VP8 Image Analyzer & Shroud of Turin

Explanation of the Analog Computer in relation to the image on the Shroud of Turin: 1976 Breakthrough

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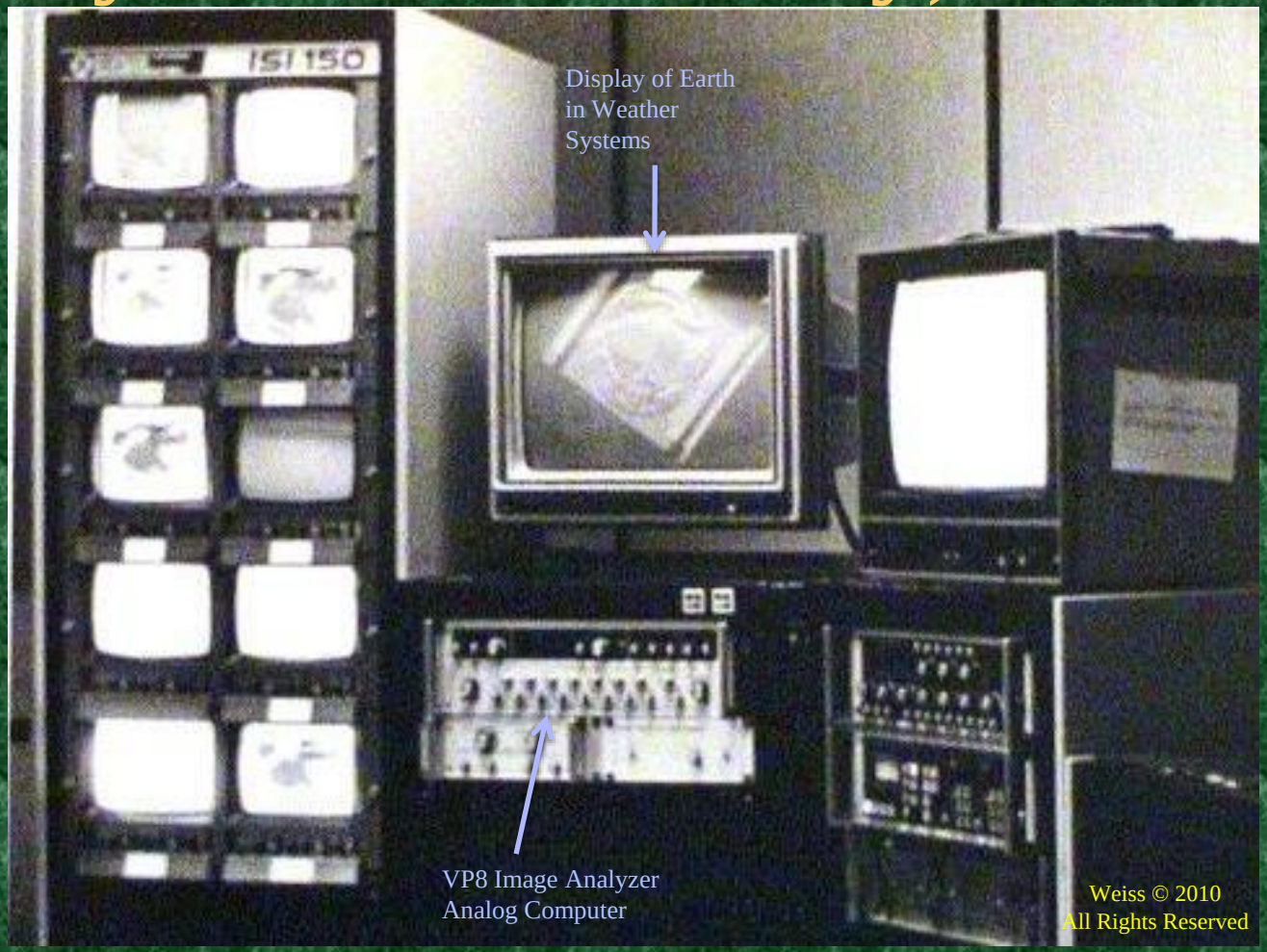
v5
Red indicates links

VP8 Array (Weather Satellite Imaging System in Germany) 1976



The VP8 Image Analyzer[34 & 35] used in an array to record weather data in Germany

SEAM VP8 Interactive Display

The Shroud Exhibit and Museum (SEAM), Inc., is the only museum in the world where a person can walk in and interact with the VP8 Image Analyzer[34 & 35] and see how it works and what it does and does not do

What Is the VP8 Image Analyzer?

