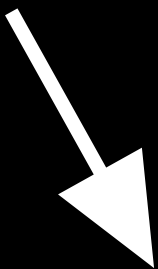


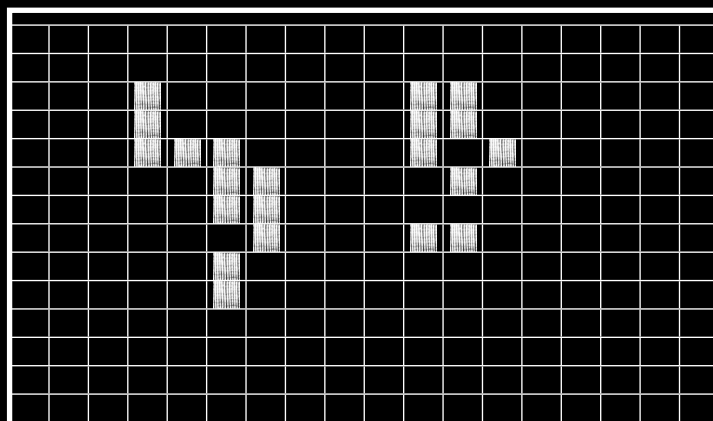
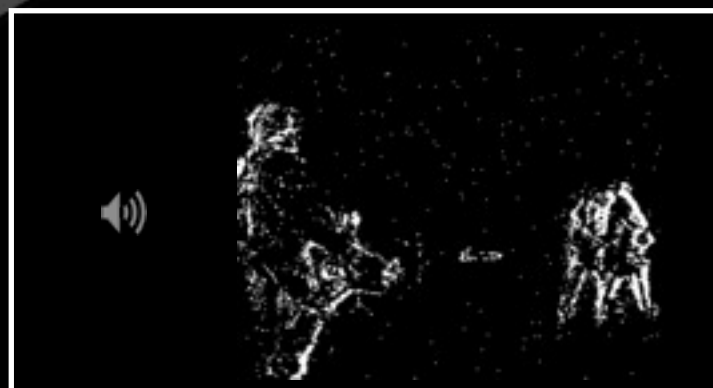
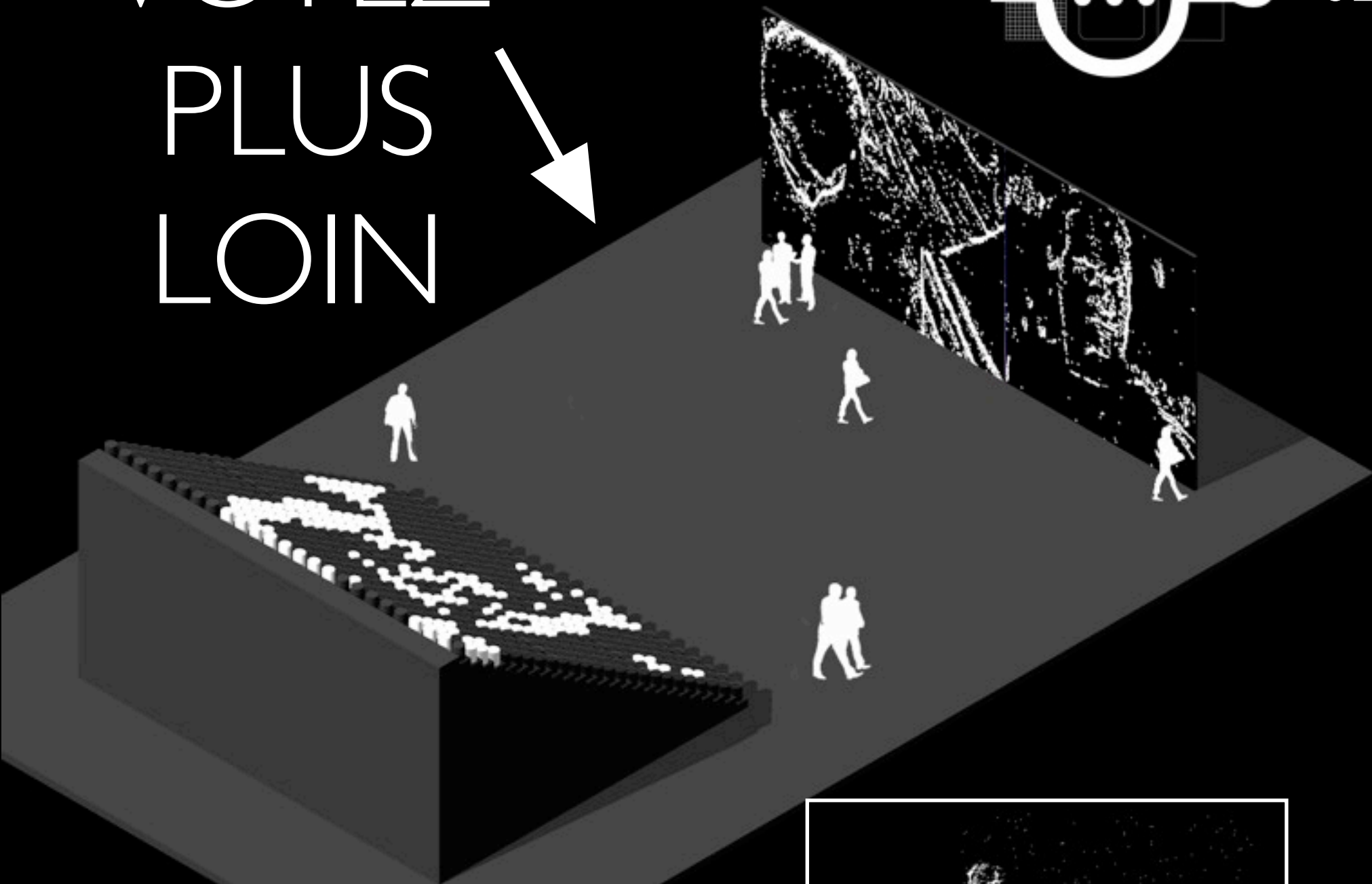




