

3D & Brightness Encoding

The Holy Shroud of Turin: What's That?

A Tour of the Mystery that is the
Holy Shroud of Turin

3D Pre-History

History of 3D Studies ²²

- 1938: Paul Vignon, University of Paris, observed a image on the Shroud varied inversely with the cloth-to-body distance (closer = darker); image density proportional to distance of body to cloth – could not scientifically prove
- 1950s: Leo Vala, London professional photographer performed first 3D experiments he called front projection Transflex Process – projected 2 positive images on bed of clay creating a matrix for a sculpture of the face

3D Pre-History

History of 3D Studies²²

- 1973: Barbra M. Sullivan 3D qualities experiments publishing her results in the National Review in article: “Reading the Shroud of Turin: Climax Approaching”
- 1974: Paul Gastineau made a negative relief mold – using his equipment, examined every single point with a concentrated light source, measurements of the quantity of light which transmitted to another part of the instrument containing a white-hot point which engraved the image into a soft material, thus visualizing this hidden information and obtaining a three dimensional face

3D & Brightness Encoding

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

- In 1976, two scientists, John Jackson and Eric Jumper of the Air Force Academy requested Interpretation Systems Incorporated donate a then \$25,000 VP8 Image Analyzer analog computer, manufactured in 1972
- Delivered by Pete Schumacher, VP8 production engineer
- They used this analog computer to make a brightness map of the Shroud of Turin one line at a time, foot to head
- This brightness map reveals a 3D image when processed with the VP8 – the brightness data encoded on the Shroud image is not a process of photography

3D & Brightness Encoding

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



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Archbishop Anastasio Ballestrero, Prof. Baima Bollone and Msgr. Jose Cottino (l to r) examine a 3-D sculpture of the Shroud face created from VP-8 Image Analyzer data

3D & Brightness Encoding

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

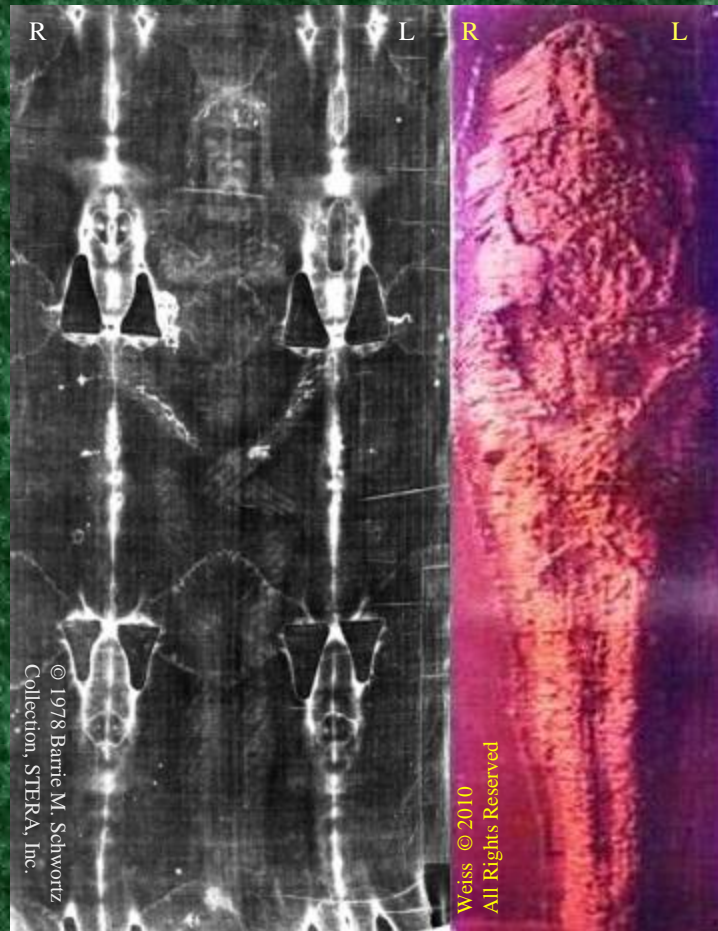


Image (right) was constructed one line at a time (480 total) starting at the feet, next to the negative image

