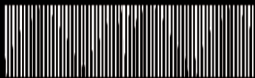
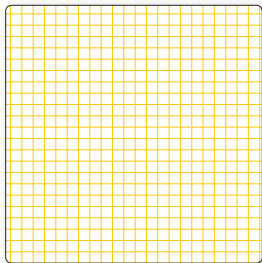


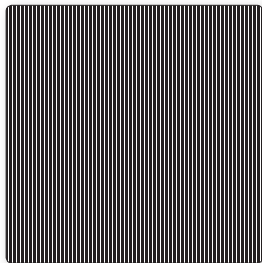
KINOPTIK

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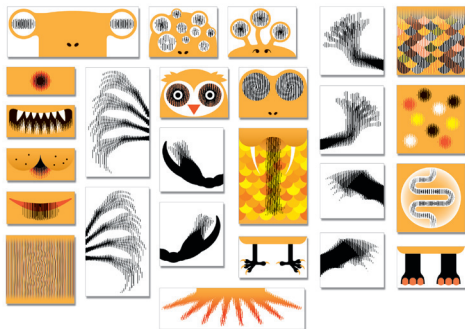




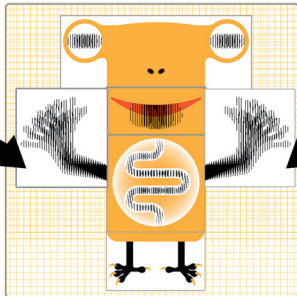
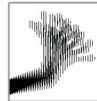
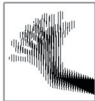
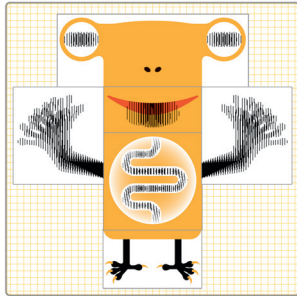
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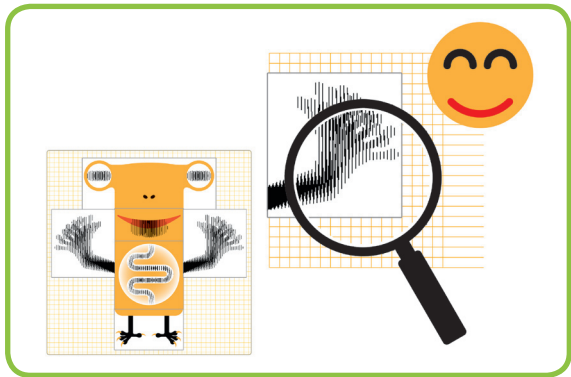


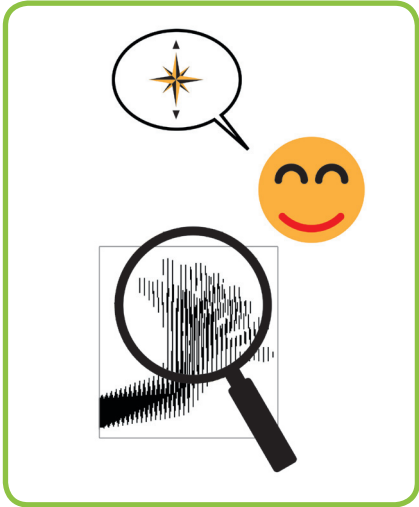
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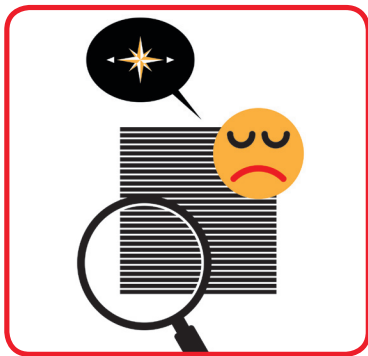
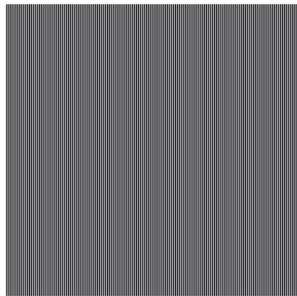
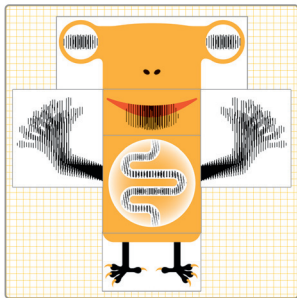


