Interactive Projection on walls with 2D LiDARs

Setup relies on:
1 x Modulo Kinetic Designer
1 x Modulo Kinetic V-Node server with 3 outputs
3 x 2D LiDARs (Hokuyo - UST-10LX)

Easy Set-up and smooth Workflow:
Calibration of the 2D LiDARs
Real-time detection and tracking of hands or objects on each wall (1 plane)
Tools for a smooth collaborative workflow between the creative and technical teams

Limitless Creative Possibilities:
Flexible real-time node-based compositing tool
Compute Graph: Data parameters modified based on incoming data
Render Graph: Creation of interactive effects using an ever-growing internal library of effects
Support of GLSL shaders
In/out transitions for a flawless experience