- 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

3D & Brightness Encoding

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



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

3D & Brightness Encoding

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

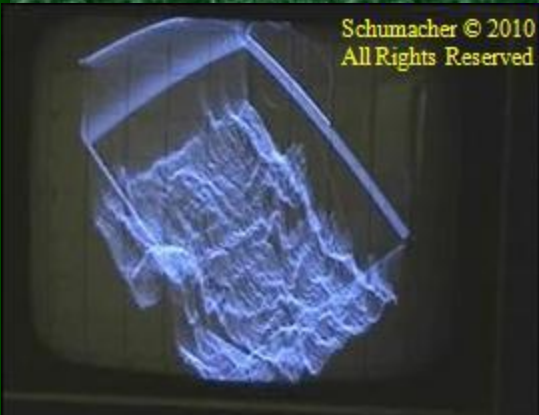


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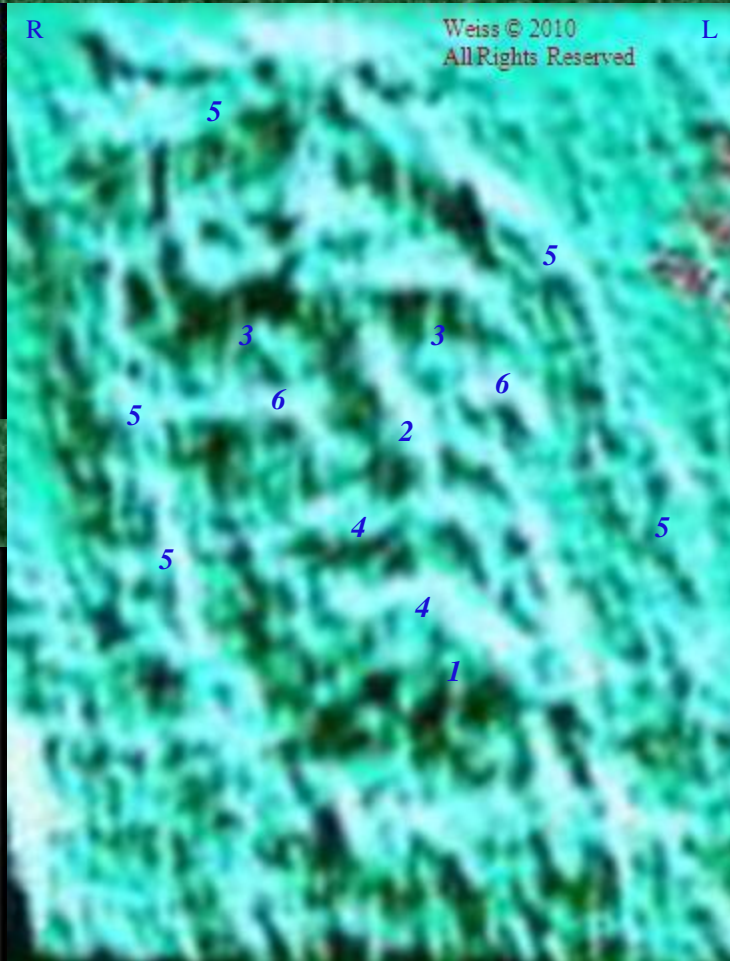
Cardboard Model kept in the Air Force Academy Cadet Chapel, Colorado Springs, Colorado

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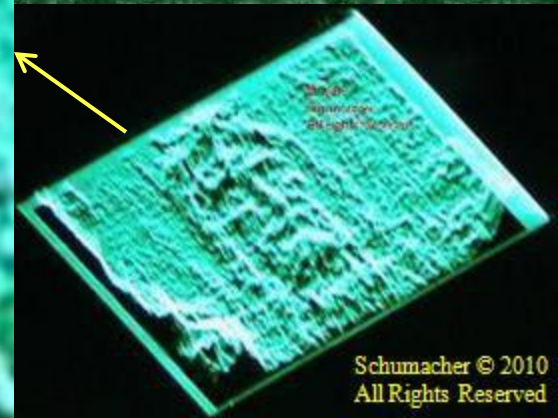
Blue Screen



