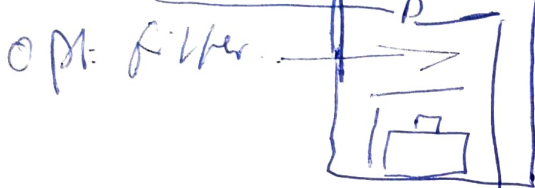


# Lichtquantität II 1

- Aufnahmen Mikroskope } teilw. Lombracula
  - Videoaufnahmen } teilw. Lombracula
- Seit Video Pixel ~~quantisiert~~ "4:4"   
 Licht + Video quantisiert

↳ Re-footage per Projektor

Linse Skapez → D



24 Colour wheel → D  
Colour wheel / composition

Kan mit freier Form  
SBS Linien  
werden

- + Schattenprojektion
- + zusätzliche Gegenstände vor der Wand

24

= 0,0416666667

F 40ms

Grenze + 80!

d = 90

d = 1.33333

d = 0.66

f = 0.3

F = 1.6666

F = 0.8

1.3

# Basics

$d = 80$   $d = 0.8$   $0.0416$

X fps ~~24~~ 24 → lower for nails how?  
X Cameras

X frame rate  $d = 1$   $T = 2$   $F = 4$   $F = 8$   $F = 16$   
 $d = 1.5$   $3.8$   $6$   $12$   $24$   
 $dF = 1 = dF = 2$

X progressive scanning  $d = 0.75$ ,  $T = .375$ ,  $F = .1875$   
X 4K?  $dF^3 = 1$   $dF^3$   $T^3 = 0.5$   
 $T^3 = 0.25$

## Sensor (CCD/CMOS)

• focal length ahead storyboard  $\rightarrow$  as big as p.  
→ main: dollying } DOF  
• Focus (front/back) interpretation?  
↓ zoom? ↓ prime? lens pos. dolce

• aperture → ca. about Miesinger 5 openings  
• DOF 1/3 2/3 rule)

X head / rig / extra equipment  
X light!

# Effects

9

- Contrast / brightness
- zooms
- frame rate change

↓ <sup>glass</sup> ↓  
hi: slow down      lo: speed up  
ramping → blur! fading objects

- editing
- blending modes / transition?!  
↳ normal, dissolve, darkening, lightening,  
Contrast

XPL - footage (compositing) Benin horse

- blurring
- rotation etc.
- displacement
- ripple

---

Bat  
Synth

Inspiration

9

Braklige / Man Ray / Franke

3 Bildsprache einzeln  
oder 1 Bild

"Man Ray": Invert

u Mikrosk: Solanige → Proper noch beschreiben!

Wärme: Regenbogen, Eis, Graustufe

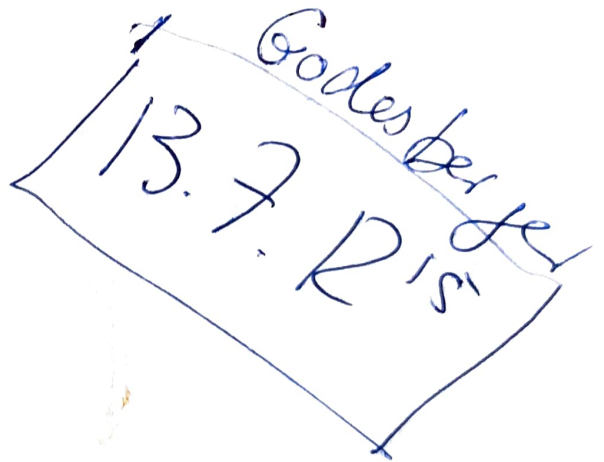


GRM

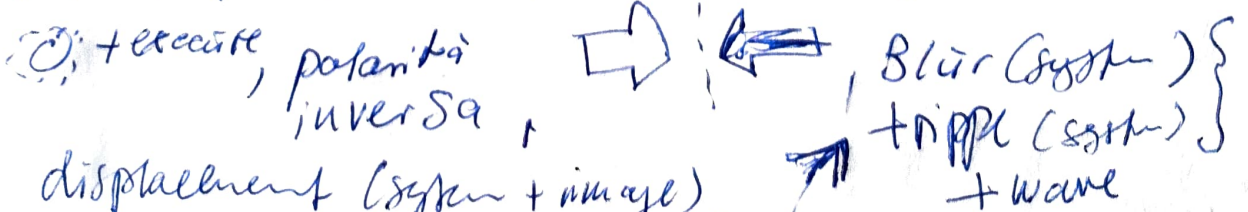
Artikulationen

Effekte

keine Übersicht



Solanse, Inversion, mirror (re-footage)

