effect with some other effects. Videos should be limited to one layer.

parameter

- size of the transparent area
- soft edges
- Duration of transparency
- Speed with which the transparency closes again
- duration of the images shown in the slideshow

›trace‹



The ›trace‹ effect leaves a trail of animated objects [A] on a background image [B].

examples

logo & key visual



An image of a product and a short descriptive text lay in the background layer of this effect. The interaction on the surface leaves a trail of company logos and other moving elements from the corporate design.

fireworks



In the background is the image of a city panorama. Through interaction the viewer leaves a trail of fireworks animations. Each explosion consists of a single sequence.

customization

foreground

- several silhouetted objects / logos
- image sequence / animation

background

- fullscreen graphics / photo
- Video

audio

- background sounds
- interaction sounds

If several background images are inserted they can automatically be changed. The result is an interactive slideshow. It is possible to combine the ›trace‹ effect with some other effects.

parameter

- number of objects
- size of the objects
- life span of objects
- speed of the image sequence
- radius of the object trace
- rotation and scaling of objects
- duration of the images in the slideshow

›mosaic‹



Through interaction the ›mosaic‹ effect shatters the foreground image [A] in a selectable number of tiles that move dynamically around the observer. Beneath the background image [B] becomes visible.

examples

mosaic slideshow



Product descriptions and slogans are placed in the foreground -
The corresponding product is placed in the background.
In interaction, the foreground image and the product Opens
becomes visible. Slogans and products are changed synchronously.

card game



Strung together playing cards are placed in the foreground. The
size of the tiles exactly match the size of the placed playing cards.
Through interaction the picture divides itself into the individual
cards. A video is placed in the background.

customization

foreground

- fullscreen graphics / photo
- Graphics with transparent areas
- Video

background

- fullscreen graphics / photo
- Video

audio

- background sounds
- interaction sounds

When multiple foreground and background graphics are inserted they can
change synchronously. The result is an interactive slideshow. It is
possible to combine the ›mosaic‹ effect with some other effects.
Videos should be limited to one layer.

parameter

- number of tiles for length and width
- random movement of the tiles without interaction
- spacing of the tiles without interaction
- immediate return of the tiles or timing
- Size and speed of the opening
- rotation of the tiles
- duration of the images in the slideshow

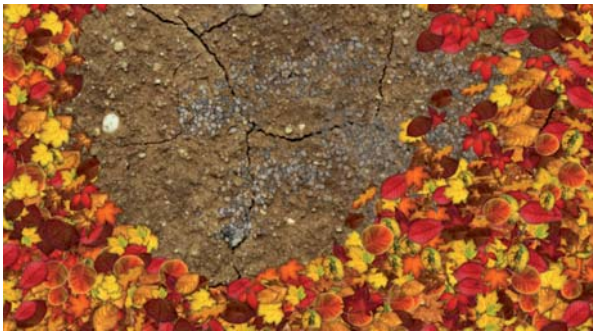
›wipe‹



Within the ›wipe‹ effect a predetermined number of objects [A] will be randomly spread on the background image [B]. When interacting the objects will draw aside. Optionally a frame animation can be played on the objects.

examples

autumm



The background layer in this effect is an image of forest soil. The foreground is covered with autumn leaves. Through interaction the leaves swirl aside. Subsequently they return to their original position.

popcorn



In the background a movie poster or trailer is placed. The foreground is covered with corn kernels. Through interaction the corn kernels jump aside and become popcorn through single frame animation. Subsequently they return to their original position and shape back to corn kernels.

customization

foreground

- several silhouetted objects / logos
- image sequence / animation

background

- fullscreen graphics / photo
- Video

audio

- background sounds
- interaction sounds

If several background images are inserted they can automatically be changed. The result is an interactive slideshow. It is possible to combine the ›wipe‹ effect with some other effects.

parameter

- number of objects
- size of the objects
- rotation of the objects
- speed of the image sequence
- speed of object movement
- immediate return of objects or timing
- duration of the images in the slideshow

