Finally, I don’t feel confused and lost by completely everything. A big step.

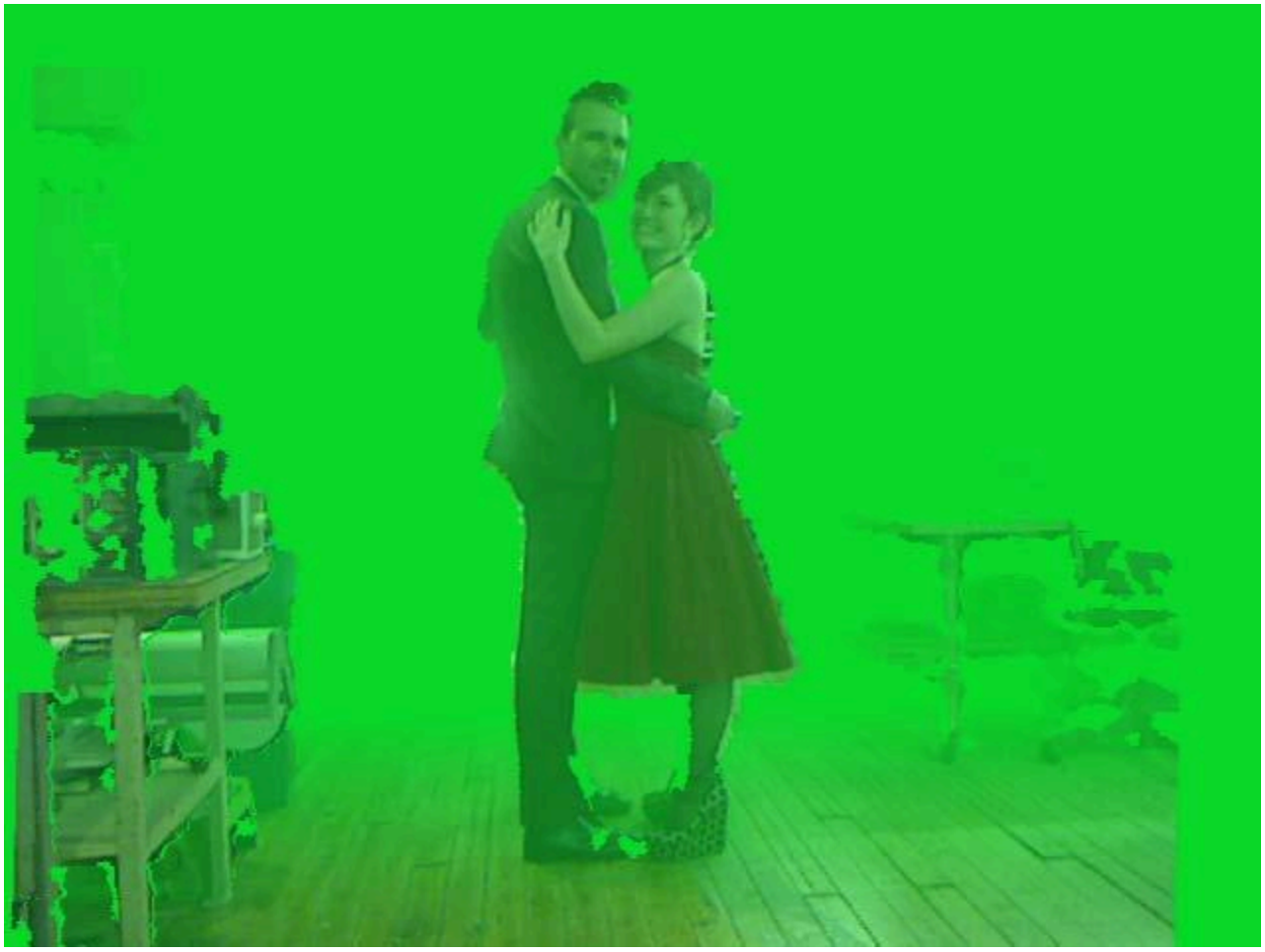
My idea was to record in 3D space using the kinect and then move through that space in slightly less than real time (by a factor of, say, 0.9) -- so that you slowly drift into the past. I thought that kinect’s capture example would be easy to modify, and greg confirmed this, and pointed me down the right path. I was able to get about 5 fps laying down PNGs directly to the hard drive. Then with I used Kyle’s mesh example, and modifed it slightly so I could use a keyPress event to increment through the frames, adding a conditional (if frameCount >41 ) frameCount = 1 to loop back to the beginning of the animation.