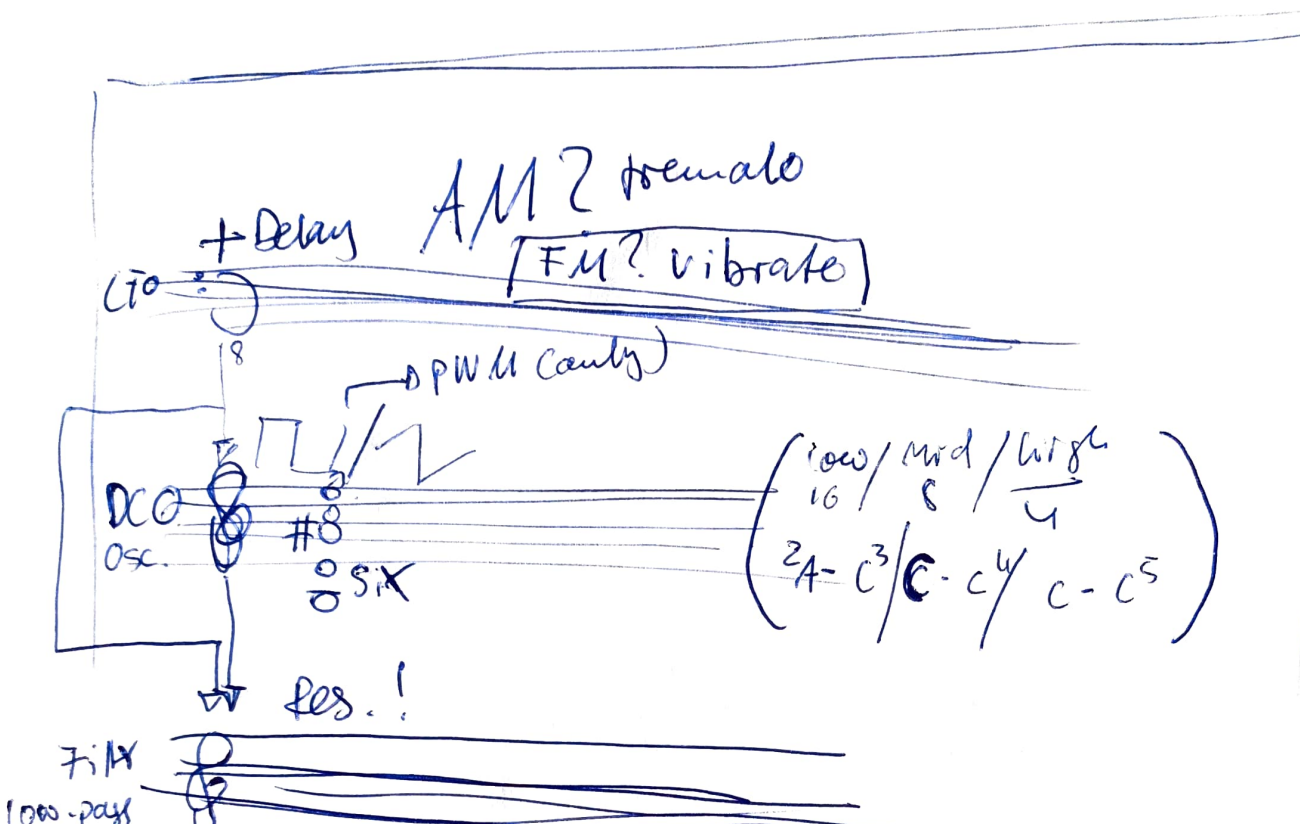


displacement (system + image)