›button‹

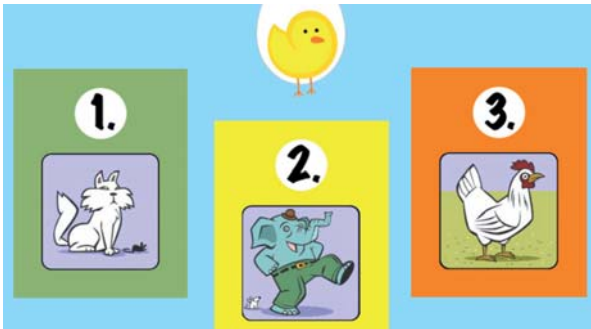


For the ›button‹ effect buttons [A] are placed on a background image [B].

Through interaction the buttons are triggered and the images will be exchanged or a single frame animation is started [C].

examples

quiz



In the background of this effect is a question. Various answers are placed as buttons on the surface. If interaction takes place, correct answers become green, wrong answers become red.

sea of chocolate



In the background is the image of a lake of chocolate. Praline buttons swim in the chocolate lake. If one of these buttons is triggered an image sequence starts playback and the praline sinks into the chocolate.

customization

foreground

- several silhouetted objects / logos
- image sequence / animation

background

- fullscreen graphics / photo
- Video

audio

- background sounds
- interaction sounds

If several background images are inserted they can automatically be changed. The result is an interactive slideshow. It is possible to combine the ›button‹ effect with some other effects.

parameter

- position of buttons
- size of buttons
- speed of the image sequence
- loop or pingpong of image sequence
- duration of images in slideshow

›water‹



The ›water‹ effect is a highly realistic simulation of water surface with associated reflections and refractions. Through interaction the water [A] forms waves that distort the content in the background [B].

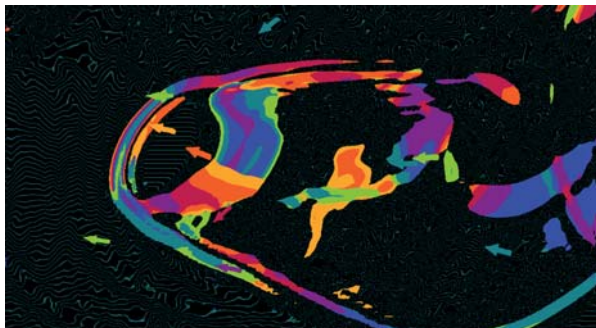
examples

fish



The water forms the foreground for this realistic representation of a fish world. The underwater world in the background is distorted through interaction, exactly as you would look into a real pond from above.

performance water



In this effect, the reflections and the wave formation of the water are adjusted so that an abstract world of color is formed. As the waves form themselves closely to the interaction it is possible, depending on the nature of the technical installation, to form the silhouette of the audience.

customization

foreground

- water appearance / behavior

background

- fullscreen graphics / photo
- video
- effects / fish world

audio

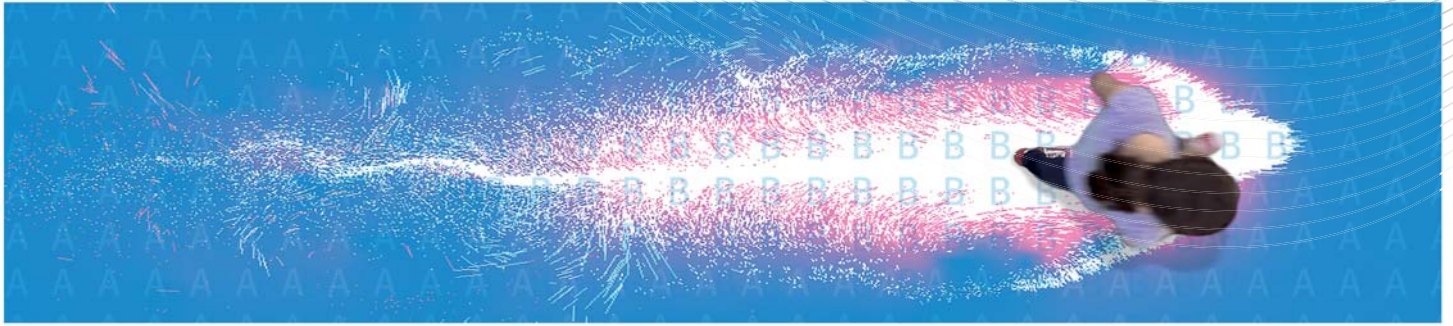
- background sounds
- interaction sounds e.g. rippling water