# VOYEZ PLUS LOIN



02



## **EVENTGHOST, 2016-2017**

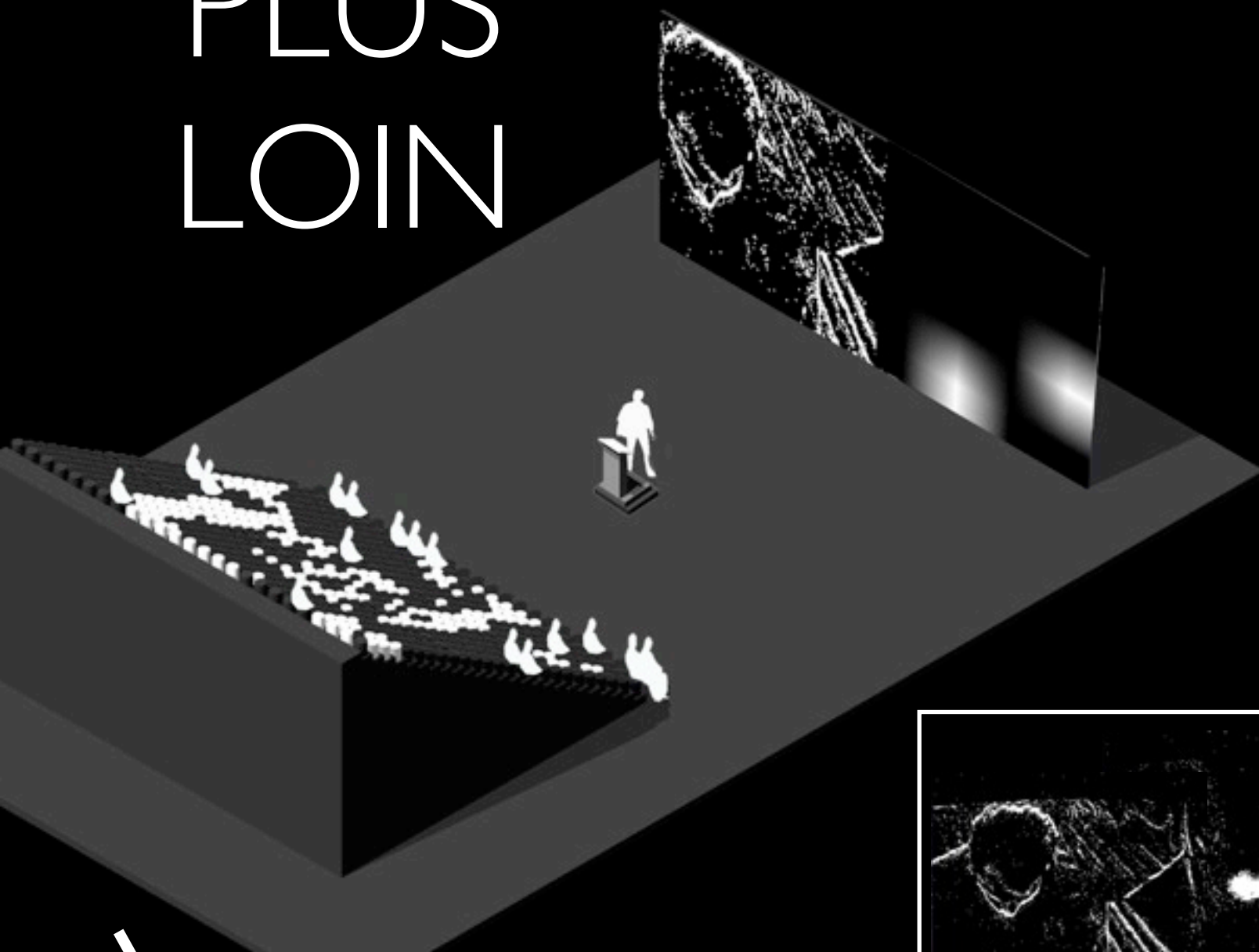
*Partnership with l'Institut de la Vision*

