

# PRIMATE

IIBPO (INTERACTIVE IMAGE BASED PRIMITIVE OBFUSCATOR) MODEL 6275  
OPERATING PLACARD

## ABSTRACT

PRIMATE is an experimental realtime 3D “mask” powered by *openFrameworks*, an open source C++ toolkit for creative coding. PRIMATE turns your mug into a 3D primitive. The webcam in front of you captures pixels, which PRIMATE converts into vertices (3D points) on a plane primitive (a flat mesh). The pixel color data is used to translate and rotate the vertices in 3D space in various ways. The medium of this work is math, and the subject is you; just a bit more primitive.

## INSTRUCTIONS

1. Align face with camera (adjust camera as necessary).
2. **RESET** will return the primitive to its original state.
3. **RANDOMIZE** will randomize all settings for a unique initial state.
4. Adjust controls to obfuscate the primitive. There's no right or wrong way to do it.
5. Left-mouse click and drag on the primitive to rotate in 3D.
6. Right-mouse click and drag on the primitive to zoom in or out.
7. When you've found a sweet spot, replace **SNAPSHOT “NAME”** with a unique title and click **SAVE**.
8. An image will be saved for later distribution, and your settings will join a crowdsourced preset library.
9. Randomly browse others' snapshot presets by clicking **LOAD RANDOM**.

## GLOSSARY

### PRIMITIVE (prim-i-tive)

A simple geometric shape that may be generated in computer graphics by a simple operation or procedure, from which complex operations or procedures may be constructed.

### OBFUSCATE (ob-fus-cate)

Render obscure, unclear, or unintelligible.

