

2020-01-20

# Bronze Spheric Theme

Phillips, M

<https://pearl.plymouth.ac.uk/handle/10026.1/22279>

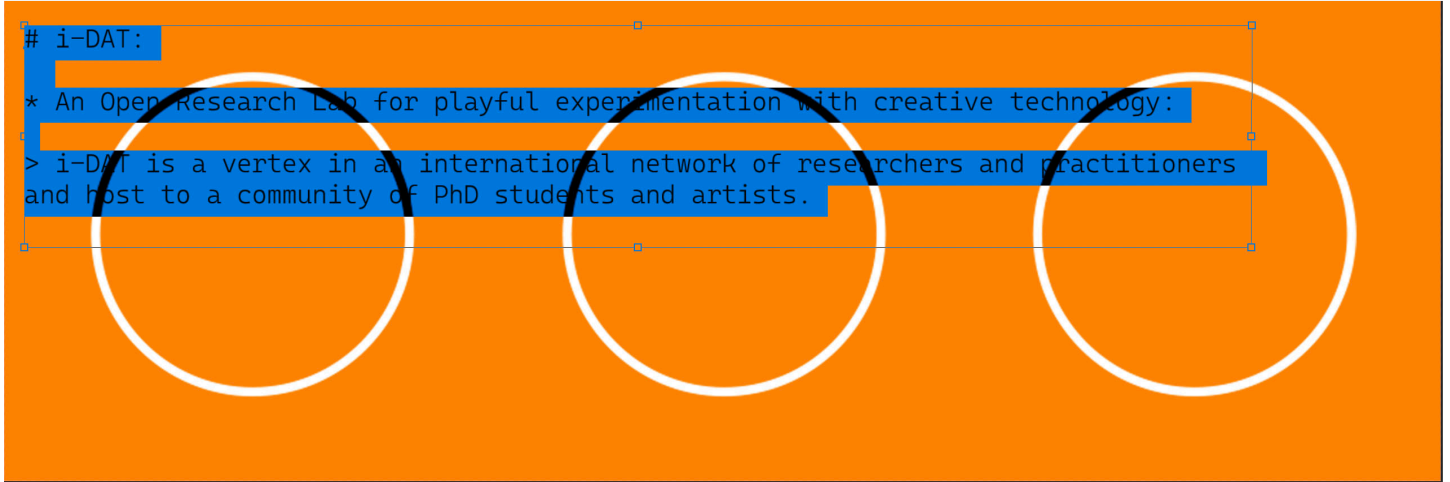
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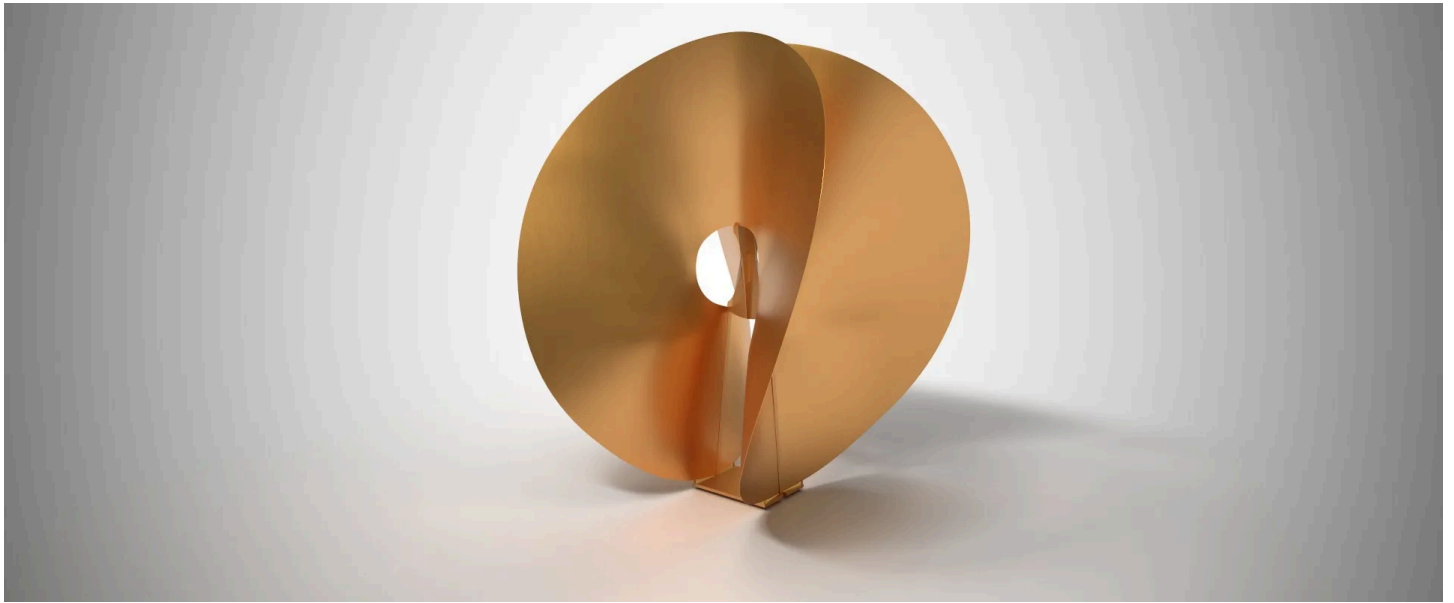