Blue Screen



Green Screen



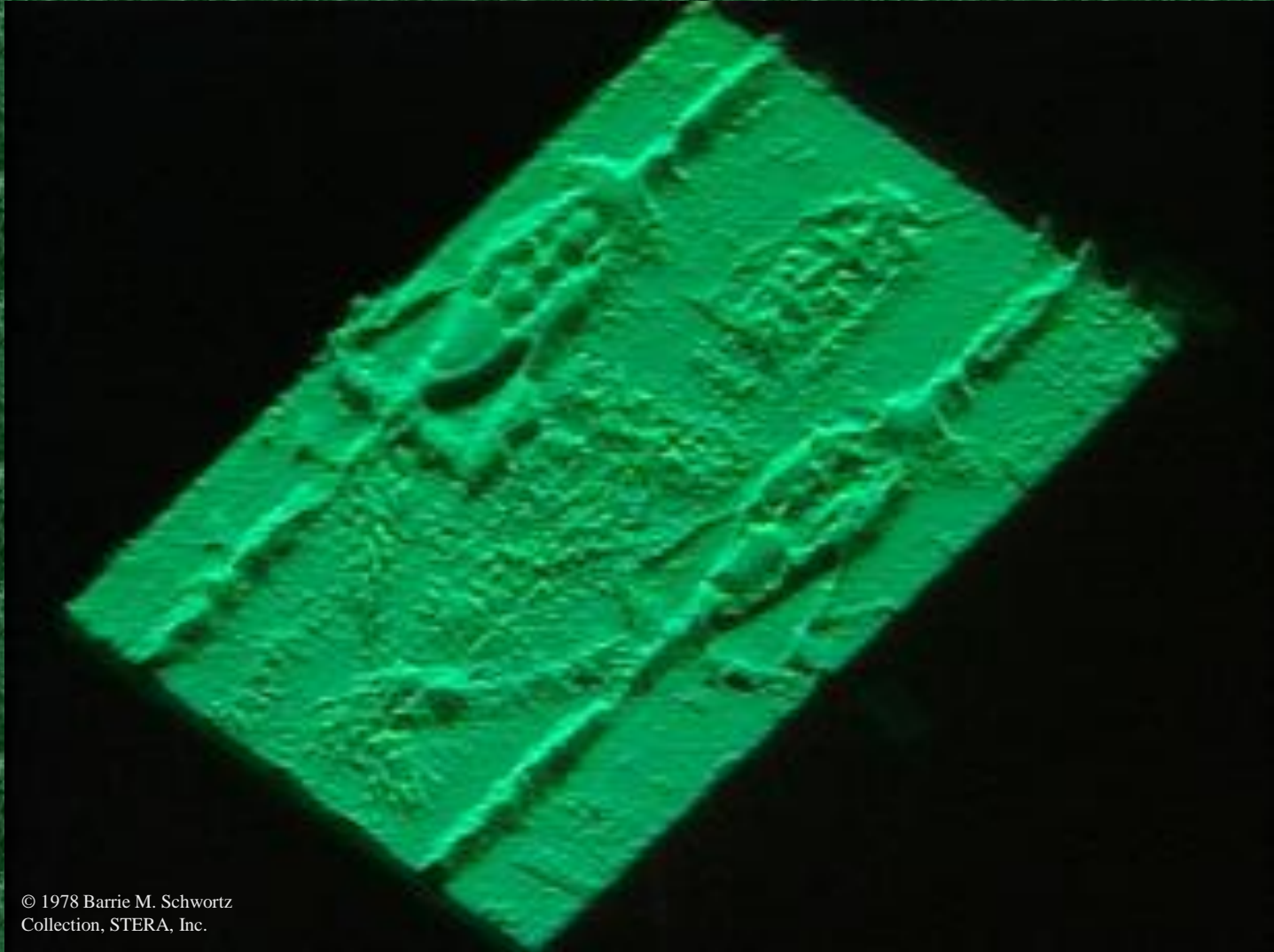
Green Screen

VP8 image computer enlarged & rotated for ease of view reveals:

