

## UMBRA TRIPLICATA 2014-2015

3d object mapping installation



1 x 1cm thick metal frames: 50 x 50cm + 25 x 25cm, 3d animation, projector Photo by: Felix Grünschloss

*Peter Weibel: Umbra Triplicata by Laszlo Bordos is one of the best works of light art. The play with projected and real shadows, with projected and real geometry places the work into the tradition of the history of shadow painting and light art. The visually undecidable gap between representation and reality makes Umbra Triplicata also a singular conceptual work. Laszlo Bordos belongs to the best light artists of his generation.*

Artwork description: *Umbra Triplicata* is a basic 3d object mapping setup. Beside the physical object (metal frames), the work has a virtual layer as well and with the use of a projector the virtual layer is spatially projected (3D mapped) onto the surface of the real, exhibited object. The artwork deals with the unique power of light and shadows to modulate space, showing how the relation between the real and the virtual content – combined with 3D mapping techniques – can affect the way we see and perceive the visual experience. The re-projection of the virtual 3D animation onto the real three-dimensional scene, and the interplay that results from the combination of the two components (real-virtual), results in a novel and perplexing visual experience. By changing the position of the virtual light and shadows, viewers can no longer interpret their visual impressions using their accustomed methods, because the projected image modifies the surface and the space it is projected to, overriding our logical schemes of understanding. The projection derails the viewer's customary schemes of perception and urges them to create new processes of interpretation.

concept, 3d animation and projection: László Zsolt Bordos

Metal frames: elder László Bordos

<http://bordos.eu>