## Bronze Spheric Theme

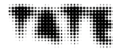
patconley Projects

07/01/2020

Interactive Projection of a virtual **Bronze Spheric Theme** for **Tate St Ives Naum Gabo Exhibition** co-produced with i-DAT and Tate Digital.



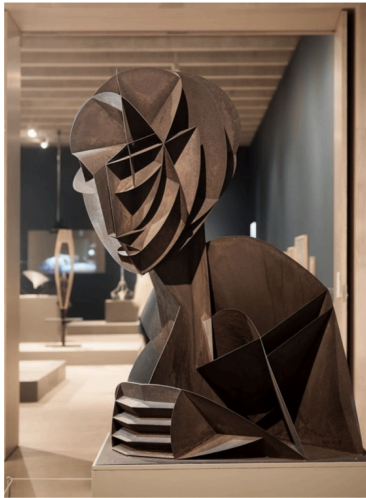
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TATE ST IVES  
EXHIBITION

# NAUM GABO

25 JANUARY – 3 MAY 2020

Free entry for Members

Naum Gabo *Head No. 2* 1916, enlarged version 1964. The Work of Naum Gabo © Nina & Graham Williams / Tate. Photo: Kirstin Prisk.

## TATE ST IVES

Porthmeor Beach  
St Ives  
Cornwall TR26 1TG

## Bronze Spheric Theme

Original work c.1960, digitised 2019-20

## Digital 3D Model

“This projected model allows Gabo’s Bronze Spheric Theme to revolve in space as the artist originally intended. As you step into the corner of the gallery, motion sensors follow your movement and direct the digital model to rotate.

Gabo used transparent and reflective materials to harness light within sculptures. He also developed moving sculptures and designs for projections onto buildings. This 3D model follows Gabo’s innovative use of materials and technologies. Using 3D scanning and photogrammetry the original sculpture was captured in detail. The digital model was then made interactive using game engine software.”

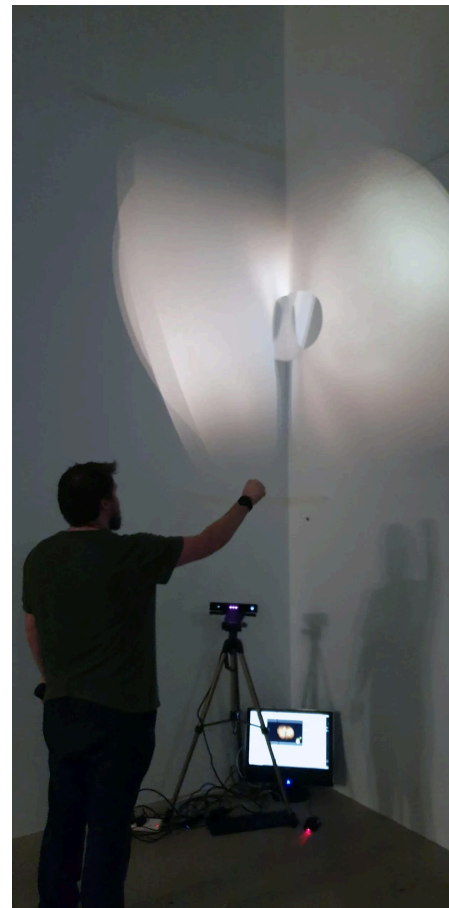
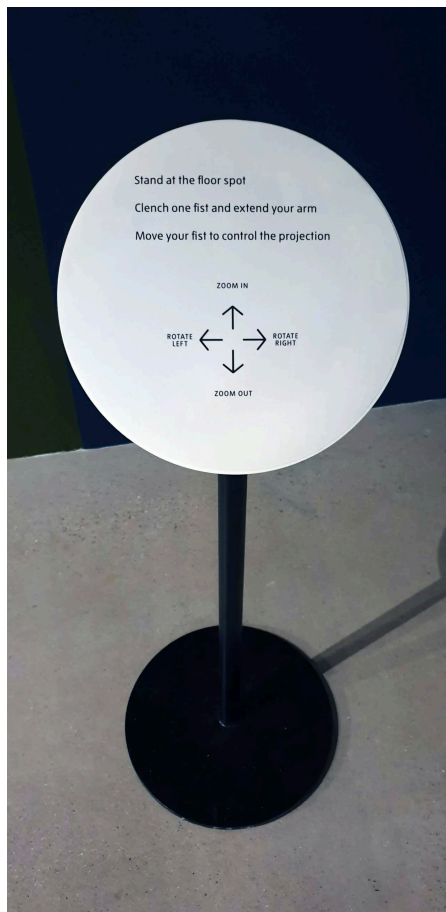
*(Gallery information panel)*