The installation incorporates the latest innovations of the Institute in terms of imagery and treatment of vision.

# VOYEZ PLUS LOIN



02



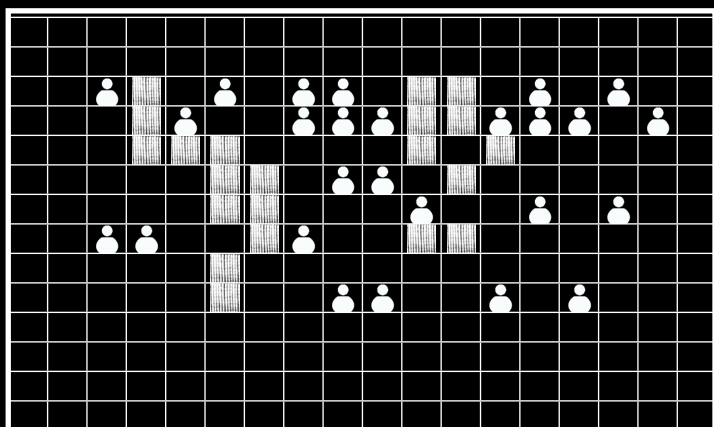
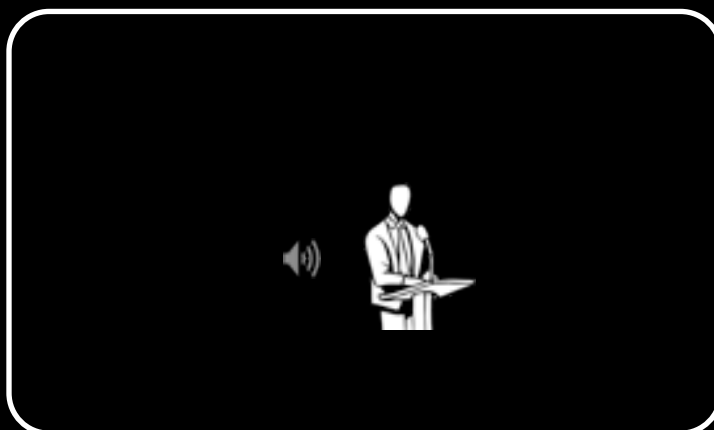
## **EVENTGHOST, 2017**

