

# Wavy Wave

A video projection project

## Project Description

Wavy Wave is a video projection project that will be taken place at the University of Maine Art Museum in Bangor. This project is an exploration of texture and 3D dimension in the relationship between the video and the projected surface. There is a rock waterfall sculpture built against a wall at the sculpture garden (figure 1.1 and 1.2). Its texture and dimension make it a perfect projection surface for Wavy Wave. The project has a relatively simple concept - to make a flat-looking video looks dynamic and 3D. When we look at a video of the sea or a river with fast current (even though) filmed at a certain angle, we feel mundane and plane. By projecting a video of water current onto the rock sculpture that provides texture and has its form associate with the pattern of wave, Wavy wave will break this impression and bring a brand new experience to the viewer.



(figure 1.1)



(figure 1.2)

## Process

- 1 Shoot footage for projection
- 2 Edit and Compress footage
- 3 Import to Modul8/ Madmapper and start masking; Sound
- 4 Test Projection of the masked video
- 5 Rehearsal at the site
- 6 Problem shoot
- 7 Final - Performance

## Set Up