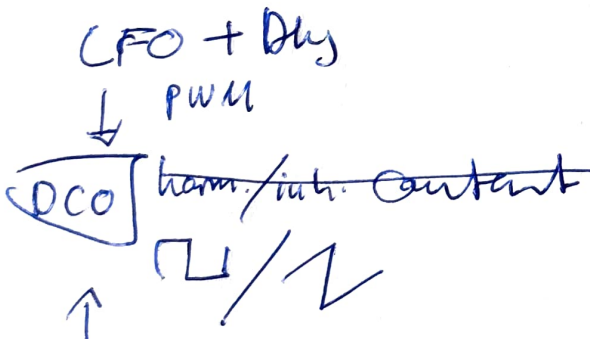
Keise (image), pitelaria (offset), difference clouds

June 100 / Model 84  
 Roland

5



DCO: 6 notes simult.  
 sub: one octave below  
 the main DCO osc.  
 Noise: white noise rate



sub-LFO (always one octave lower)  
 DA => only ~~with~~ dynamic level  
 + Noise (white)

GRM Classes  
 Rub Orga Filter + Gran

NOT too specific.

Planne vs Stagnant vs Flowing

Ecological effects considered? ~~30~~

2 columns water type

A B Fresh water (lake) river

Physical up/down ecological effects - providing data for noise?

fresh water vs ramme - Relevant (Y/N)

Physical characteristics parameters & similar noise? Y/N

Activity Effects

Dato unresil Pulmo

vera.jordao@locapesso.pt

Chatta 30

Thomaz

Not not considered general approach yes / own observations

Order

1

2

3

3

4

Lines

30

30

Apple!

safety pins, comb, tweezers

"matter - less" drop!

7 F = 12345678  
8 S = 12345678  
1 = d 12345678  
2 = e 12345678  
3 = f 12345678  
4 = g 12345678  
5 = h 12345678  
6 = i 12345678  
7 = j 12345678

Wavy scribbles  
tuesday 10 MW

Relevant (Y/N) if NO why

Show document

2021/11 check papers townhood leader

half, polygon, soften, facet, fast, matter, object, random, squared, acoustical

II 1-3 a post.

I 6-

⊙ Dist<sub>1</sub>

✓ post

Rub<sub>1</sub> ~~Rub<sub>4</sub>~~ Rub<sub>5</sub>

RM<sub>3</sub>

Bat ∈ Q/Char<sub>4</sub>

Dist<sub>4</sub>

⊙ Phy<sub>4</sub>

~~Phy<sub>7</sub>~~

⊙ RM<sub>4</sub>

Rub<sub>6</sub>

⊙ II

Dist<sub>6</sub>

Phy<sub>6</sub>

RM<sub>6</sub>

Rub<sub>6</sub>

Drop

~~Phy<sub>7</sub>~~

~~Rub<sub>7</sub>~~

⊙  
⊙  
⊙  
~~Phy<sub>7</sub>~~  
~~Rub<sub>7</sub>~~

• 24 → 5 S. 141

• polarity → displacement

• Solarisation

• freeze → displacement

• Blending modes 1. normal 2. darkness

3. Lightening 4. Contrast

5. difference 6. Color

→ + displacement



□ (30)