The original Bronze Spheric Theme is on display in [Gallery 1](#) as part of [Modern Art and St Ives](#).

With thanks to Nina and Graham Williams.

This project was co-produced with [i-DAT](#) and [Tate Digital](#).





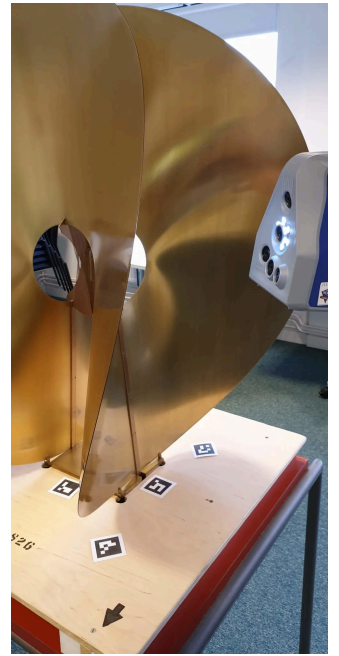
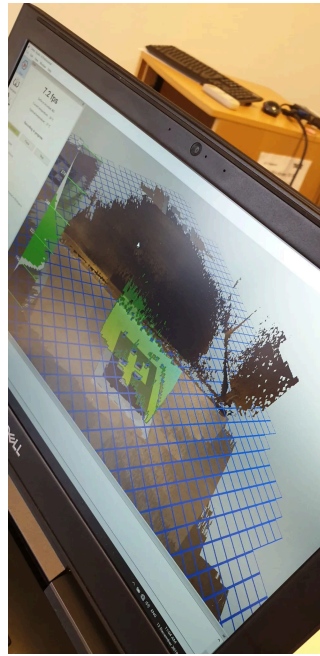
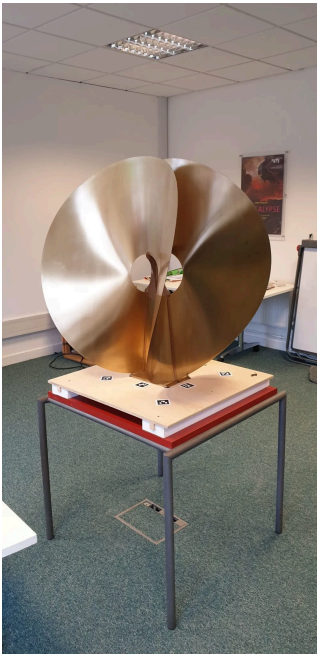
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## Bronze Spheric Theme Development

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### Scanning:

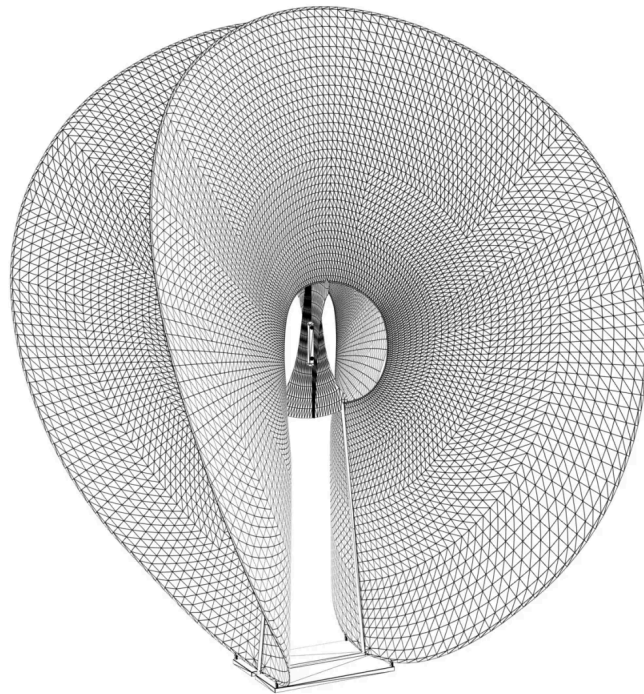
Scanning @ Tate Stores: 13/12/2019.