- An analog computer (you are using a digital computer to view these slides)
- The output of an analog computer cannot be manipulated – the input is processed and output
- Production Engineer Pete Schumacher for Interpretation Systems, Inc.[34 & 35] in 1972
- One of the functions of the VP8 is Isometric Projection (brightness map)
- What's a brightness map?

What Is the VP8 Image Analyzer?

- The VP8 Image Analyzer makes a brightness map:
  - ✓Dark appears lower in elevation
  - ✓Light appears higher in elevation
  - ✓Middle shades of brightness & darkness appear in between these two extremes creating a 3D brightness graph
  - ✓A brightness map, graph or plot is NOT 3D, but merely plots brightness which means the 3D image of the Shroud has a brightness map encoded in it which creates a 3D image

What Is the VP8 Image Analyzer?

- Example showing images the VP8 Image Analyzer graphs are NOT 3D pictures, but plots of brightness variations within an image:

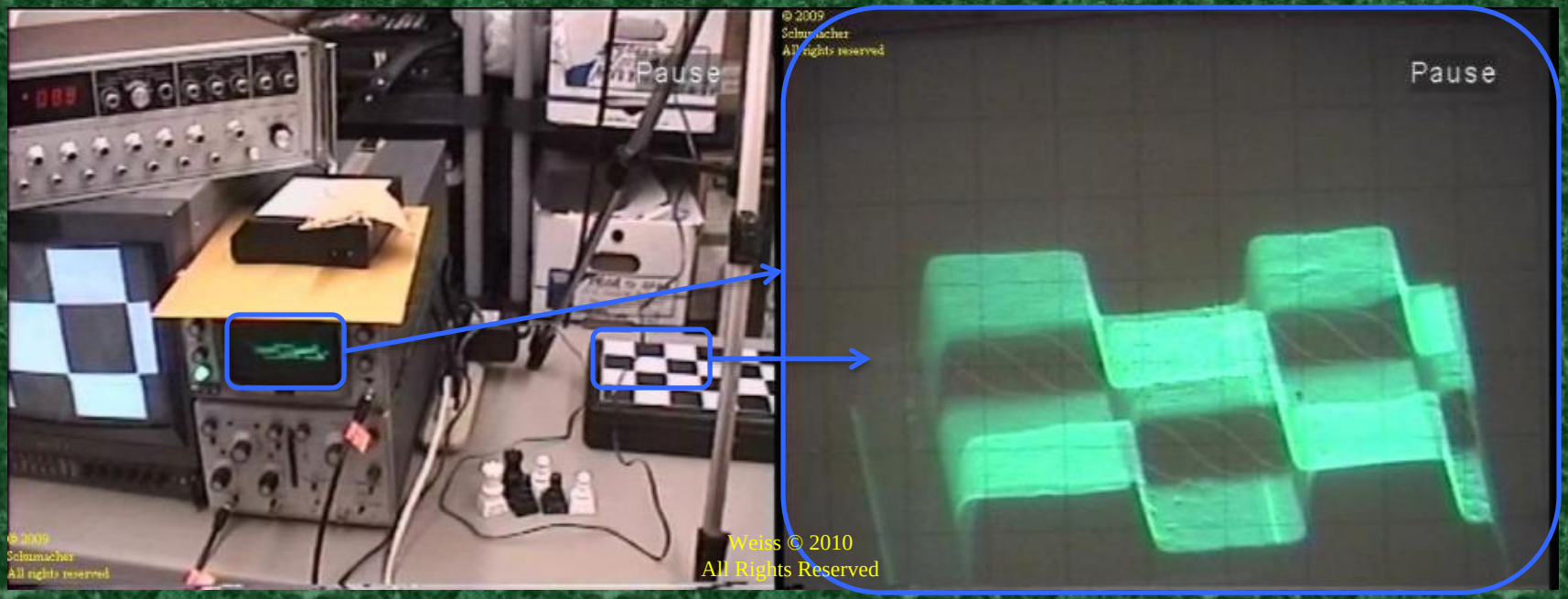


Image on left shows camera focused on chessboard below it with television screen on left showing a flat image

Image on right shows image processed through the VP8: black squares appear lower & white higher elevation

What Is the VP8 Image Analyzer?

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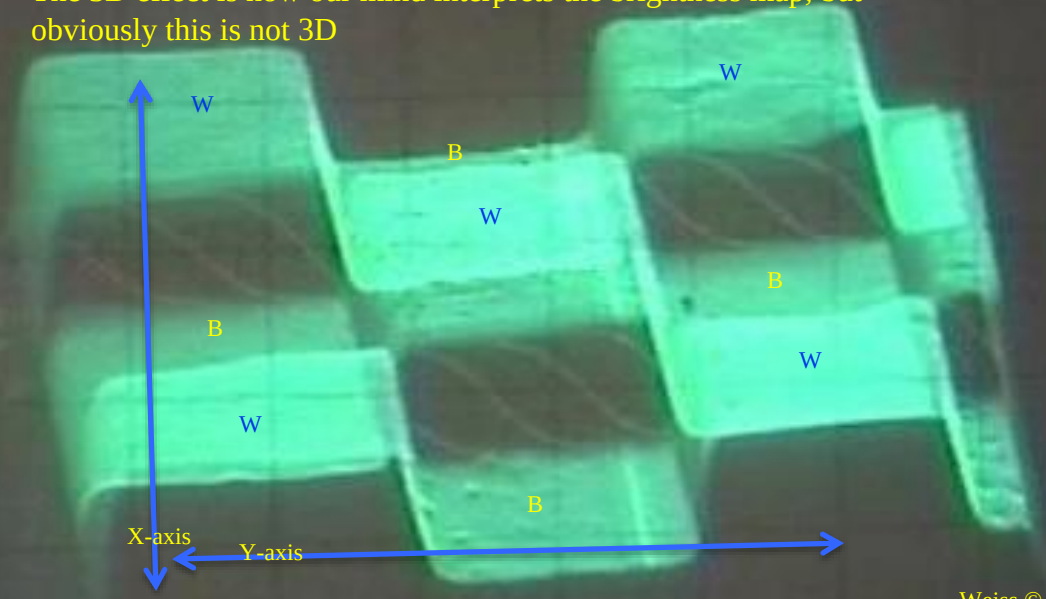
This is an enlargement of the Green Screen from the last slide.

- ✓ You can see the X-Y Grid (graticule or scale) of the display through the displayed image (parallel to the blue arrows below)
- ✓ The white squares (W) appear *raised* (bright)
- ✓ The black squares (B) appear *lowered* (dark)
- ✓ The board is FLAT: all squares on same level, NOT 3D
- ✓ The VP8 maps a brightness map or grid of an image
- ✓ This is showing a brightness map (light reflectivity) of the chess board: bright reflects light of greater intensity
- ✓ The 3D effect is how our mind interprets the brightness map, but obviously this is not 3D