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

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

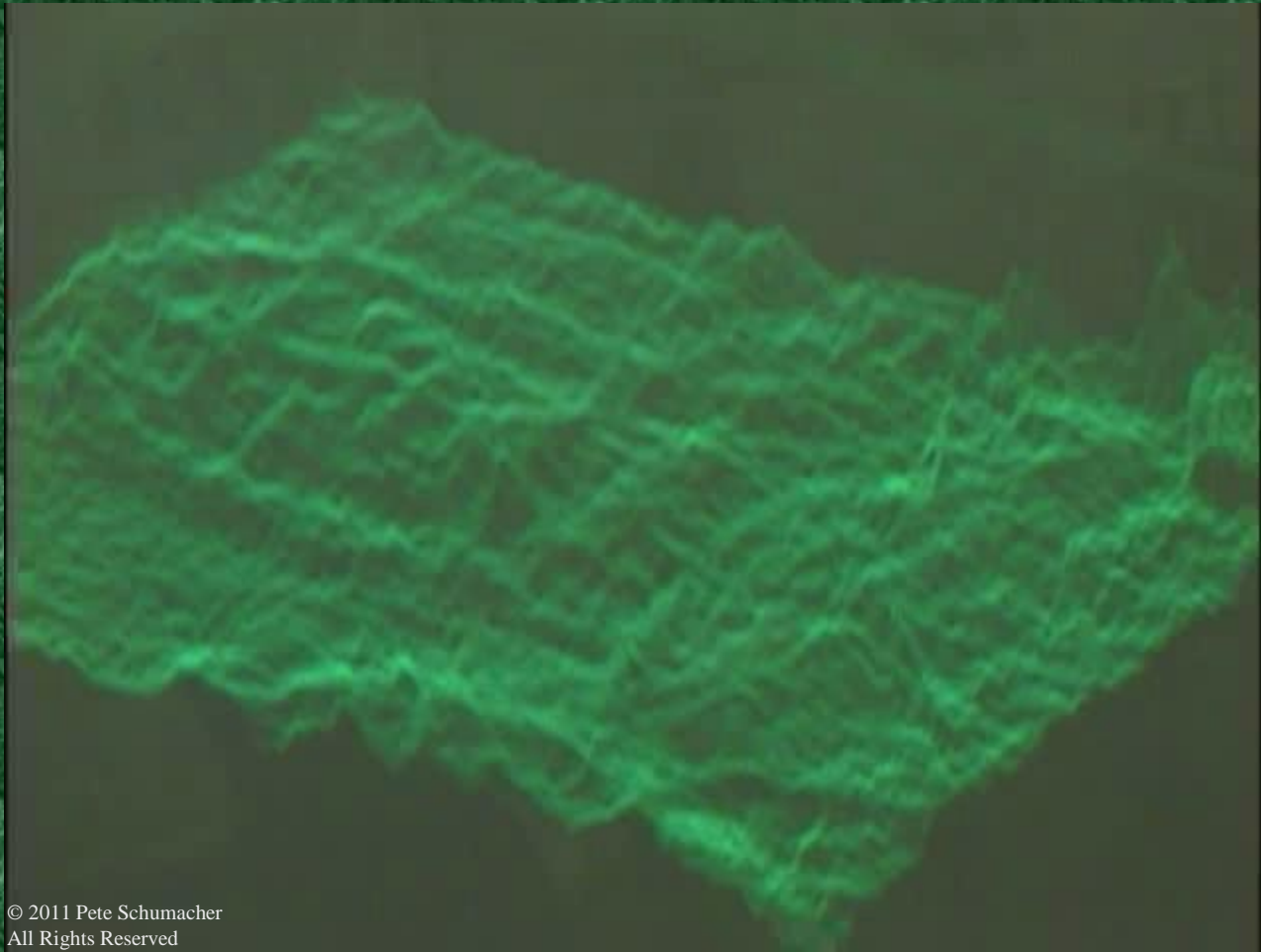


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Enlarged Green Screen

3D & Brightness Encoding

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



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Green screen still from the 2010 video work of Pete Schumacher & Petrus Soons

3D & Brightness Encoding

Photo Relief Technique (Edge Enhancement): Proving the 3D is encoded in the Shroud image

