Bronze Spheric Theme

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2020-01-20

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

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Bronze Spheric Theme

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

**Scanning:**

Scanning @ Tate Stores: 13/12/2019.
Modelling:
Installing:
SOFT/HARD-WARE:

Scanner: Artec Space Spider

Artec 3D
Unity 3D
Maya
Substance Painter
Kinect 2.0 SDK
Resolume
Team Viewer (for remote gallery access)

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).