GEOLA

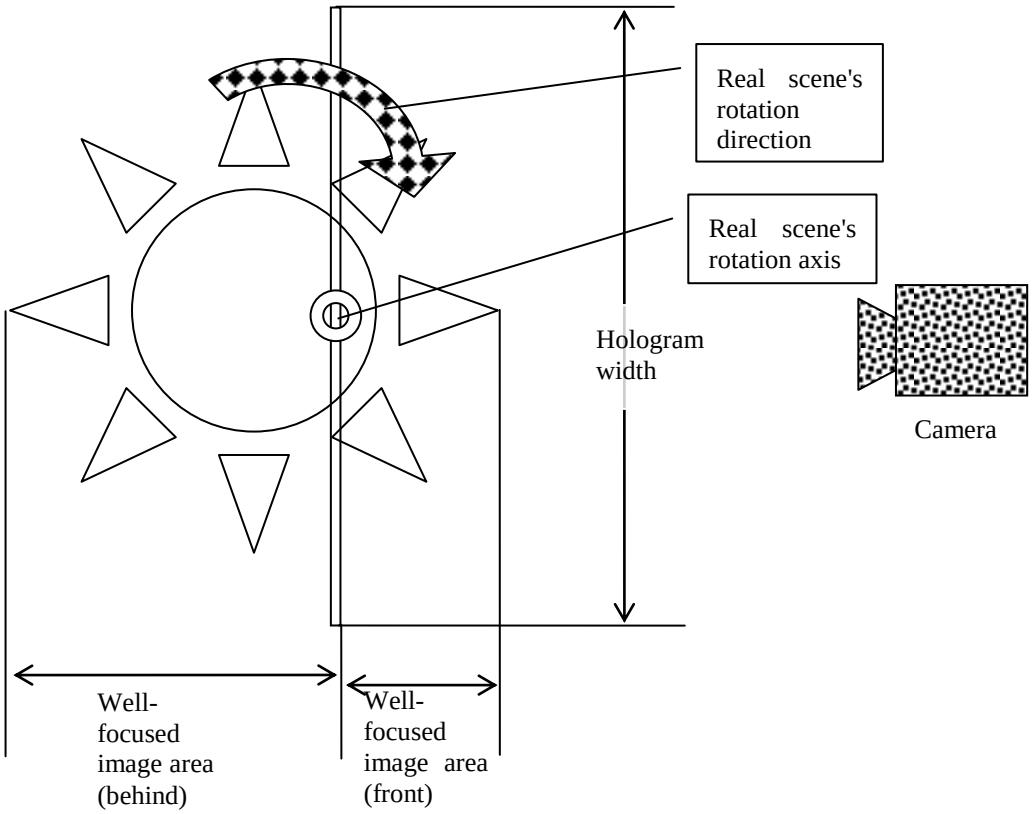
Dr. Stanislovas Zacharovas

Filming a real object on a rotating stage for Geola's master-holograms

3d object that is visible in front of the hologram surface is well-focused until the distance of 25%÷30% of hologram width, your rotation axis shall reflect this technological requirement. Also note that 3d object that is visible behind the hologram surface is well-focused until the distance of 70%÷75% of hologram width.

While you are filming your 3D object on rotating table you shall always remember that rotation axis will be at the image plane of Geola's master-hologram. So you shall never have your rotating axis going through the physical centre of your 3D scene, unless you want the blurry image in front of the hologram.

I advise to have your rotation axis as per picture below. Rotation angle shall be equal (or a bit greater) to virtual camera's FOV obtained from Geola's calculator. The scene's rotation direction shall be clockwise.



Well-focused image area (front) = 0.25 * Hologram width
Well-focused image area (behind) = 0.75 * Hologram width

Figure 1. Real 3D scene's filming for Geola's master-hologram – Top view

Tips for video camera settings:

1. Switch off your camera's autofocus.
2. Switch off your camera's auto brightness
3. Focus your camera manually
4. Reduce your camera's aperture to minimum
5. For lighting use video lights giving an uniform lighting over whole scene
6. Switch on camera's anti-flicker feature and set it according to your mains frequency (50Hz or 60Hz)