Enlarged Head Image

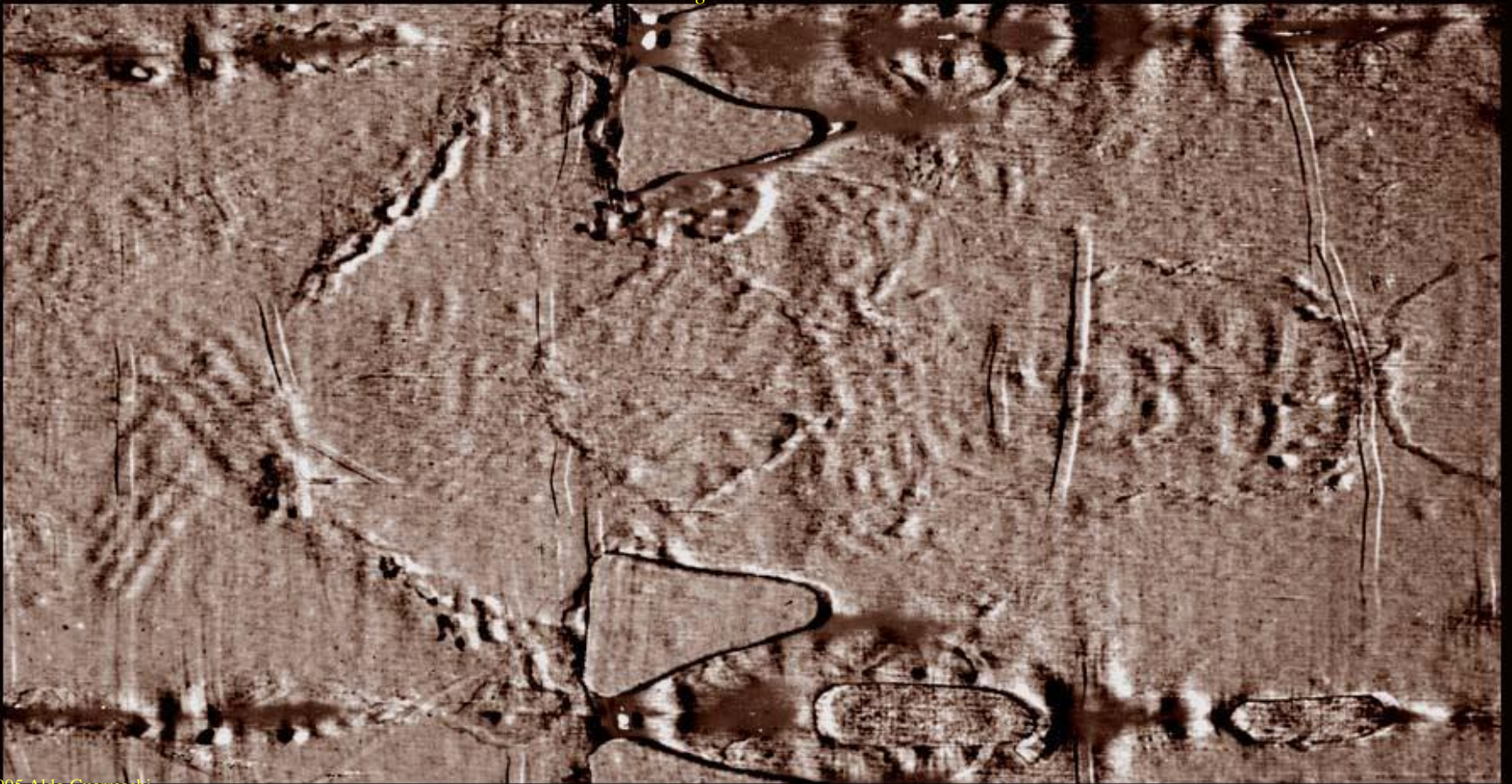


- Unique photographic technique perfected by Aldo Guerreschi & exhibited at the 1998 Shroud Congress in Turin, Italy
- Analog photographic technique
- Proves the brightness encoding discovered by Secundo Pia
- Validates the VP8 3D image
- Shows the 3D is not a process of Edge Enhancement
- Proves the 3D is encoded in the Shroud image

3D & Brightness Encoding

Photo Relief Technique (Edge Enhancement): Proving the 3D is encoded in the Shroud image