Pause



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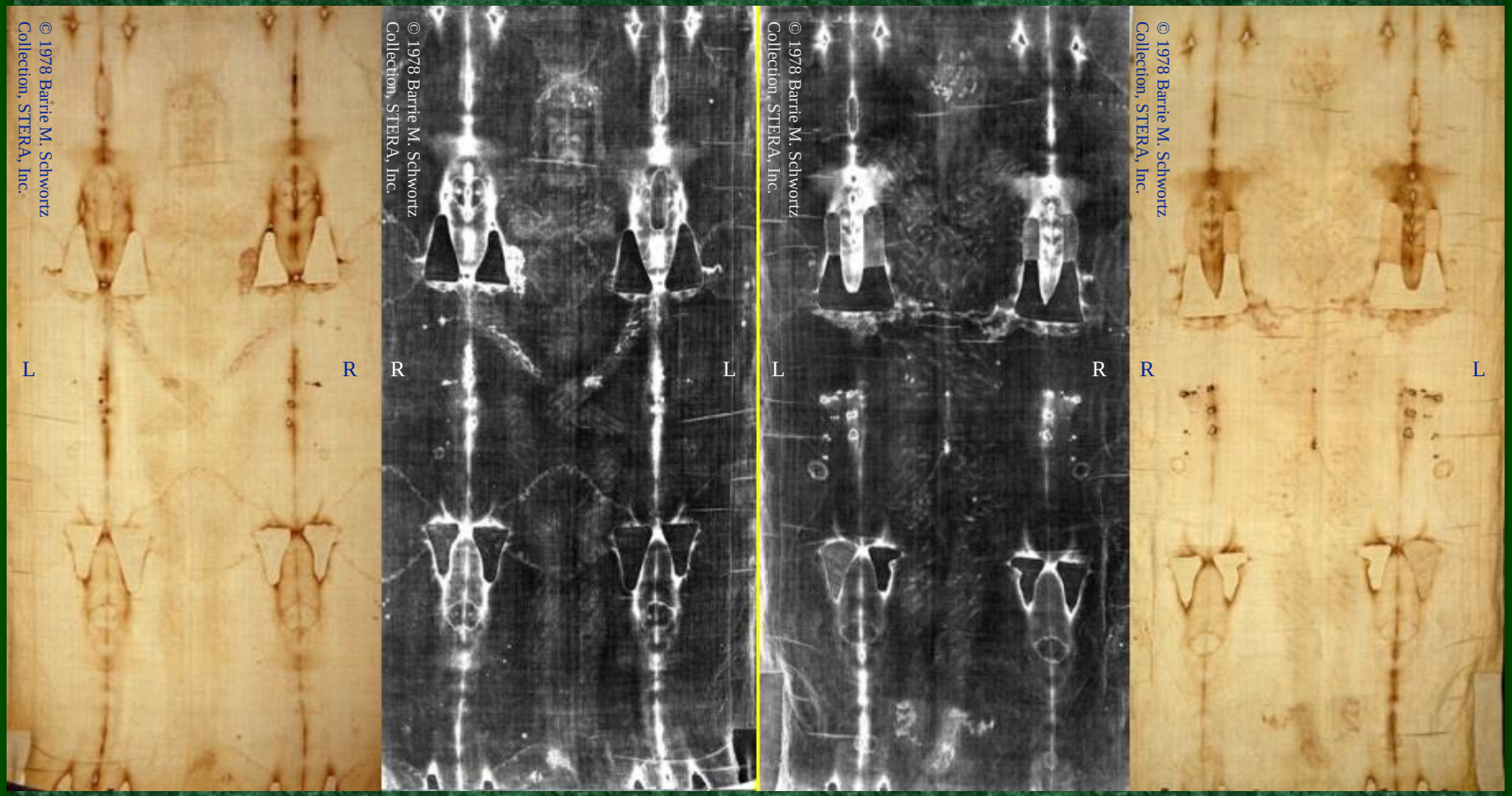
The Shroud Image Properties

Enlarged Public Domain Image of Head

- 1st Modern Discovery in 1898
- Italian Secundo Pia first to photograph the image
- When he developed the negative, he nearly dropped the glass plate!
- This is the first time anyone saw the peculiar image properties of the Shroud of Turin

The Shroud Image Properties

Unique image : photographic negative has photo-positive characteristics, but it is NOT a photograph