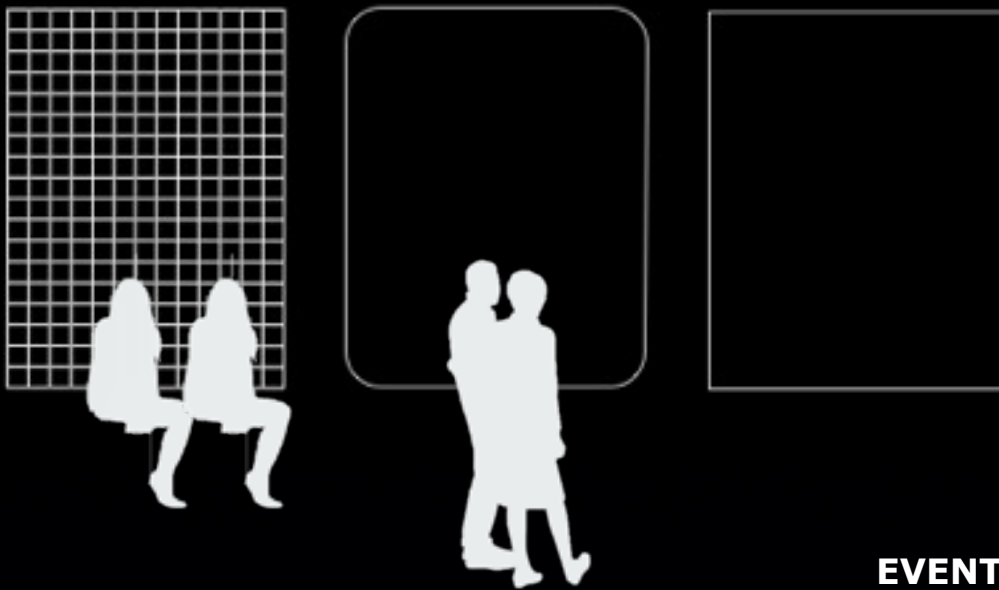
### **Evènement**

*Partnership with l'Institut de la Vision*

Conférence à déterminer

L'installation propose lors d'une conférence assurée par les responsable de l'Institut de la Vision, d'intégrer les spectateurs à la collectivité des mono pixels, avec en dialogue une vidéo collaborative entre chercheurs et artistes.





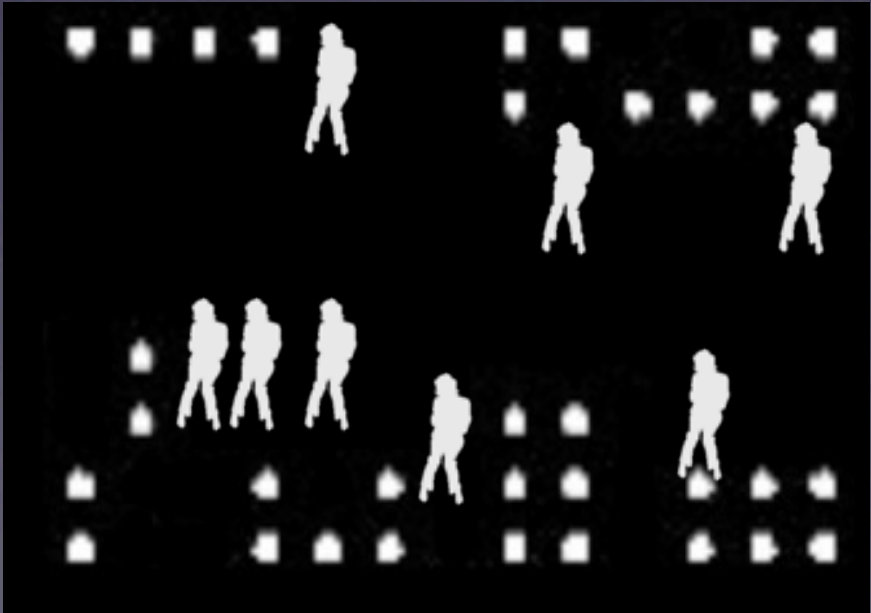
**EVENTGHOST (2017) :**  
une population de 314 mono pixels  
s'approprient une film traité par une  
caméra d'évènement.

