

# REBIRTH

: 재생

Jaehyung Lee

## Introduction

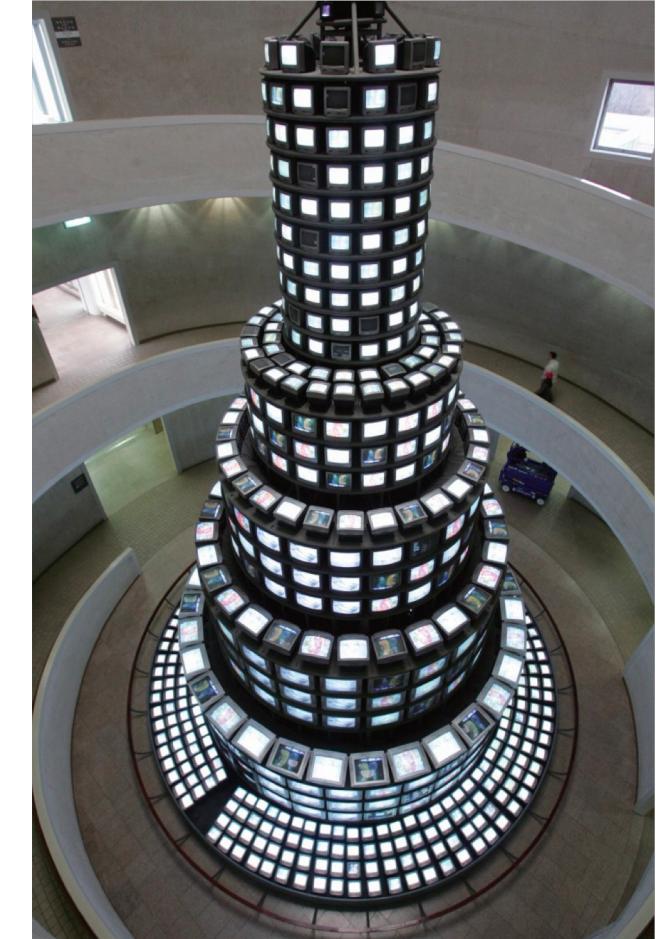
This is a project that recorded  
Incidents of people's interest by homage to  
Video artist namJune paik's <다다의선>

## Intention

Braun tube tv that constitutes original work is getting old and breaks down.  
Since it is difficult to find replacement parts,  
one or two of them have been neglected and the work is currently turned off.

I thought that this was similar to human memory,  
and that people also chose to recall incidents according to their interest.

Therefore, I want to move the real TV to 3d screen  
and play incidents for a TV that will not break down forever,  
and I want to keep a record, not a memory.



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## Function & Feature

- Rotate 3D grid automatically
- Rotate X, Y, Z
- Sound
- Show Gifs : PImage[]

## Tool

- Processing
- Online mp4 to gif converter & spliter

## How to make

- Loop Statement
- Class
- Array
- rotate[], translate[]
- box, image

## Design & Concept

- Homage to paiks' artwork

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```
class movie {  
    PImage[] m;  
  
    movie (PImage[] m) {  
        this.m = m;  
    }  
}
```

```
movies = new movie[100];  
for (int i=0; i<movies.length; i++) {  
    movies[i] = new movie(m_lists[i % m_lists.length]);  
}
```

Using <Class> & <for statement> & <array.index>

Repeat formula to reuse a finite array as many times as you want

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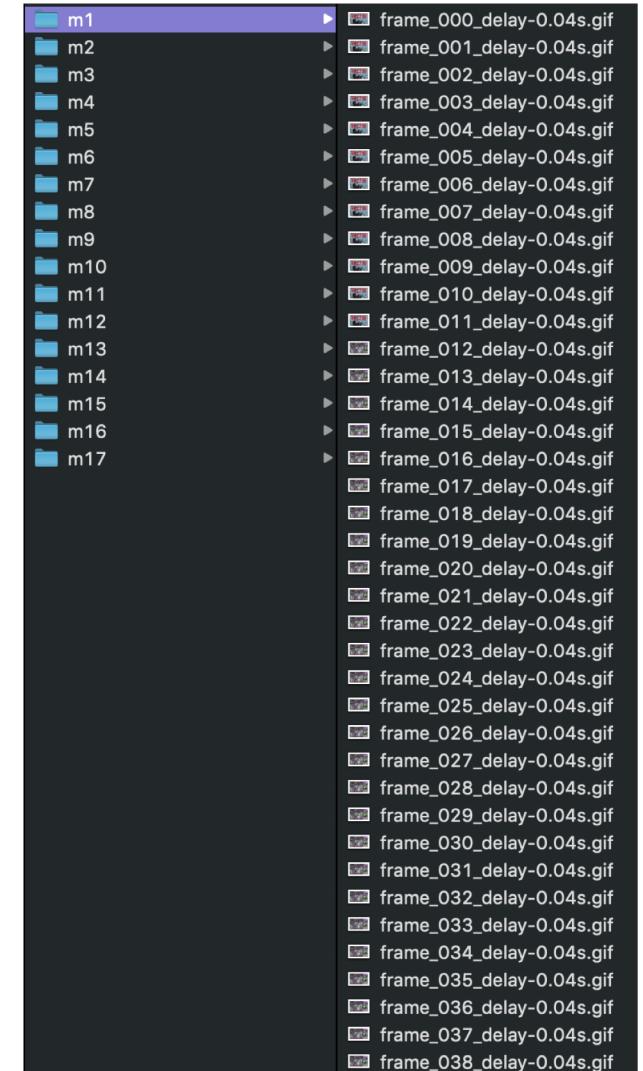
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```
for (int i = 1; i <= m_lists.length; i++) {  
    for (int j = 0; j < 10; j++) {  
        m_lists[i-1][j] = loadImage("./m"+i+"/frame_00"+j+"_delay-0.04s.gif");  
    }  
    for (int j =10; j < 100; j++) {  
        m_lists[i-1][j] = loadImage("./m"+i+"/frame_0"+j+"_delay-0.04s.gif");  
    }  
    for (int j =100; j < 250; j++) {  
        m_lists[i-1][j] = loadImage("./m"+i+"/frame_"+j+"_delay-0.04s.gif");  
    }  
}
```

Import 250 gif files for each data folder

Filename: frame\_000\_...gif ~ frame\_249\_...gif



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```
// 1
for (int i=0; i<8; i++) {
    for (int j=0; j<10; j++) {
        rotateY(radians(-72));
        translate(0, 0, 70);
        image(movies[movies.length-1-(2*j+i)].m[frameCount%250], -88, -12, 0.6*bx, 0.6*by);
        translate(0, 0, -70);
        rotateY(radians(72));
        box(0.8*bx, 0.8*by, 0.8*bz);
        rotateY(radians(36));
        translate(45, 0, 15);
    }
    translate(0, 0.8*by, 0);
}
translate(0, 0.08*by, 0.9*bz);
```

Loop statement

Makes each stage of video tower