Left Image-set: positive on left & photo-negative on right

Right Image-set: negative on left & photo-positive on right

The Shroud Image

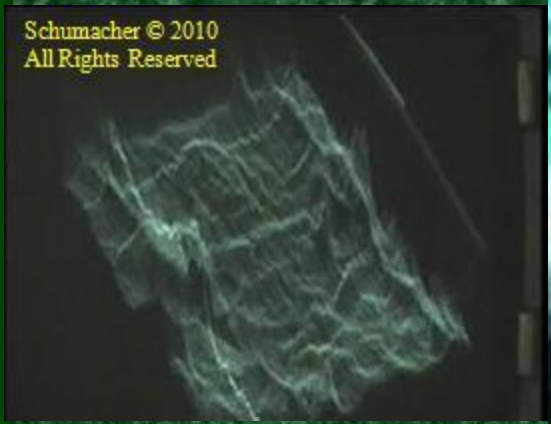
- Reverse Image Characteristics:
  - ✓The Shroud image has photo-negative qualities
  - ✓This causes the photographic negative of the Shroud image to have photo-positive qualities
- Image on top few microns of the surface fibers only
- The image is formed by dehydration of the cellulose of the fibers, as if the top few microns of the fibers aged or oxidized differently where the image is than where it is not

The Shroud Image

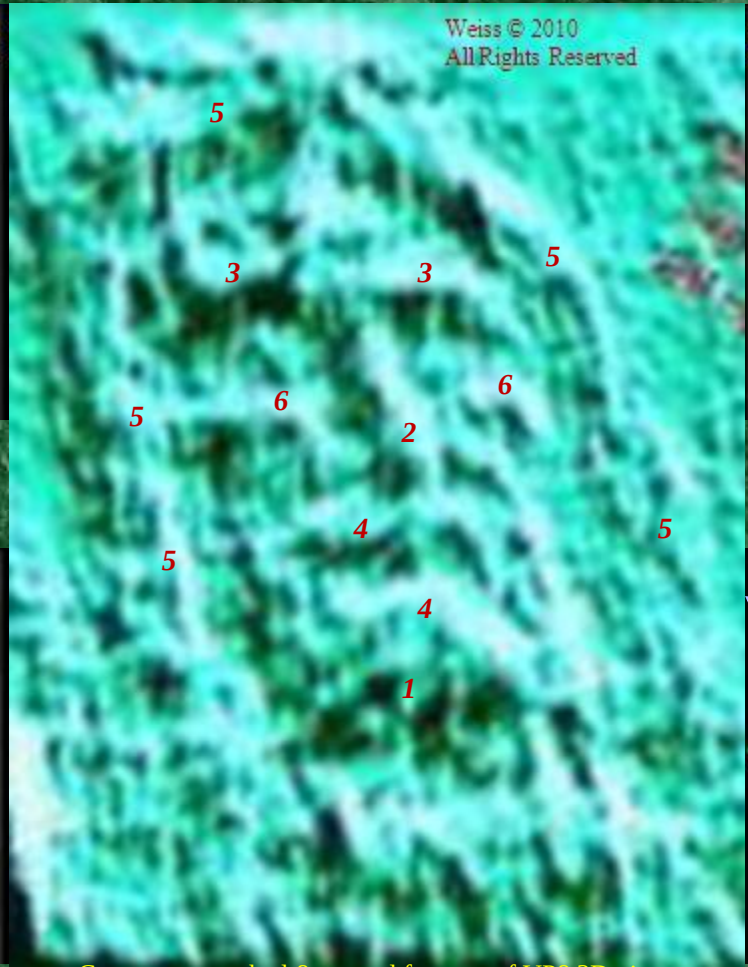
- Modern science cannot duplicate the image nor has it been able to define the process by which the image was made – technology is not that advanced
- The brightness variation and resolution of the Shroud image have not been able to be duplicated using artistic methods though many have tried
- Since the 3D created by the VP8 is due to the brightness values of the image, attempting it using red ochre or other painting methods will never work

