

## **The Invisible Shape of Things Past** **Joachim Sauter/Dirk Lüsebrink [Art+Com]**



With this Project users are enabled to transform film sequences into interactive virtual objects. This transformation is based on all the camera parameters of a particular film sequence. The angle of the individual frames in relation to the virtual camera path depends on the perspective of the actual camera, the size of the individual frames depends on the focal length used. A virtual architecture of information emerges, which represents the underlying film sequence through its form. This object may be explored interactively, it is the spatial user interface [VRUI] to the information it contains.