

Going Digital



Digital projection in the planetarium | Photo courtesy: European Southern Observatory, Radovan Bartek

The first digital projection system for planetariums, Digistar by Evans & Sutherland, generated dome-filling vector graphics in real time. This allowed the functions of the star projector, as well as other visual content that was conceivable using points and lines, to be projected digitally.

This was the beginning of a technical revolution in planetariums. Even so, to this day the digital projection of the night sky does not reach the brilliance of the starry sky simulation of modern optical-mechanical planetariums.