The Shroud & the VP8

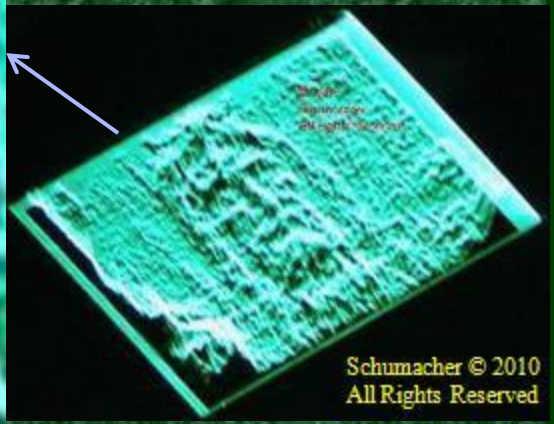
Blue Screen



Green Screen



Blue Screen



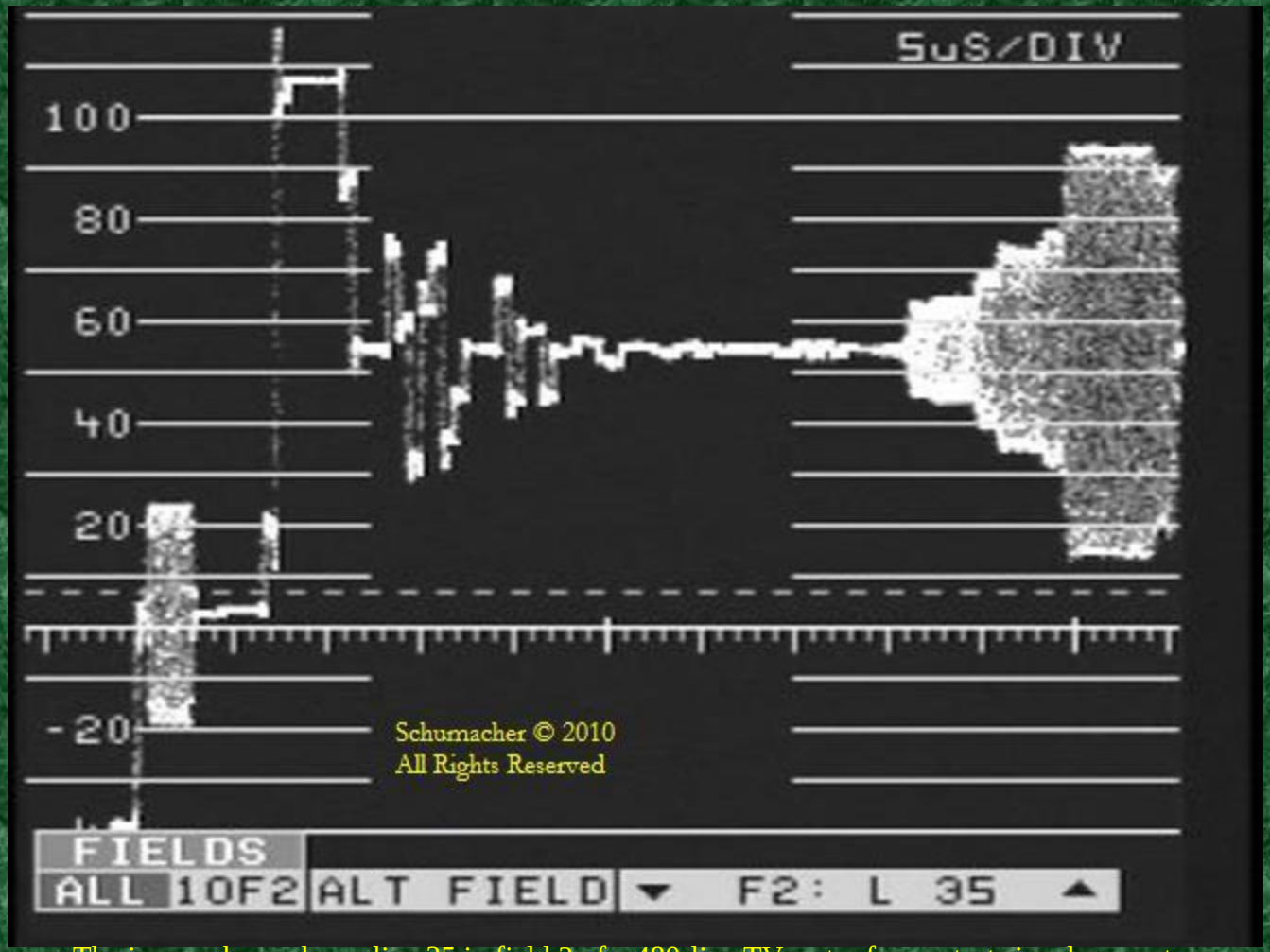
Green Screen

Computer stretched & rotated for ease of VP8 3D view:

1. Chin set higher than throat below it
2. Nose ramps up in relief from his face
3. Eye sockets sunken from brows & cheeks
4. Mustache & beard raised up from lips & face
5. Hair distinct from face in elevation & distance
6. Cheek bones raised in contrast to rest of face with swelling

VP8 has no distortion; image caused by brightness variations in the Shroud image; there are no shadows or shading; images of persons, statues or art works do not produce the same results

The Shroud & the VP8



The image above shows line 35 in field 2 of a 480-line TV raster from a test signal generator

The Shroud & the VP8