1411 × 811

~~7000 × 400~~

400 × 725

72<sup>30</sup>

3.12. 117096

Klosterstr. 7

Einmüß beständig

Kaufvertrag

Anmeldeformular

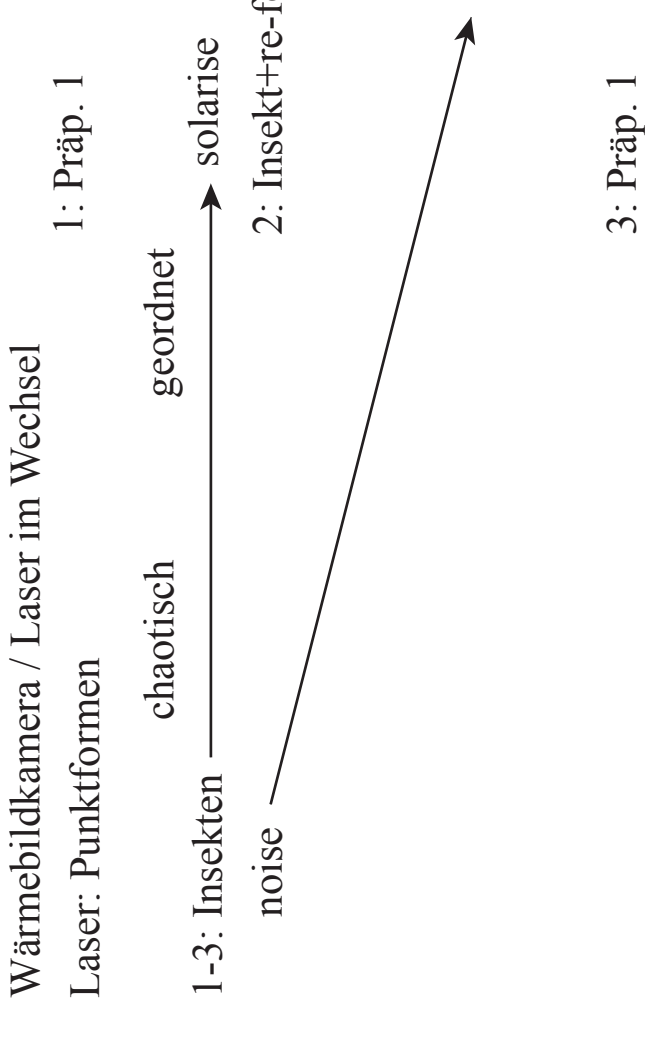
Kann alleine

Vollmacht

+ID

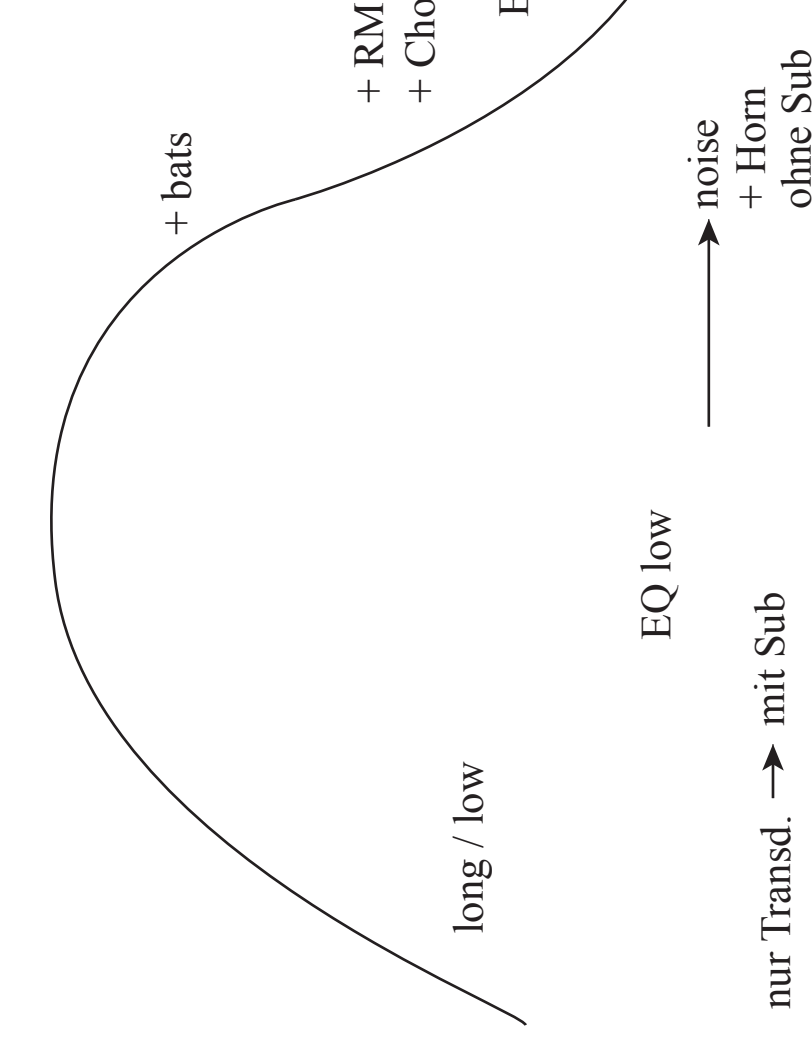


# I fps = 24

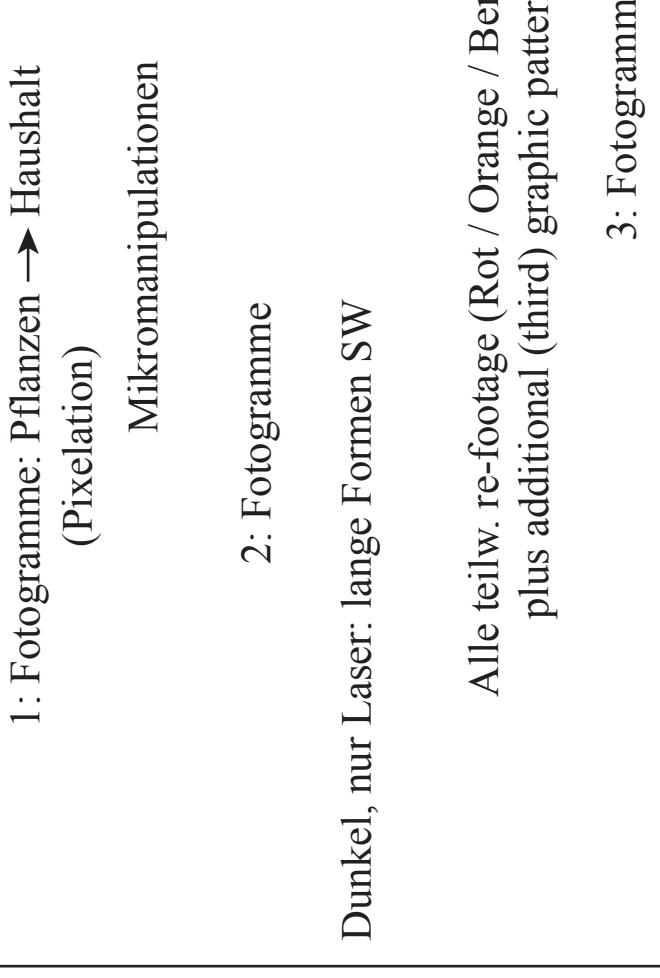


Nägel, Nadeln, Taekernadeln, Büroklammer, Sicherheitsnadeln, Geröll, Erde, div. Pflanzen, Kamm, Pinzette, Schraubenzieher, Hammer, Zange, Schere, Stifte, Gabel, Messer, Löffel, Spielfiguren und CD / runder Spiegelq  
zwölf Farbliter (unreines Bernstein, rosa Tönung, blasses Bernstein, blaues Bernstein)