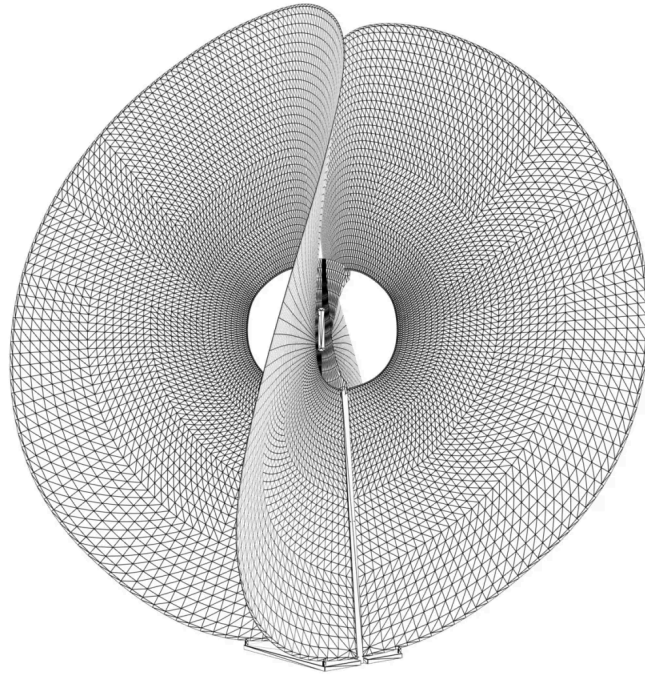


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**Modelling:**

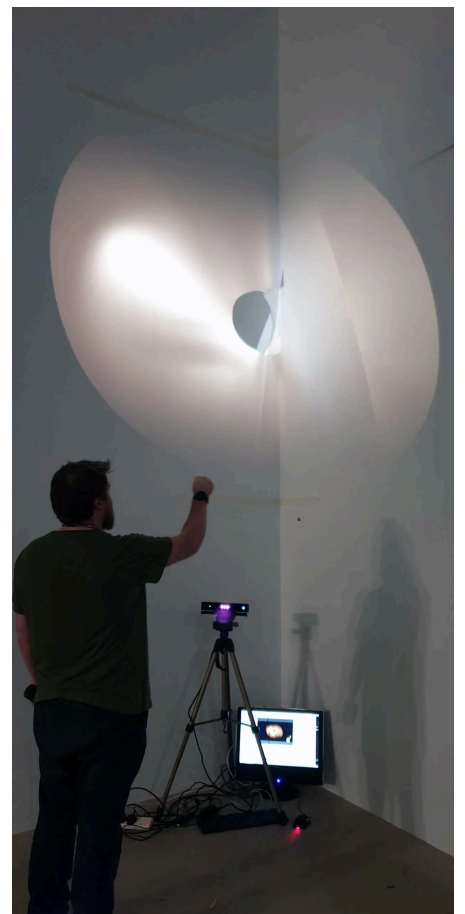
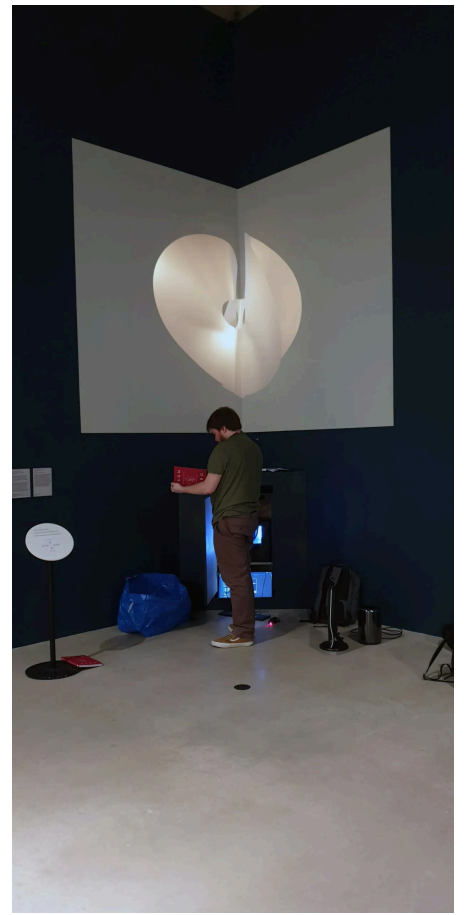
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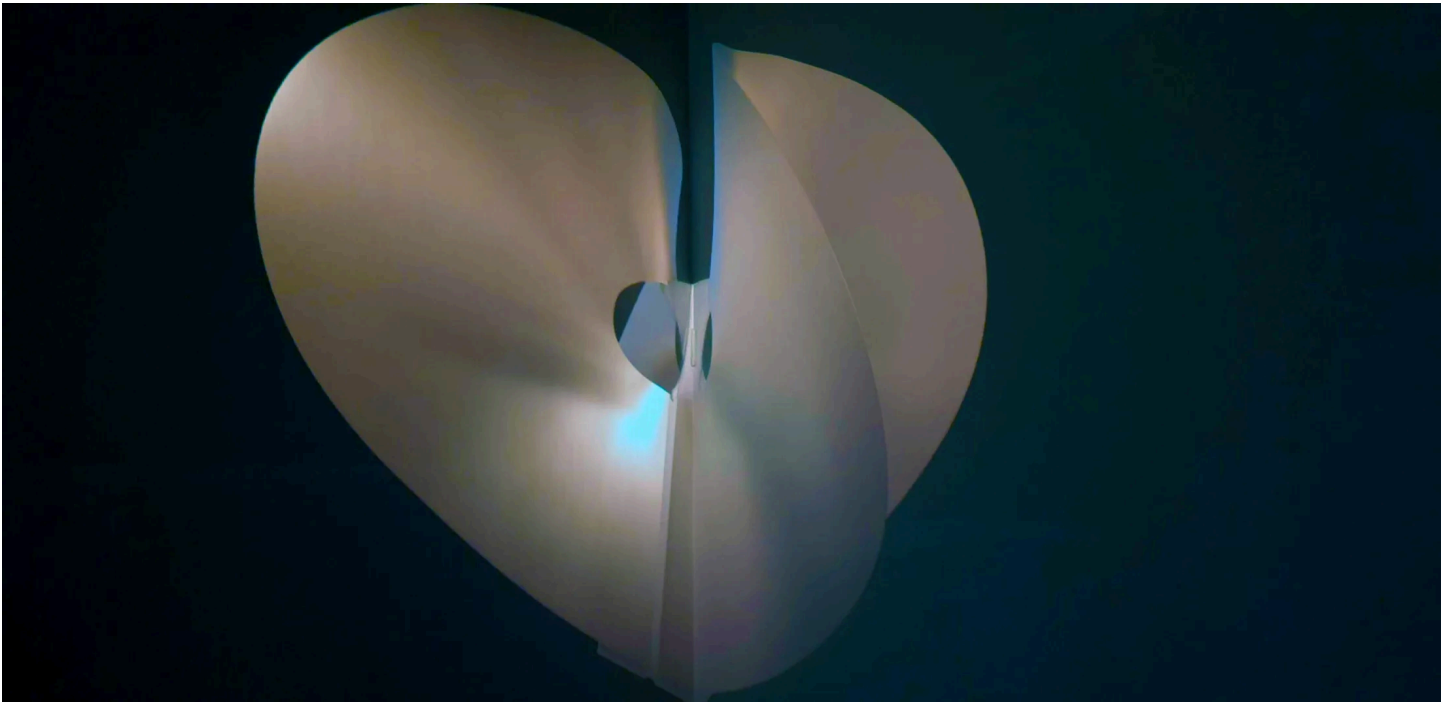


Installing:









*(photo of projected virtual Bronze Spheric Theme)*

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#### **SOFT/HARD-WARE:**

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Scanner: [Artec Space Spider](#)

[Artec 3D](#)

[Unity 3D](#)

[Maya](#)

[Substance Painter](#)

[Kinect 2.0 SDK](#)

[Resolume](#)

[Team Viewer](#) (for remote gallery access)

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#### **Naum Gabo Collaboration:**

[Tate Digital](#): Jen Aarvold (Head of Digital Content), Saskia Mercuri (Producer).

[Tate St Ives](#): Sara Matson (Curator), Giles Jackson (Assistant Curator), Sally Noall (Interpretation Curator).

i-DAT: [Luke Christison](#), [Joel Hodges](#), [Mike Phillips](#).

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