

Interactive Projection on walls & floor with 2D & 3D LiDARs

Setup relies on:

- 1 x [Modulo Kinetic Designer](#)
- 1 x [Modulo Kinetic V-Node server](#) with 3 outputs
- 1 x 3D LiDAR ([Ouster - OS Dome](#))
- 2 x 2D LiDARs ([Hokuyo - UST-10LX](#))

Easy Set-up and smooth Workflow:

- Calibration of the 2D & 3D LiDAR in seconds
- Real-time detection & tracking of hands or objects on each wall (1 plane)
- 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