- Shroud Image Properties: 2nd Modern Discovery
- In 1976, Pete Schumacher delivered & setup the VP8 for professors John Jackson & Eric Jumper of the Air Force (AF) Academy
- When they focused the camera on the image they got a most peculiar result – 3D from the VP8 –the 3D is encoded in the image!

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The vertical & horizontal cursors of the VP8 Image Analyzer

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The Shroud & the VP8

Air Force Academy Cadet Chapel, Colorado Springs, Colorado

Prove it! Science

Proving the 3D is encoded in the Shroud image and is not a property of the VP8 Image Analyzer

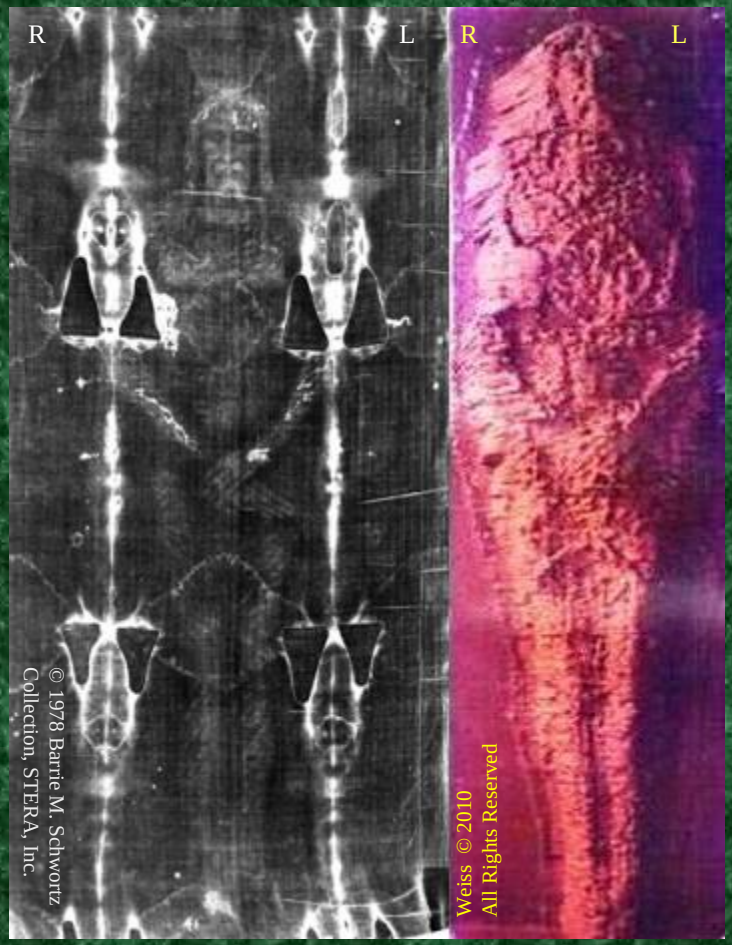


Image (right) was constructed one line at a time (480 total) starting at the feet, next to the negative image

