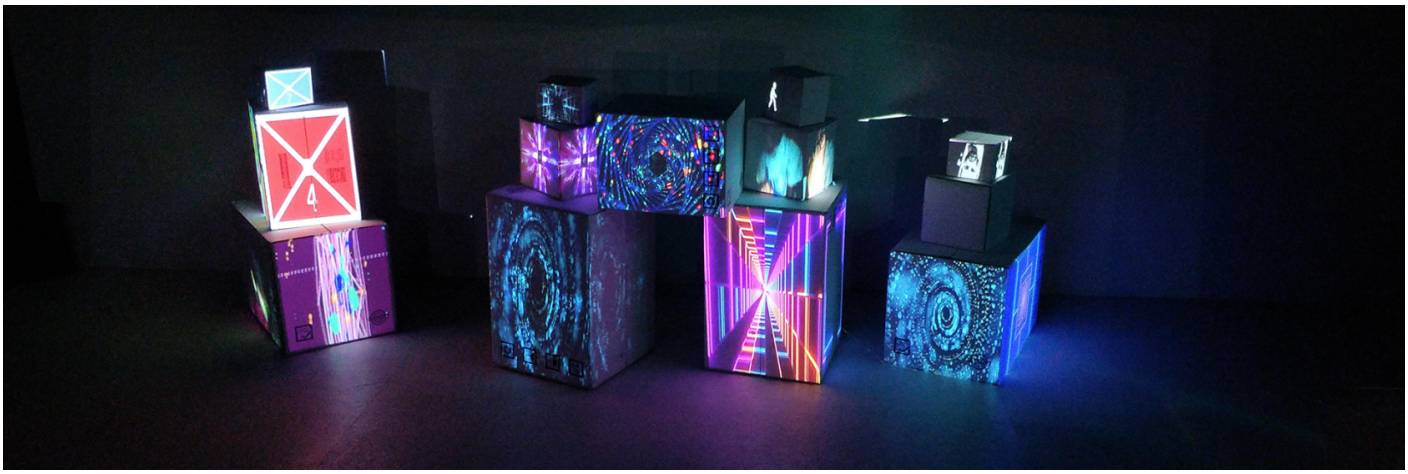
Projectionmapping



Tutorials

- Knowledgebase Article
- Isadora Guru session
- Sam's Demo/Activitiy projectionmapping patch

What is projectionmapping?

Projection Mapping uses everyday video projectors, but instead of projecting on a flat screen (e.g. to display a PowerPoint), light is mapped onto any surface, turning common objects of any 3D shape into interactive displays. More formally, projection mapping is "the display of an image on a non-flat or non-white surface"

Tips&Tricks:

- Set the output resulotion in izzymap to the resolution of your projecter to see the limit of the projection
- You can manipulate the Input and Output be aware of the difference. Input is the cropping of the source material, Output is how the input is projected.
- in Izzymap you have differen layer optiuons with different shapes dependig on the object that you are mapping.
- You can publishing mapping properties so you can control them outside of izzymap.

- Once you have used izzymap the blend cna only be set inside of the izzymap window
- Izzymap is so versatile you can easily create nice video effects within one projector

Practice Assignment

Choose a season as theme and:
Map a cube with a single movie
Map an object with a hole
Map a piece of cloth

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