If several background images are inserted they can automatically be changed. The result is an interactive slideshow. It is possible to combine the ›water‹ effect with some other effects. Usually this effect is used as a foreground for fish worlds or other effects.

parameter

- transparency of the water
- viscosity of water
- intensity of the waves
- intensity of refractions
- graphics for calculating reflections

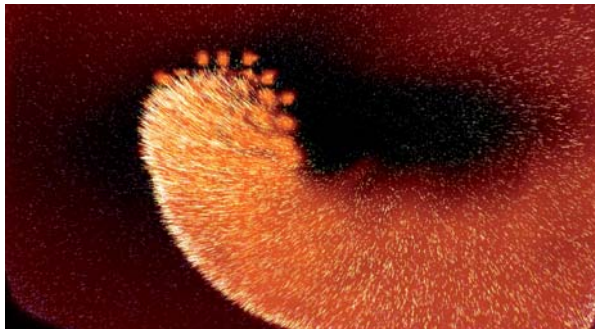
›fluid‹



The ›fluid‹ effect is a seemingly liquid light effect in combination with a dynamic particle simulation. Through interaction the effect lights up colorfully [B]. The effect colors mix up like liquids and are added to the background image [A].

examples

glamour fluid



Warm red and blue color tones mix up in this effect like the lights at a gala evening. The result is a very appears as a very high class and dynamic play of colors.

fluid fish



In this effect, the dynamic play of colors of the ›fluid‹ effect are combined with fish. A seemingly black surface fills itself through interaction with colored lights and in its glow black fish move like shadows.

customization

foreground

- Fluid appearance / behavior

background

- fullscreen graphics/ photo
- Video

audio

- background sounds
- interaction sounds

If several background images are inserted they can automatically be changed. The result is an interactive slideshow. It is possible to combine the ›fluid‹ effect with some other effects. On a dark background this effect comes to its best advantage.

parameter

- life span of the fluid
- viscosity of the fluid
- color of the fluid
- number of particles
- lifetime of the particles
- colors of the particles
- speed of the particles
- turbulence of the particles

file specifications

File specifications for custom graphics in ›living surface‹.

application	format
fullscreen graphics	PNG (*.png) / JPG (*.jpg) 1024x768px / 1920x1080px (depending on output) aspect ratio must equal output
mask with transparency	32bit PNG (*.png) 1024x768px / 1920x1080px (depending on output) aspect ratio must equal output
silhouetted objects	32bit PNG (*.png) 4px transparent border 128x128px / 256x256px (depending on output)
image sequences	32bit PNG with ascending numerical order (*.XXXX.png) 4px transparent border 128x128px / 256x256px (depending on output)
video	H.264 (*.mp4) 10mbit VBR 1024x768px / 1920x1080px (depending on output) aspect ratio must equal output
video with alpha channel	Quicktime (*.mov) mit Apple Animation Codec 100% Qualität 1024x768px / 1920x1080px (depending on output) aspect ratio must equal output
audio	AIFF (*.aiff) / WAV (*.wav) 16bit 44100Hz Stereo
logos and silhouetted objects for editing by vertigo systems	AI (*.ai) / EPS(*.eps) vector data on transparent background