

# 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 resolution in izzymap to the resolution of your projector 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 different layer options with different shapes depending on the object that you are mapping.
- You can publish mapping properties so you can control them outside of Izzymap.
- Once you have used Izzymap the blend can 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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