

Shooting a real objects on a rotating stage for Geola's 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 that. Also, note that parts of 3d object that are visible behind the hologram surface is well-focused until the distance of 70%÷75% of hologram width.

While you are shooting your 3D object on a rotating table, you shall always remember that rotation axis will be at the image plane of Geola's 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, or your 3D object is quite shallow.

I advise you to have your rotation axis as per picture below.

The rotation angle for poster-sized holograms shall be 85 degrees, and for master-holograms -45 degrees. The scene's rotation direction shall be clockwise.

The field of view of your camera shall be such that if would be "seeing" for $\sim 20\%$ more than you want to be seen on your hologram.

If you want to use a video camera, the rotation speed shall be such that resulting video would contain at least few hundred frames.

If you are using a photocamera and precise rotating stage – you shall make shot each $\sim 0.1-0.2$ degree for master-hologram and $\sim 0.2-0.5$ degrees for poster-sized hologram.

Please note that for our printer we are submitting $\sim 400 \div 800$ images for one hologram (depending on hologram size); if you would not supply us required quantities of images, we will calculate them from those you supply us – with certain discrepancies.

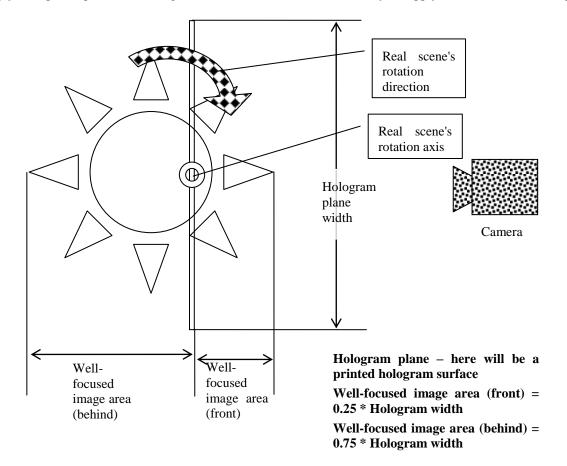


Figure 1. Real 3D scene's shooting for Geola's hologram – Top view

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)