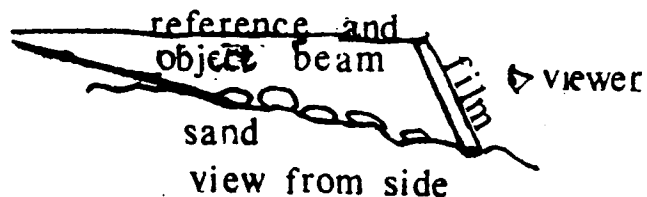


OBJECTS FOR HOLOGRAMS

At the beginning, some objects will be more successful than others in the different set-ups for holograms. Here are some suggestions:

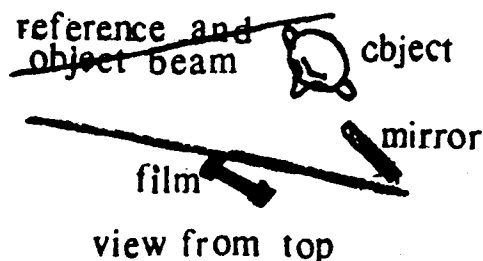
SINGLE BEAM TRANSMISSION (DEEP SCENE)

Long, low objects are necessary because they are backlit, but depth of almost two feet is possible. Things like necklaces, springs, and sea shells work fine.



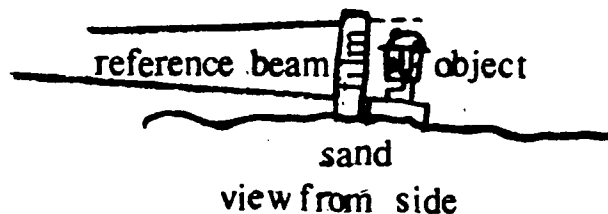
SINGLE BEAM TRANSMISSION (DIVISION OF AMPLITUDE)

Depth is shallow, but object is more front lit than set-up above. Busts, small statues, skulls are good, the lighter colored the better.



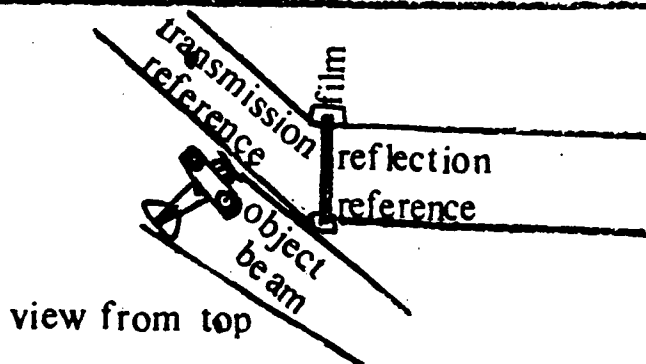
SINGLE BEAM REFLECTION

Object must be very shiny, preferably metallic, and will be pressed up against the film holder. Keys, coins, and hood ornaments work well since the depth is only a couple of inches.



MULTIPLE BEAM TRANSMISSION AND REFLECTION

Because there is more control of the object's lighting, almost anything works in the transmission mode; however, very shiny objects are easier to work with in the reflection mode.



SIZE CONSIDERATION - A hologram is like a window, and the size of the hologram-window in this class is three inches square. Whatever you can view through a three inch square frame will be included in the finished hologram. Also, be aware aesthetically of what you are filling the space with. BRING AS MANY OBJECTS AS POSSIBLE. Remember, they will be used in a sand box.