Modern Home Cinema By Tomasz Zajda

Art of Projection
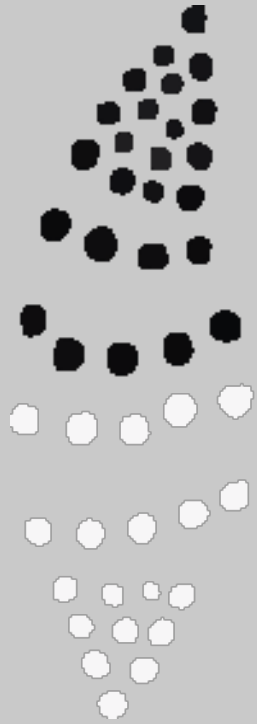# Session Three: Map the Edge

Dr Waldemar Jenek

25.05.2024

Acknowledgement of Country

We acknowledge Aboriginal and Torres Strait Islander peoples and their continuing connection to land and as custodians of stories for millennia. We respectfully acknowledge the land on which we all meet today, and pay our respects to elders past, present and emerging.
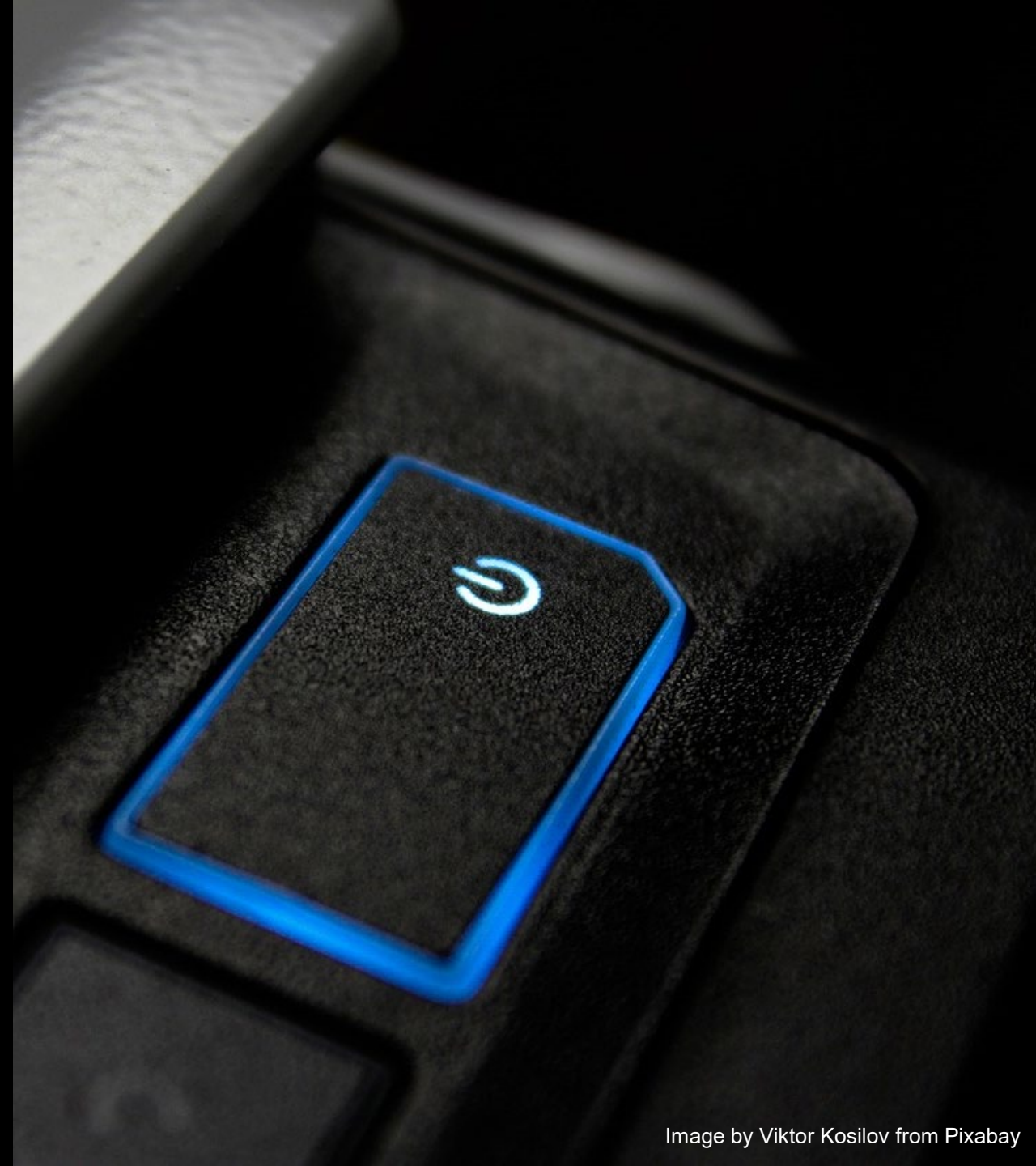
Session Overview

