Stereo Painting: Towards New Aesthetic in Painting Today

Figure 1. Art of Stereo: Harnessing fluid dynamic and color in motion for 3D stereo viewing.

ABSTRACT
The aim of this research targets at the exploration into inventive applications of 3D Stereoscopy as an art digital media tool. This project draws inspiration from the idea of pushing the limits of perceptibility and exploring new aesthetics possibilities in contemporary paintings and art practices. Specifically there are three aims at the core of this project's creative mission:

- To come up with novel 3D stereo animated content; short animated sequences that will merge fine art painting, sound and movement with 3D stereoscopy.
- To test the created content for commercially available 3D stereoscopic system and displays.
- To redefine painting methods through uncustomary use of industry standard software like Next Limit Real Flow and Autodesk Maya. These tools will be modified to achieve expressive painterly marks.

METHODOLOGY
The challenge continues to be in the harnessing of animated motion, intricate dynamics and colors through the use of 3D stereoscopy to deliver new experience in viewing painted image. Maintaining stereoscopic effect together with richly saturated colors was the main challenge in this research project. Differ from anaglyph viewing, the animation was delivered in two channels- left and right, so to be viewed with Nvidia3D Vision on alternate frames without having a red/blue vision thus allowing an immersive 3D experience. This allows easier viewing as the brilliance of color is preserved.

CONCLUSION & FUTURE WORK
The shift from monochromatic to colored stereoscopy has provided new ways of perceiving abstract painting in space, stimulating imagination and creativity via one’s experience towards colors in motion. In the near future, a series of animated sequences will be put together to portray colors and movements as one using 3D space as a canvas.