Enlarged Ventral Bust



L

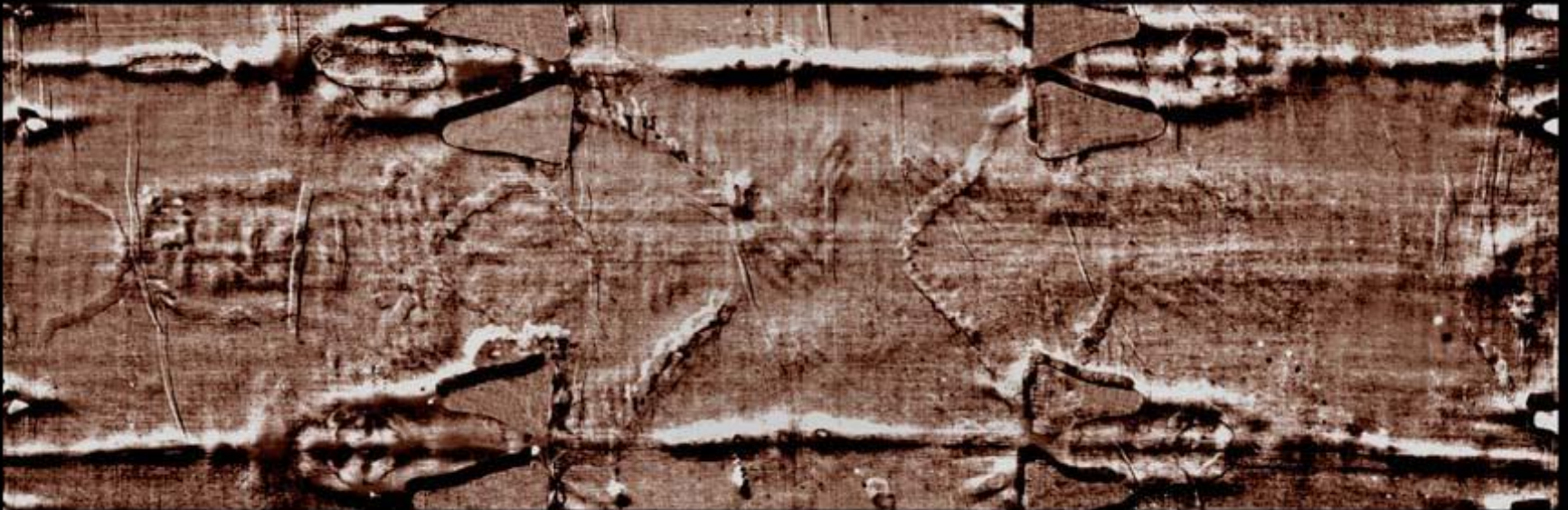
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R

3D & Brightness Encoding

Photo Relief Technique (Edge Enhancement): Proving the 3D is encoded in the Shroud image

Ventral Image in orientation of Shroud display in SEAM

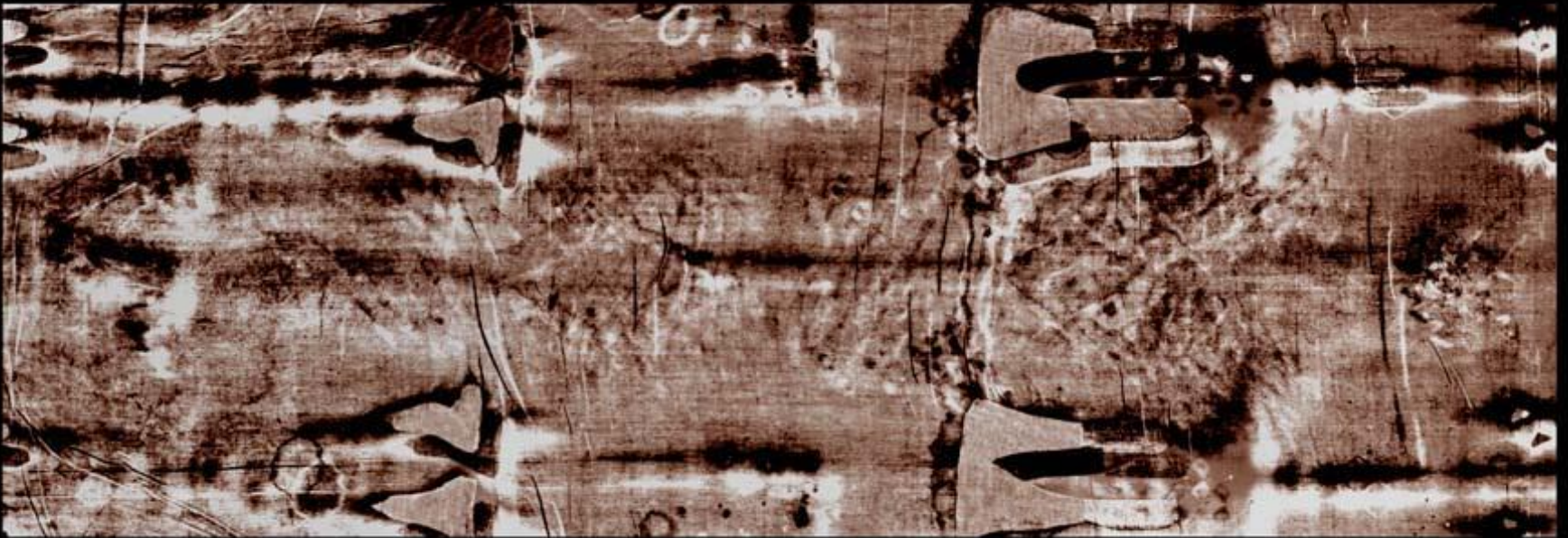


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Photo Relief Technique (Edge Enhancement): Proving the 3D is encoded in the Shroud image