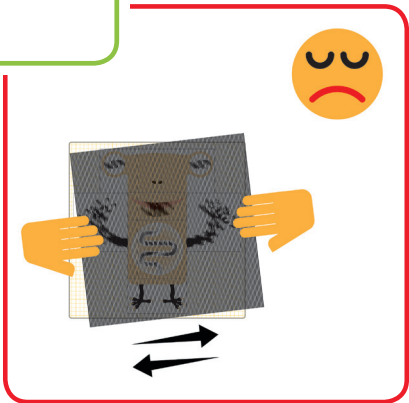
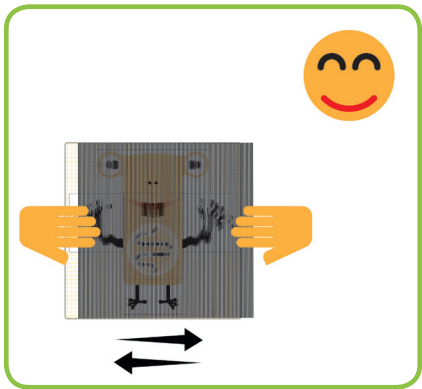
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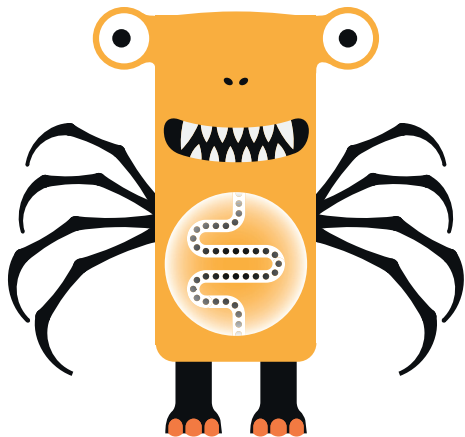


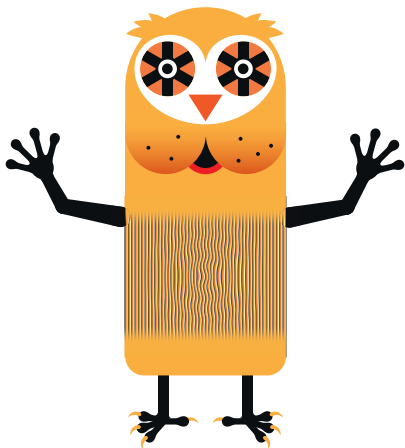
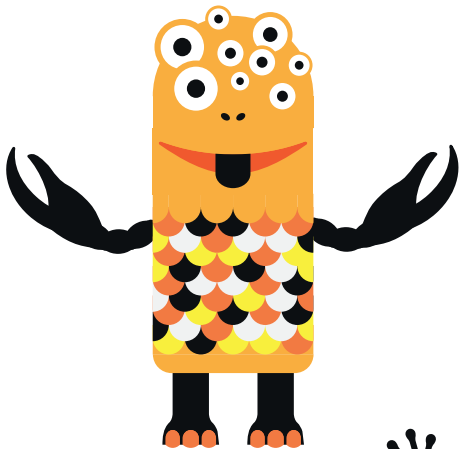