Welcome

- Check in and get set up on a computer

- Brief recap of Session Two

Overview of workshop

- Today's Goals and Timeline

Equipment

- Computer with Premiere Pro and TouchDesigner

- SLQ collection items for mapping content,

- Projectors

- Portable projection surfaces (cardboard cubes).

Health & Safety

- For all workshops at The Edge we like to familiarise participants with:

- Exit points

- Lab Risk Assessments

- Safe operating procedures (SOP)

Objectives

- Basic understanding of projection mapping.
- Ability to use SLQ collection items creatively in digital art.
- Skills in video editing and using TouchDesigner for projection mapping.
- Experience in setting up and executing a projection mapping display

What is Projection Mapping?

- Technology that turns objects into display surfaces for video projection.

- Often used on irregularly shaped surfaces like buildings, stages, or indoor objects.

- Adds extra dimensions, optical illusions, and notions of movement.

What is Projection Mapping?

- Utilises specialised software to fit images onto the surface of objects.

- Can warp and align projected images to fit perfectly on irregular shapes.

- Employs projectors to display light onto 3D objects, turning them into interactive displays.

What is Projection Mapping?

- Used in advertising, public art, entertainment, and live concerts.

- Transforms static objects into dynamic visual displays.

- Engages audiences with immersive and artistic experiences.

https://www.youtube.com/watch?v=SB8WBE2hy9A

Video Editing for Mapping

- Repeat: Basic Editing Techniques: Cutting, Splicing, and Layering

- Preparing Videos for Projection Mapping

Introduction to TouchDesigner

- TouchDesigner Interface and Features
- Mouse Navigation
- Networks/ Network area
- Path
- Operators
- Short cut (I Inside Operator and U outside operator)
- H Home to find networks

Introduction to TouchDesigner

- Data Travels from left to right
- Connect and disconnected operators
- Dynamic wires
- Different operators
- Top= Textures, Images, videos
- Chop: Nummeric Data Channels Operators
- DAT: Data Operators for Tables, API,
- SOP: Surface Operators 3d Geometry
- COMP: Component Operators
- Mats: Materials operators

Parameters

- Numbers
- P-key Parameter Window
- Video example and Parameters Speed/Play
- Info Window, right click/info
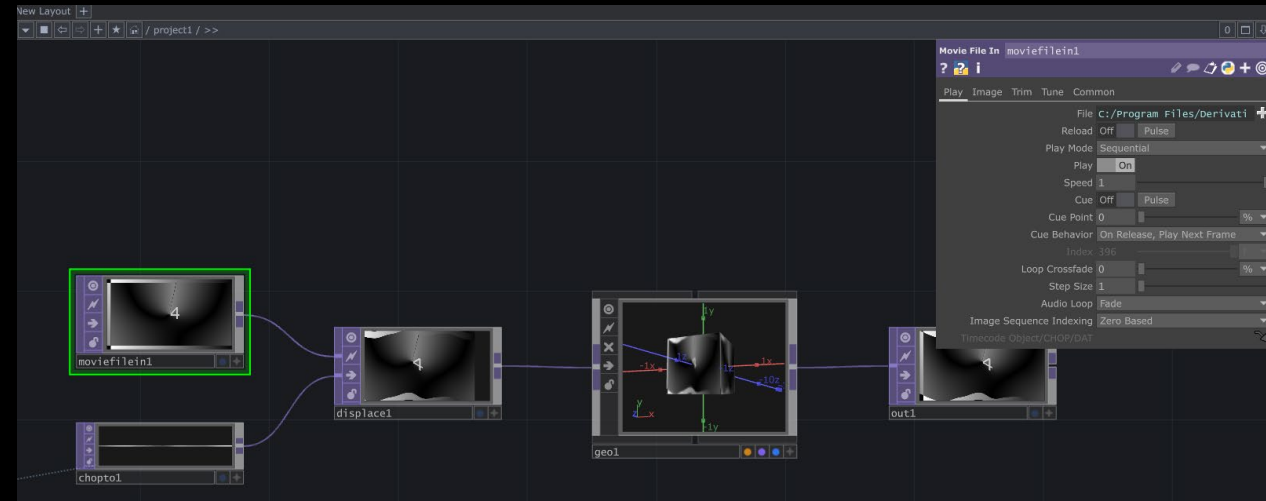
User Interface

