

# Creating content for Projection Mapping

As projection mapping is mostly not done on regular rectangular surfaces, content is also specially made.

Of course there are numerous ways to do this using masks or generative abstract content. here's some ideas to get you started:

<https://www.youtube.com/embed/AUbPWesO3KU>

<https://www.youtube.com/embed/vGLVUpeJD6k>

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