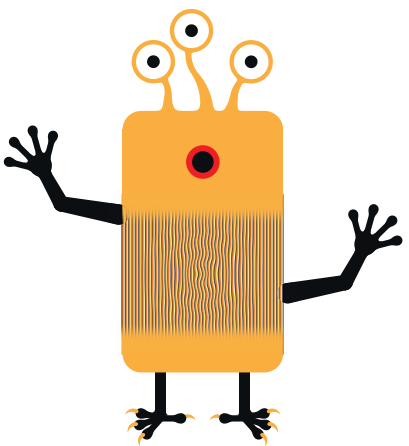


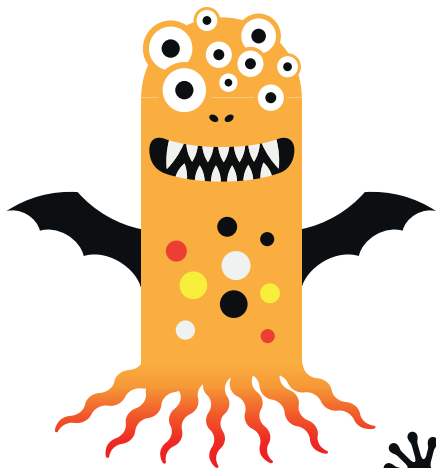




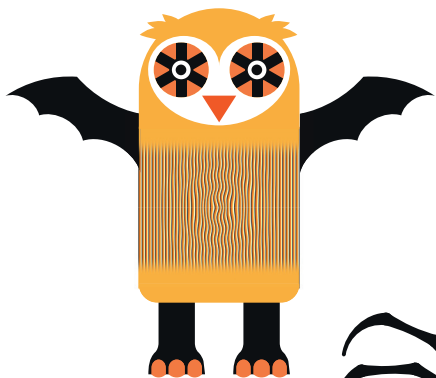














KINOPTIK



F Passonné par les illusions d'optique, **Michaël Leblond** découvre en 2007 l'ancienne technique de l'Ombro-cinéma. Basée sur le phénomène de la persistance rétinienne qui crée l'illusion du mouvement, cette technique inspire à Mickael des jeux de construction innovants : Les **Kinoptik**.

GB In 2007 **Michaël Leblond**, an optical illusion enthusiast, came across some Ombro Cinema animations dating back to the turn of the twentieth century. Based on the persistence of vision which creates an illusion of movement, this technique inspired Michael's innovative construction games: the **Kinoptik** range.

D **Michaël Leblond** begeistert sich für optische Täuschungen und

entdeckte 2007 die alte Technik des Ombro Cinemas. Sie beruht auf dem Phänomen der Nachbildwirkung auf der Netzhaut und hat Michael zu innovativen Konstruktionsspielen inspiriert: die Reihe **Kinoptik**.

E Apasionado de las ilusiones ópticas, **Michaël Leblond** descubre en 2007 la antigua técnica del «Ombro-cinéma». Basada en el fenómeno de la persistencia retiniana que crea la ilusión del movimiento, esta técnica inspira a Mickael una serie de juegos de construcción innovadores: los **Kinoptik**.

I Amante delle illusioni ottiche, **Michaël Leblond** scopre nel 2007 l'antica tecnica dell'Ombro-cinéma. Basandosi sul fenomeno della persistenza retinica che crea l'illusione del movimento, questa tecnica ispi-

ra a Michael giochi di costruzione innovativi: i **Kinoptik**.

P Apaixonado pelas ilusões de ótica, **Michaël Leblond** descobre em 2007 a antiga técnica da ombro-cinéma. Baseada no fenómeno da persistência retiniana que cria a ilusão do movimento, esta técnica inspira a Mickael jogos de construção inovadores: Os **Kinoptik**.

NL **Michaël Leblond** heeft een passie voor optische illusies. In 2007 ontdekte hij de oude techniek van de 'ombro-cinema', gebaseerd op het verschijnsel van de nawerking van het oog, waardoor een optische illusie wordt gecreëerd. Deze techniek inspireerde Michael tot een innovatieve verzameling bouwspellen: de **Kinoptik**-spellen.

S **Michaël Leblond**, vars passion är optiska illusioner, upptäcker år 2007 den gamla Ombro Cinema-tekniken. Denna teknik baseras på fenomenet att en ihållande bildserie

skapar en rörelseillusion vilket inspirerade Mickaels innovativa byggsatser: **Kinoptiks**.

DK **Michaël Leblond** har altid haft en passion for optiske illusioner, og i 2007 opdagede han den gamle Ombro-cinema-teknik. Teknikken er baseret på nethindens evne til at fastholde et billede, hvilket skaber en illusion om bevægelse, og Michael finder inspiration til innovative konstruktionslege heri: **Kinoptik**.

R Любитель оптических иллюзий **Микаэль Леблон** в 2007 году узнал о старинной технике анимации — теневом кино. Эта техника позволяет создавать иллюзию движения, используя персистенцию сетчатки человеческого глаза, или инерцию зрения. Она вдохновила Микаэля на создание инновационных игроконструкторов — **Kinoptik**.



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