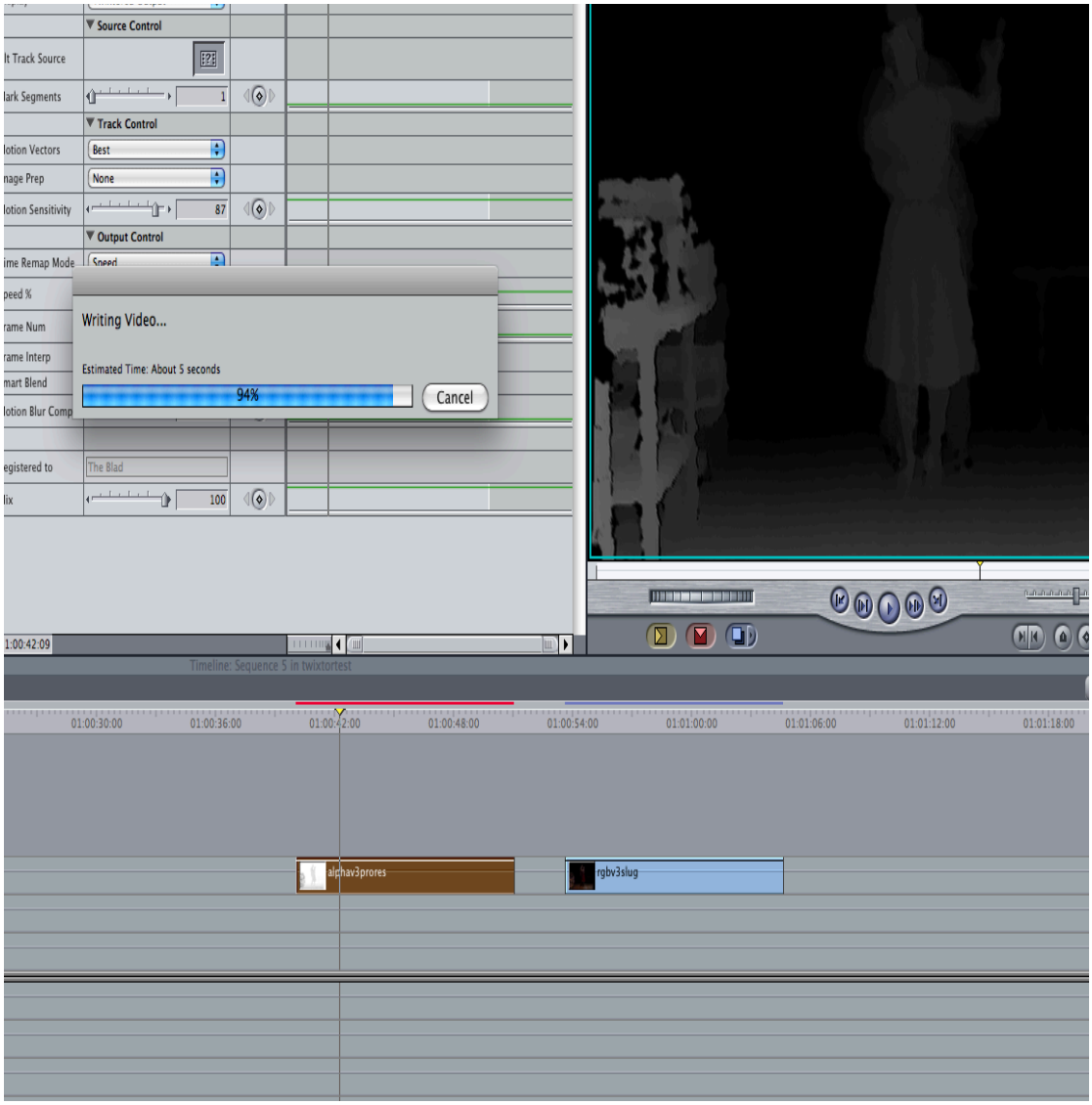
With the assumption that I could eventually record at higher framerates using the kinect, I went in a bold, ultimately unsuccessful, non-programmatic direction. I thought, can I use time-remapping video software like Twixtor to separately manipulate the alpha (depth) portion of the image, as well as the RGB pixels, to radically remap the time -- and then bring that BACK into the mesh example to manipulator it in 3D? Can you say, “instant matrix effect?” Even though with my current 5fps, I’d probably only get close to approximating real-time, I was excited to try this as a proof-of-concept.

Sadly, hours of experimentation proved unsuccessful, and reinforces the inherent problems we know exist in working with proprietary algorithms and software. I thought I could get around the fact that Twixtor doesn’t support alpha channels by putting my RGB image sequence on a key (a green slug). But because twixtor uses a lot of complex math to guess where individual pixils might move between frames that it has to create new ones(it’s a whole lot more than frame blending) it ends up combining my key data and desired RGB data, making them totally entangled. Like mp3 compression, it’s an algorithm that’s clearly designed around the way our eyes sense -- and not the way computers see. I was successful at creating a radically slow-ed down, presumably fairly accurate, kinect-like depth image even from the 4fps, but the RGB data either (1) has to come out on a black background or (2) gets mixed up with whatever key I throw in.

FAIL HARD.

assorted screenshots below. Video documentation by this afternoon.




Source Control
Track Control
Output Control
Best
None
87
Writing Video...
Estimated Time: About 5 seconds
94%
Cancel
100
Timeline: Sequence 5 in twixtortest
01:00:30:00
01:00:36:00
01:00:42:00
01:00:48:00
01:00:54:00
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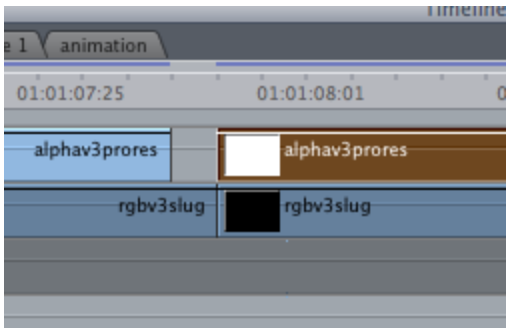
01:01:18:00
alphav3prores
rgbv3slug


animation
01:01:07:25
01:01:08:01
alphav3prores
alphav3prores
rgbv3slug
rgbv3slug


alphav3prores
rgbv3slug