- Using the brightness map discovered with the VP8, Drs. Jackson and Jumper modeled in cardboard the "Man of the Shroud"
- They did this by tracing each line from the VP8 to paper, then cardboard, cut them out and stacked them
- They made one model which is in the Air Force Academy Cadet Chapel on left from 1986

Prove it! Science

Proving the 3D is encoded in the Shroud image and is not a property of the VP8 Image Analyzer

Recent photos of image constructed one line at a time (480 total) starting at the feet from the brightness values encoded on the Shroud

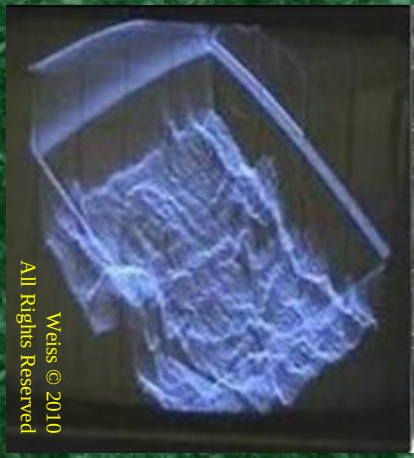
- Using the brightness map discovered with the VP8, Drs. Jackson and Jumper modeled in cardboard the "Man of the Shroud"
- They did this by tracing each line from the VP8 to paper, then cardboard, cut them out and stacked them
- They made one model which is in the Air Force Academy Cadet Chapel on left from two angles

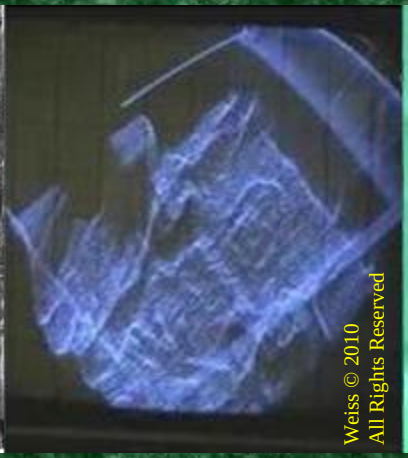
The Shroud & the VP8

- In 2005, Dr. Petrus Soons and his colleagues used modern digital computing for three 3D experiments
  - ✓ He applied the brightness elevation model to the photo-negative for a 3D image seen with glasses
  - ✓ They then created a holographic image of front and back and made a full-size statue from this
  - ✓ From the holographic work, they made a lenticular (multi-layered) image using 24 virtual cameras viewed w/out 3D glasses – unlike above glasses not needed to view 3D
- Donated examples of two images above can be viewed
- Lenticular images (made from Shroud brightness values) can be purchased in SEAM in several sizes

What Have We Learned?

- The Shroud image has encoding revealed in Secundo Pia's negative & the VP8 brightness map
- Professors Jackson & Jumper modeled the 3D in cardboard
- Dr. Soons modeled the 3D using digital computers
- We do not understand how it was made
- We do not have the technology to duplicate it





Shroud Exhibit and Museum (SEAM)

- This is a permanent exhibit
- The goal of this museum & website is to make the Shroud experience possible for all people, including the vision impaired & in various languages
- Special group showings available, donation expected
- At present, the exhibit space is generously donated by the White Sands Mall and the insurance is generously donated by the Diocese of Las Cruces
- Volunteers keep the museum open, give talks and create & maintain the ShroudNM.com website

Credits

- Original slides created for SEAM
- Layout: home-schooled HS student Christa
- Creator: Deacon Andy Weiss, SEAM webmaster
- Editor: Deacon Pete Schumacher
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