Timeline

FPS: Frames per Second

Pane Layout Alt z or Alt [

Find Help

Help/Snippets

Example Networks

Help/Snippets

Smaller packages

constant

Break Time

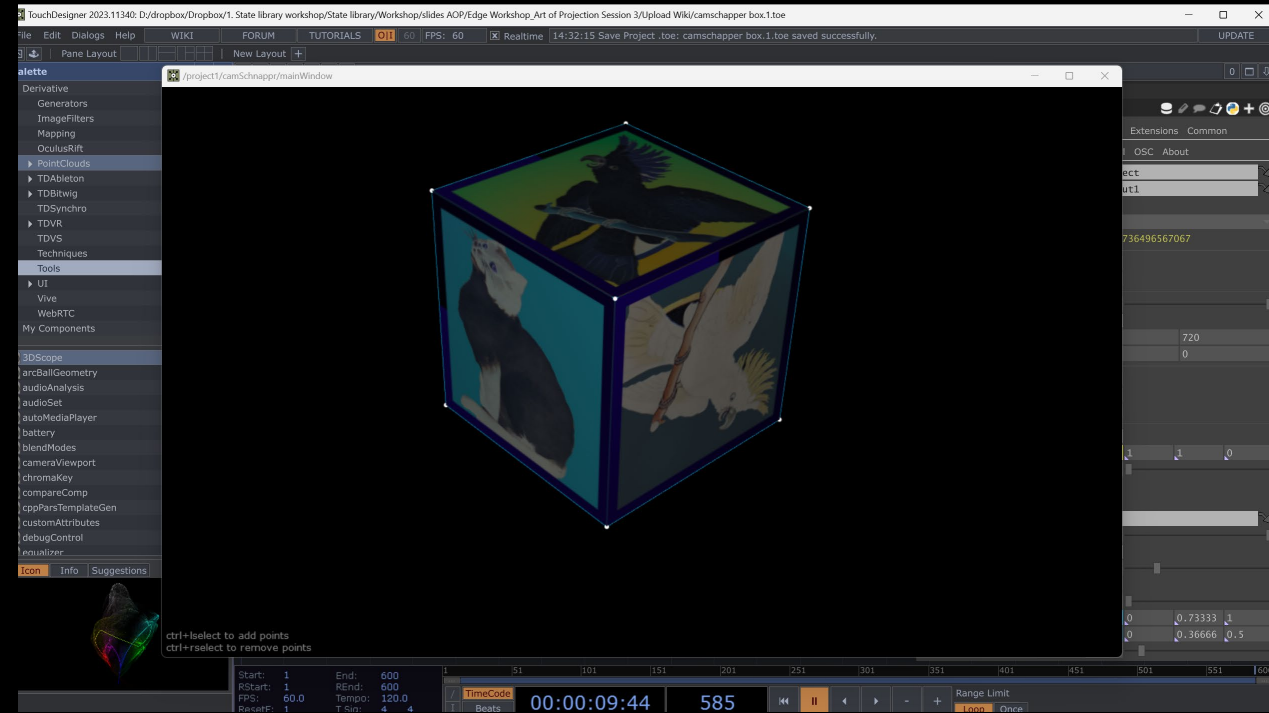- 15-30 Minutes Break
- Interactive Q&A Segment

