

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