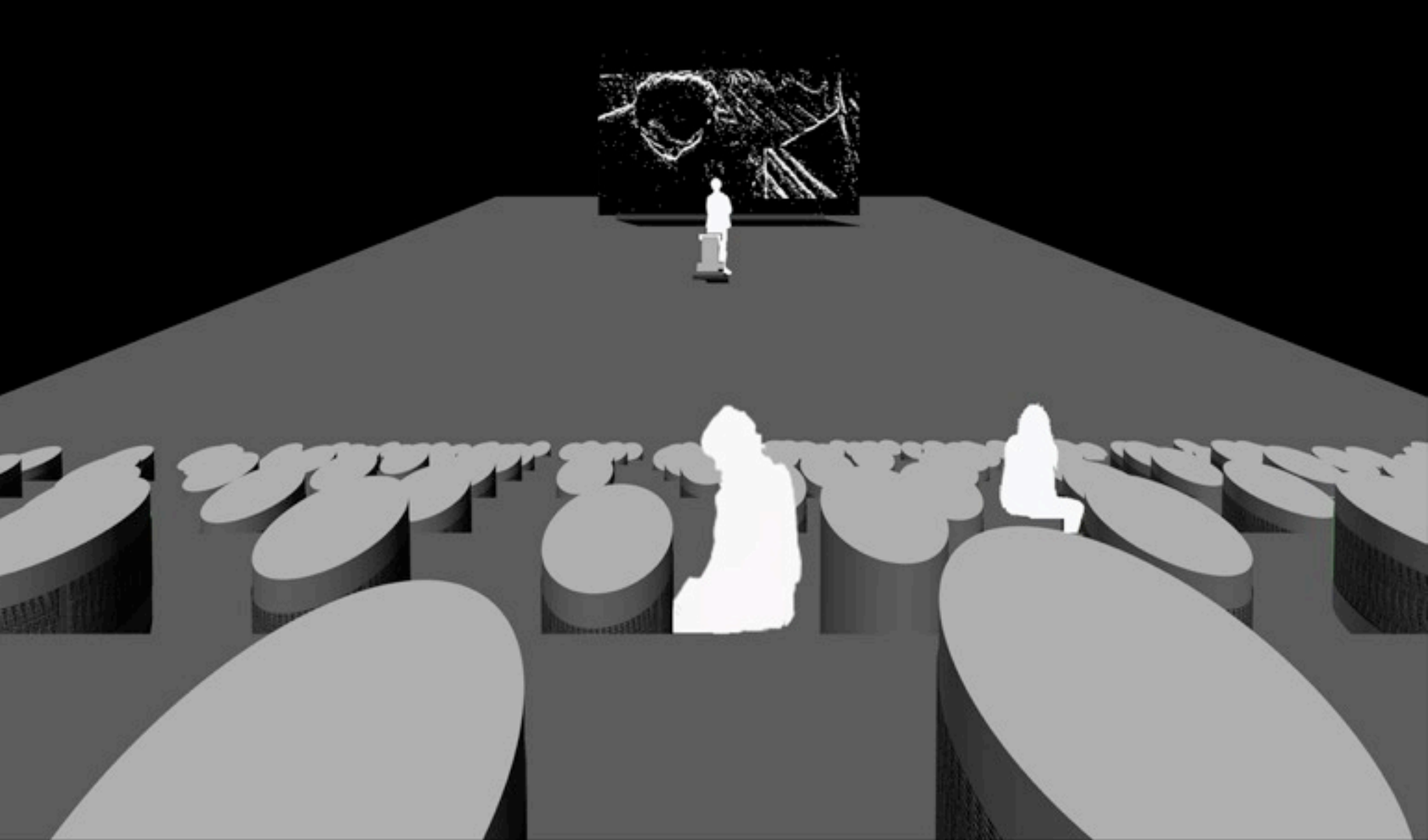
/

**EVENTGHOST (2017) :**  
Evènement  
une population de 314 mono pixels  
s'approprient le film documentaire en  
accompagnement d'une conférence  
donnée par un chercheur de l'Institut  
de la Vision.

**EVENTGHOST (2017) :**  
  
film suport vidéo à déterminer.  
Traité par une caméra  
d'évènement.

**EVENTGHOST**  
**(2017) :**  
Evènement  
conférence donnée par  
un chercheur de  
l'Institut de la Vision.





## INSTITUT de la VISION Partenariat

Ryad Benosman and his team work in both the fields of neuromorphic engineering and the analysis of vision and perception. They are studying complex systems of perception that involve the architecture, design, and use of different visual sensors that cover an omnidirectional amplitude, of rear field cameras, of variable-scale and non-centralized sensors. They are interested in the omnidirectional vision 836 (what is this?) and innovative cameras. More recently, they are analyzing the calculations performed within visual systems, and they seek to understand the relationship between computational and biological vision. They now specialize in treatment and neuromorphic vision, based on the capture of events.

## Simultaneous Mosaicing and Tracking with an Event Camera

### Abstract

An event camera is a silicon retina which outputs not a sequence of video frames like a standard camera, but a stream of asynchronous spikes, each with pixel location, sign and precise timing, indicating when individual pixels record a threshold log intensity change. By encoding only image change, it offers the potential to transmit the information in a standard video but at vastly reduced bitrate, and with huge added advantages of very high dynamic range and temporal resolution. However, event data calls for new algorithms, and in particular we believe that algorithms which incrementally estimate global scene models are best placed to take full advantages of its properties. Here, we show for the first time that an event stream, with no additional sensing, can be used to track accurate camera rotation while building a persistent and high quality mosaic of a scene which is super-resolution accurate and has high dynamic range. Our method involves parallel camera rotation tracking and template reconstruction from estimated gradients, both operating on an event-by-event basis and based on probabilistic filtering.

[http://www.doc.ic.ac.uk/~ajd/Publications/kim\\_etal\\_bmvc2014.pdf](http://www.doc.ic.ac.uk/~ajd/Publications/kim_etal_bmvc2014.pdf)

## EVENTGHOST

The 'BEL Horizon' proposal featured a large number of belts woven with an autonomous, programmable monapixel on the front. These proto-vetements may assume a different when function deposited, they take place on the banks of a show or conference room.

Become spectators of an event to define (play, video projection, conference...), and with the mediation of a «event camera», they render globalement an image of what they face, an image of what they «see». Autonomous and together, they can in the interstices leave some places to visitors that we are.