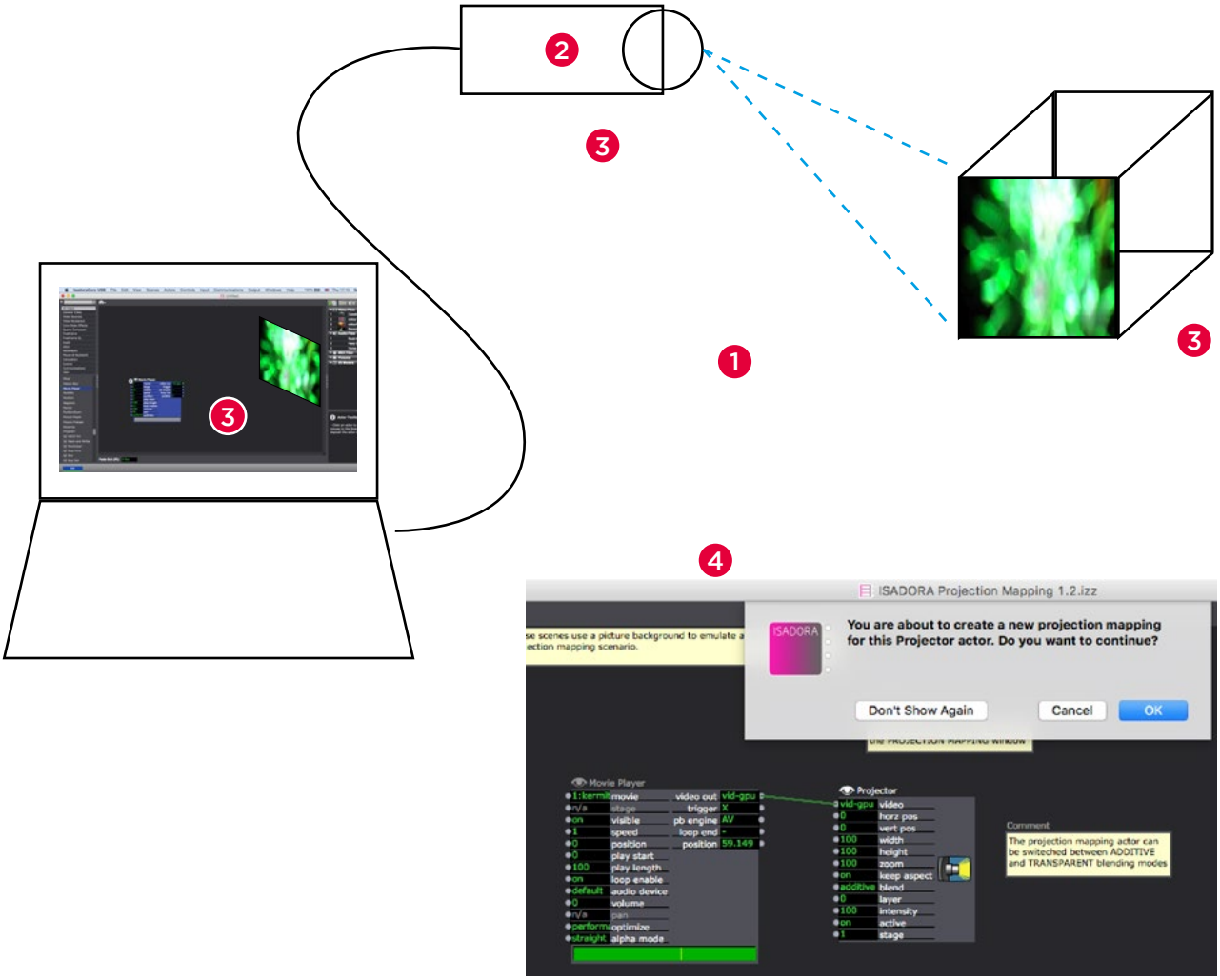


NOTES

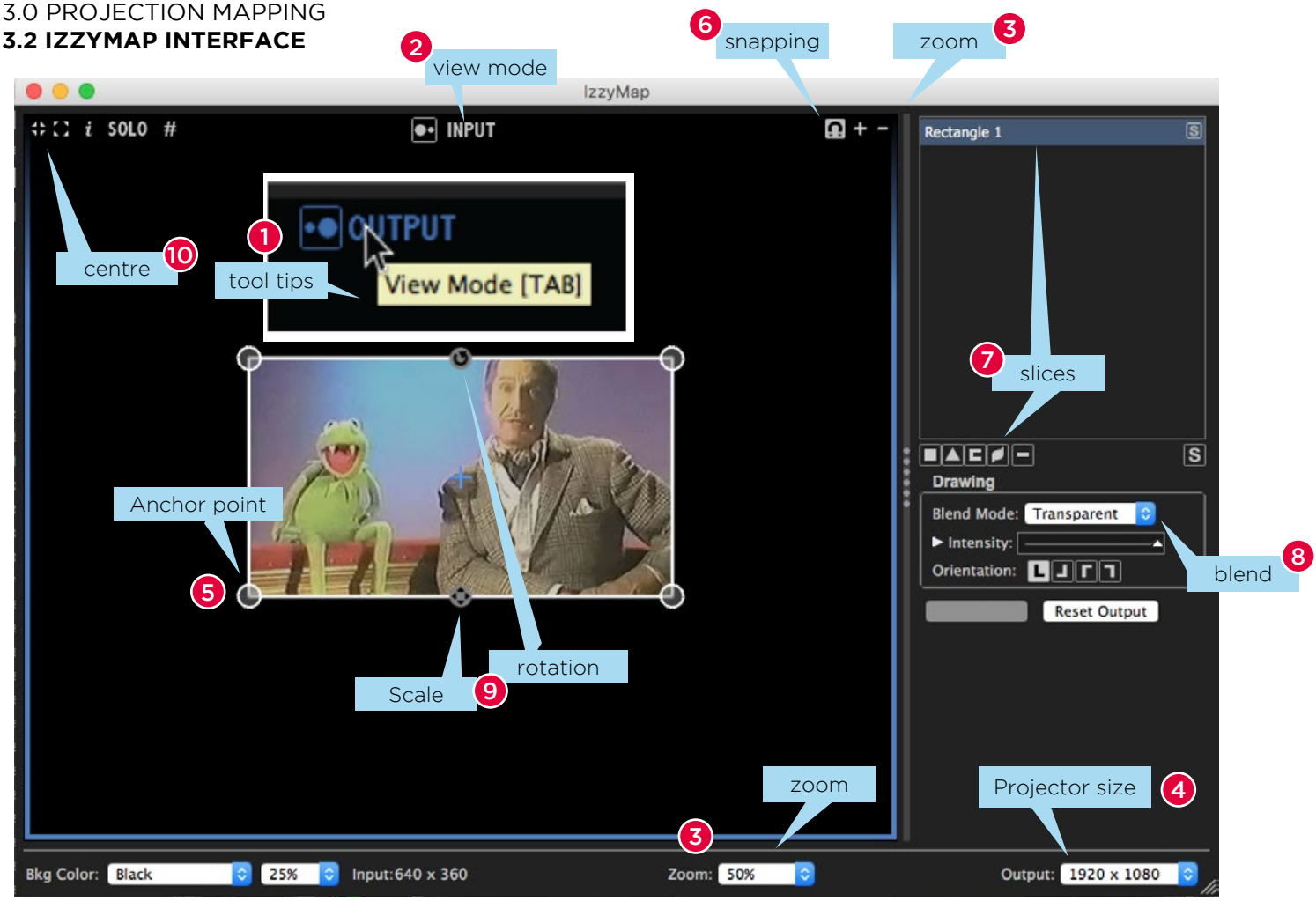
1. IRL
   Projection Mapping is about putting images into space. It usually takes place in REAL LIFE!

2. PROJECTOR / DISPLAYS
   You'll need a real projector as your second display.
   Set the projector as your second display in PREFERENCES > STAGE and place Stage 1 on Display 2.
   you may need to set your Mac display preferences to unmirror displays

3. CALIBRATION
   Projection mapping is all about small adjustments and recalibration between the INPUT, OUTPUT and real world OBJECTS and HARDWARE

4. OPEN the projection mapping window by double-clicking on a PROJECTOR actor. This brings up a dialogue box. Choose YES to continue.

ISADORA
3.0 PROJECTION MAPPING
3.2 IZZYMAP INTERFACE



1. TOOL TIPS
   - roll over any feature to reveal its function and the shortcut key

2. VIEW MODE
   - You will be looking at either the INPUT, OUTPUT or a SPLIT VIEW (H / V) of your projection mapping

   - Use [TAB] or CLICK the title to cycle through the modes

   - INPUT defines which portion of the image you will see.

   - OUTPUT defines the final shape the image is applied to

3. ZOOM IN / OUT
   - Bottom menu can be used to choose a specific size
   - Top zoom menu allows you to click in / out

4. PROJECTOR SIZE
   set this to match your (real life) projector's output setting.

5. ANCHOR POINTS / SIDES
   Move to change your projection mapping. Either CLICK & DRAG, or click once and use the ARROW KEYS to adjust precisely.

6. SNAPPING ON / OFF

7. SLICES
   create a new mapping slice :
   - rectangle, triangle, composite, or grid

8. BLEND MODE / INTENSITY
   Transparent / additive

9. SCALE / ROTATE
   Quickly adjust size and rotation of slice

10. CENTRE
    click to centre the viewer on the selected mapping slice