

Interactive Projection on floor with a 3D LiDAR

Setup relies on:

- 1 x [Modulo Kinetic Designer](#)
- 1 x [Modulo Kinetic V-Node server](#) with 3 outputs
- 1 x 3D LiDAR ([Ouster - OSDome](#))

Easy Set-up and smooth Workflow:

Calibration of the 3D LiDAR in seconds
 Point cloud allowing the detection & tracking of people or objects real-time
 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

