* Propose a projection mapping project. This can include projecting onto exterior buildings and architecture, but will have to be reproducible in class (via a model). This will be done in groups of 4~ people. Only one proposal must be written but EVERYONE must include it in their github repo, along with the names of each student involved.
* Proposals should:
  + Be 10+ sentences
  + Include a conceptual explanation of what you are doing
  + Include a technical explanation of what you are doing (including any props you need, like boxes)
  + Identify technical challenges you expect to encounter, and your plan to succeed

Group Members: Jason B, Maci M, Deanna D, Donovan V

For our projection mapping project we will be creating an art piece in unity that takes a video input and unity shapes to create a simple scene. For this project we will need to create a simple landscape in unity and source some colorful video footage(or make the footage ourselves). We will have to find and learn how to implement a script that allows us to add video to unity objects. The video would be displayed on unity cubes, cylinders, or spheres. We plan to use a rotate and transform script as well. We will likely be using a couple of large boxes and some smaller ones to create a sense of depth and hierarchy. The intention is to make the boxes into some sort of sculpture surface for projection. Since we do not already know how to use a script that allows users to add video to unity objects that could be a bit difficult. We intend to have the user have some level of input. To keep the project manageable, that input will probably be in the form or a keyboard general script.