

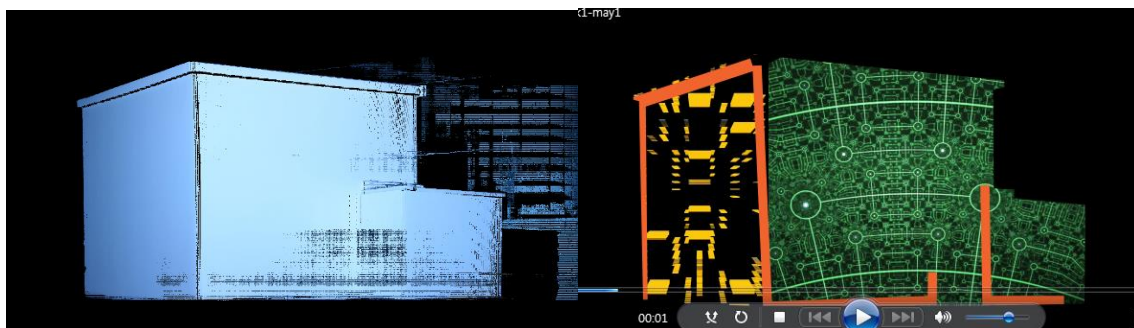
Exercise 1: Fun with Madmapper and Media Façade

Have fun with some simple projection mapping using the Madmapper. Set up your own target object and scan it to obtain the picture from the projector's viewpoint. You do not have to create complicated content, just something to have fun with and explore different projection mappings.

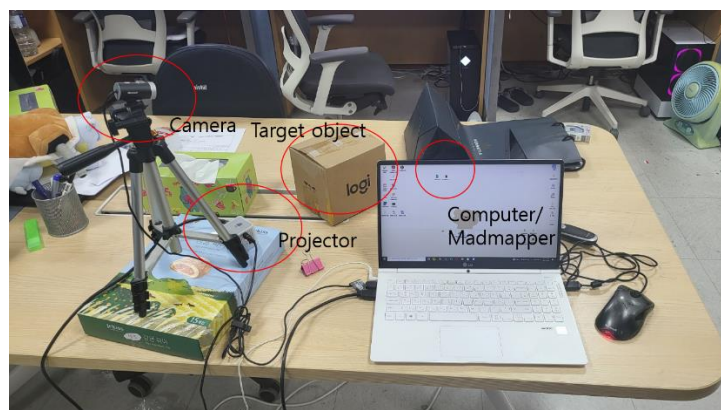
Below is an example scanned imagery of two boxes on which graphic projection was created and applied using the Madmapper. For editing and content creation, you can practice at home with the Madmapper's evaluation version (you cannot save your work). You can come to my lab (CS Bldg. 307A) and get the more hands-on practice with the paid version of the software installed on the laptop (see below picture and the set up). Also I posted a short text file listing some useful how-to-use tips and youtube links to some basic tutorial videos.

Since there is only one copy of the software, you will have to take turns according to the schedule listed below. Even if you have your scheduled week, you can come in at any time, and if it is not used, you can use it. But I guess the person scheduled for the given time has higher priority, if already occupied.

Example simple media façade with boxed object.



The Mapmapper, camera and projector set up at the lab in CS Bldg. 307A.



Schedule

Sewon Noh	Week of 9/12
Jun Ryu	Week of 9/12
Jonghwan Na	Week of 9/19
Sooah Jung	Week of 9/12
Seunghoon Park	Week of 9/26
Seungwoo Son	Week of 9/26
Chanhee Park	Week of 10/3
Jaeyoon Lee	Week of 10/3
Yechan Yang	Week of 10/10
Nguyen Hon Son	Week of 10/10
Borgbjerg Kasper	Week of 10/17

What to turn in: Turn in the followings in zipped file to KULMS.

- Picture of your set up
- Scanned image of the target
- Madmapper files
- Demo video or picture

Due: One week after your scheduled week.