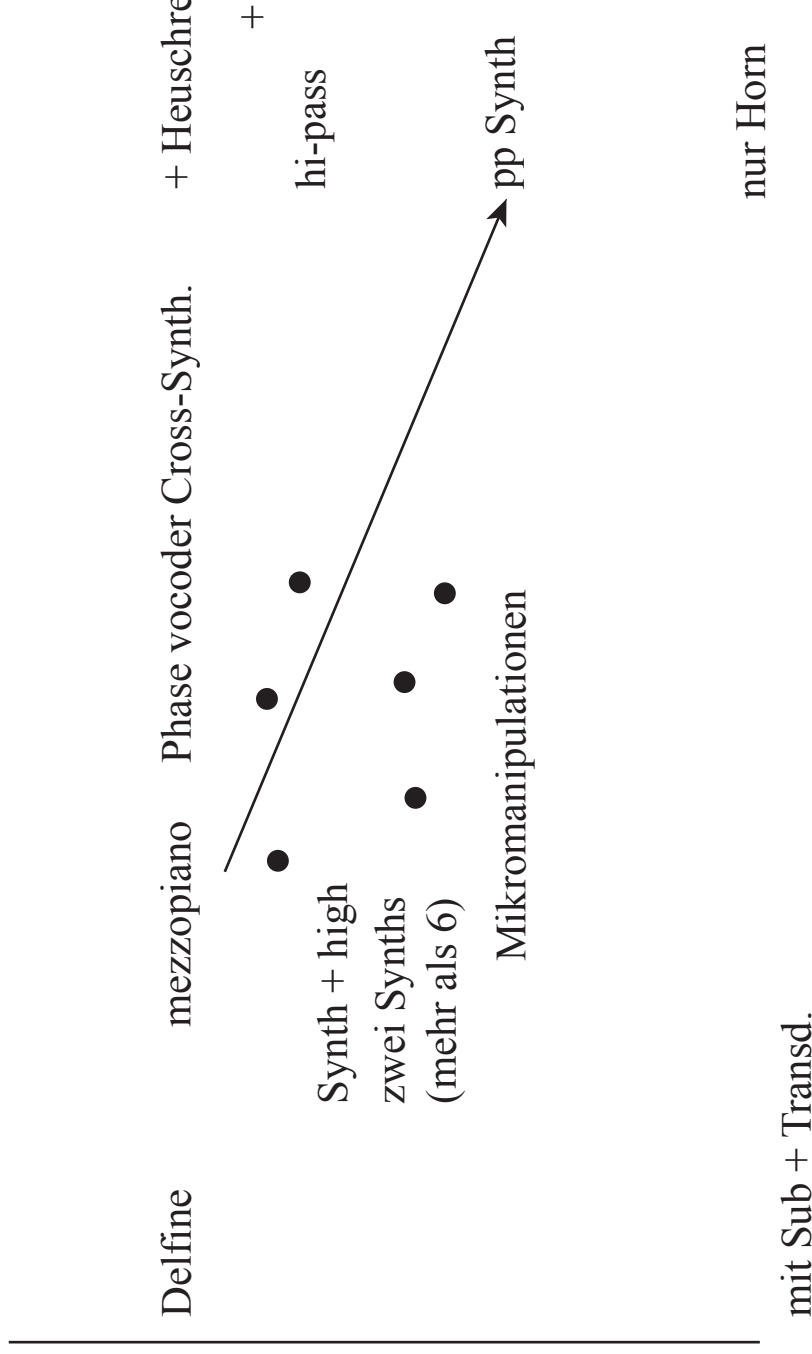
SW bläulich / Lavendel



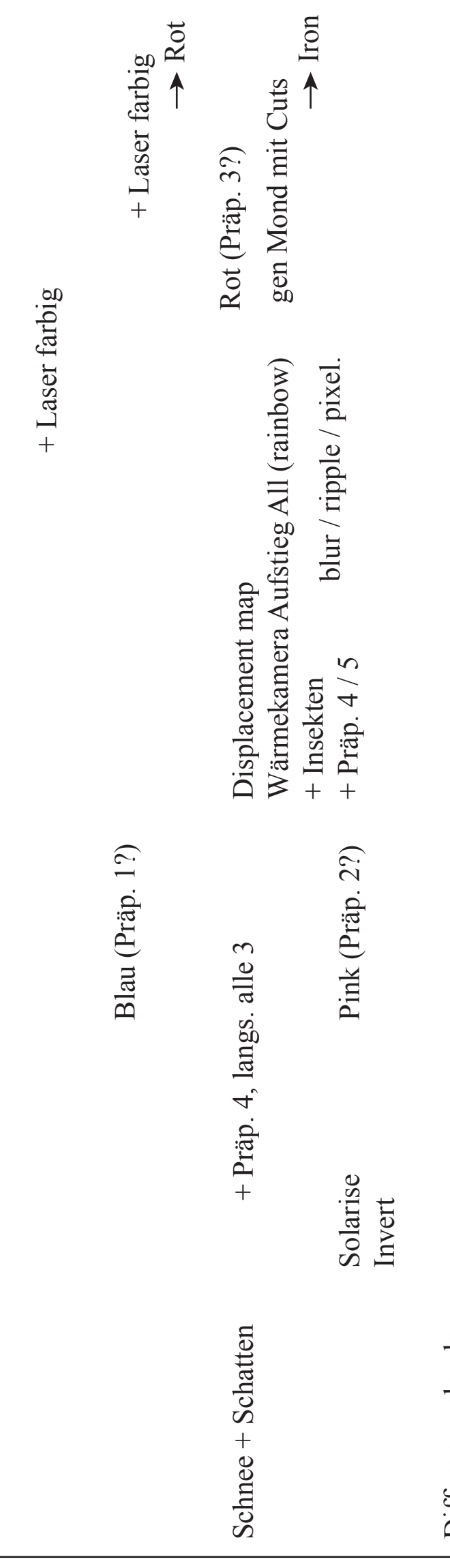
# II



SW / Rot / Bernstein



# III



Pink / Grün / Blau