Hands-On: Practice and Experimentation

- Creating Your Projection Mapping Content
- Step-by-Step Guidance
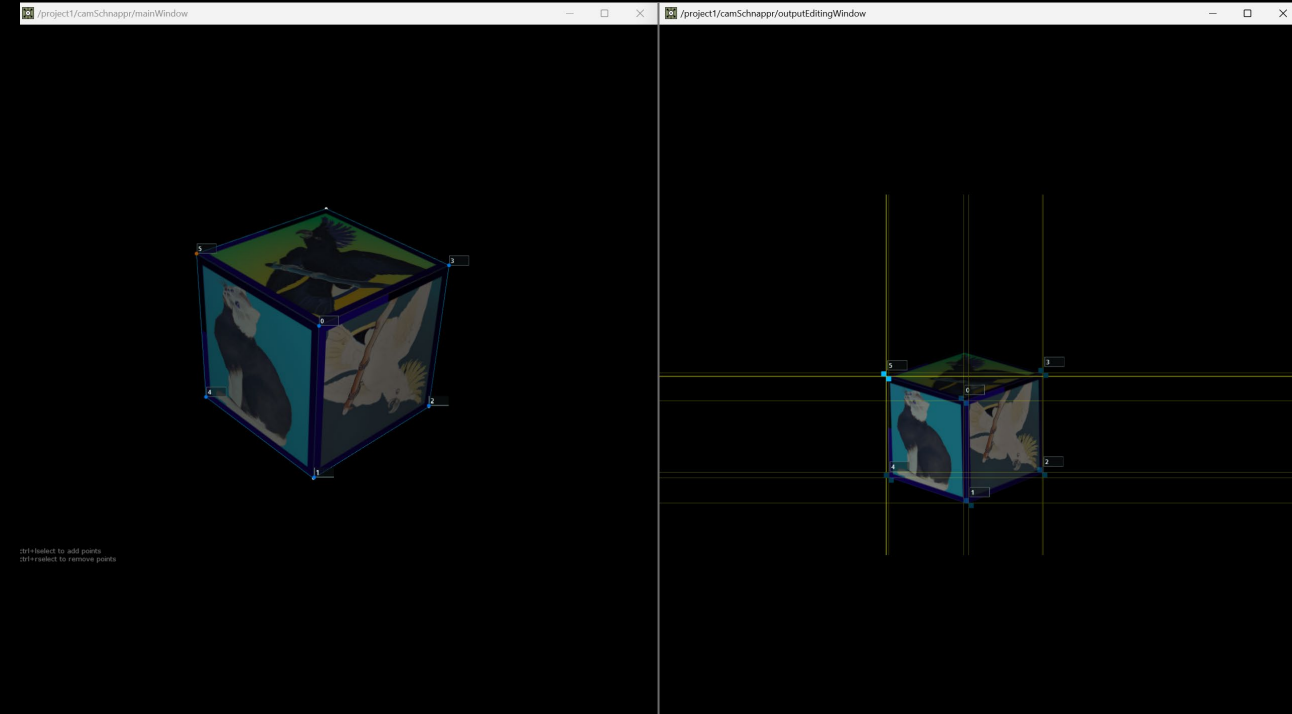- Tips for Refining Designs

Setting Up the Projection

- Projector Setup Techniques
- Aligning Projectors with Surfaces
- Using Cardboard Cubes as Projection Surfaces
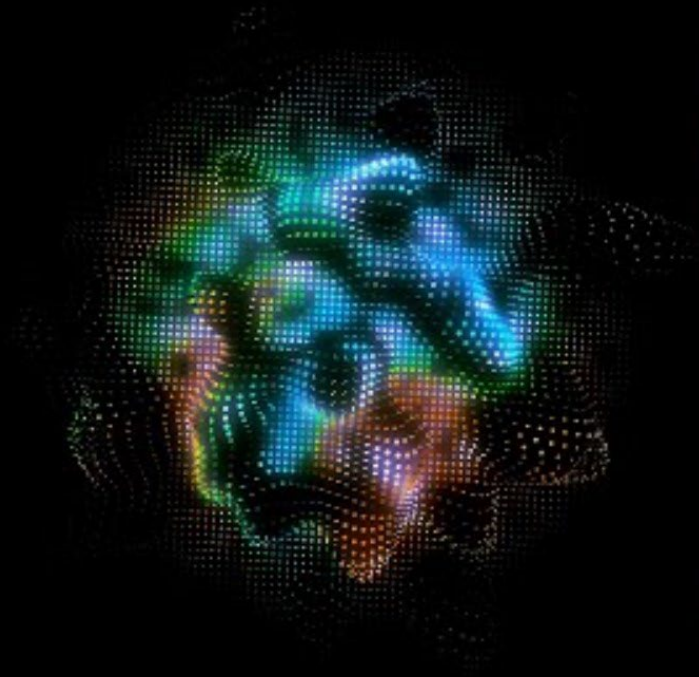
Showcase and Feedback

- Presentation of Participant Works
- Group Discussion and constructive Feedback

Wrap-Up

- Recap of Key Learnings from Session three
- How to Further Explore Projection Mapping
- Feedback Collection and Closing Remarks

Q&A Session

https://youtu.be/SSSSbq2YZcA

References

- Modern Home Cinema By Tomasz Zajda
- Image by Viktor Kosilov from Pixabay
- https://youtu.be/SSSSbq2YZcA
- https://www.youtube.com/watch?v=SB8WBE2hy9A

THANKS FOR ATTENDING

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Please complete our survey that will be sent out via Eventbrite.

Tag us on socials @statelibraryqld

Contact us on appliedcreativity@slq.qld.gov.au

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