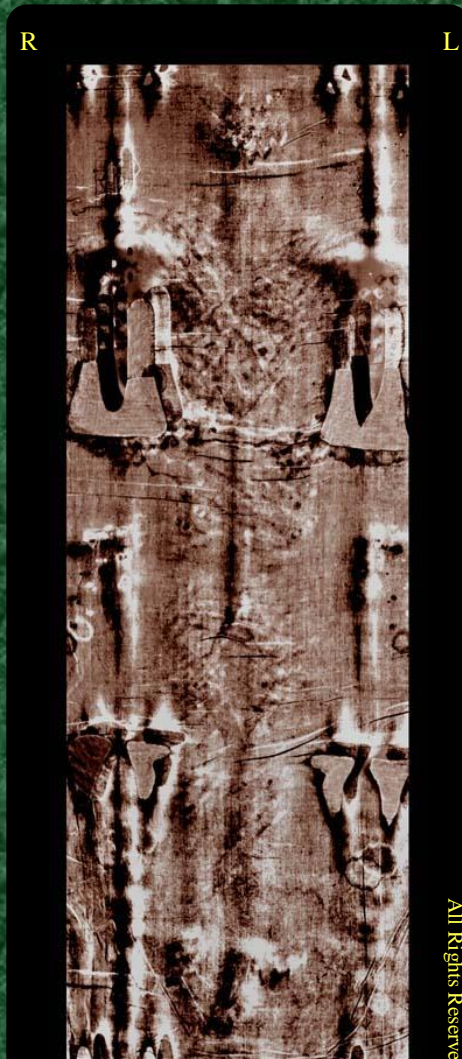
Dorsal Image in orientation of Shroud display in SEAM



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Photo Relief Technique (Edge Enhancement): Proving the 3D is encoded in the Shroud image



Dorsal (left), Ventral (right) & Bust (below) Images as kindly provided by Aldo Guerreschi scaled slightly smaller to accommodate images in this presentation



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VP8 & Photo Relief Technique comparison: Proving the 3D is encoded in the Shroud image



3D & Brightness Encoding

Groundbreaking Work: 3D Studies of the Shroud

- Dr. Petrus Soons & colleagues used digital computers (compared to analog VP8), performing three dimensional experiments
 - ✓ Applied the brightness elevation model to the photo-negative for a **3D image** viewed with glasses (2005)
 - ✓ Created a **holographic** image of front and back (2008)
 - ✓ From holographic work created:
 - Full-size statue from holograph
 - **Lenticular 24-layer image** with 24 virtual cameras, 3D to the naked eye (from brightness encoding on Shroud, not artwork)



Dr. Petrus Soons



3D & Brightness Encoding

Groundbreaking Work: 3D Studies of the Shroud

Still photographs of Dr. Soons holographic images during a presentation at SEAM June 2012

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These show brightness encoding from Dr. Soons work. This is not an artwork. Where image brightness ends there are no edges – the sides you see are the end of the brightness from the Shroud image. In the right image, you can clearly see the distinction between the head and the watermark.

3D & Brightness Encoding

Groundbreaking Work: 3D Studies of the Shroud

- Dr. Soons' holographic work continues with some promising areas of research
 - ✓ Solid Object Under the Beard
 - ✓ Three Hebrew Letters on the Solid Object
 - ✓ Circle (Halo) Around the Head
- Donated examples of **two images above** can be seen in SEAM
- You can buy 24-layer lenticular images in SEAM



*Dr. Petrus Soons
presentation on
the letters
discovered on
the solid object
discovered on
the Shroud while
doing
holographic and
3D work*

*Presentation
given in SEAM
April 9, 2011*

Credits

- Originally used in presentations in the Shroud Exhibit and Museum (SEAM), Inc.
- Creator: home-schooled HS student Christa
- General Editor: Deacon Pete Schumacher
- Editor: Andy Weiss, [iSEAM](#) webmaster
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