

*An Investigation into Projection Mapping*

**Project Proposal**

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Bsc (Hons) in Entertainment Systems

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**Title:** An Investigation into Projection Mapping

**Description:** Projection Mapping, previously known as Spatial Augmented Reality, is a technology whereby video projectors overlay video and image content onto physical objects. It is a relatively new technology which has been adopted by music artists to enhance their live performances and by large companies as part of advertising campaigns. It also has been used by visual artists in the creation of art installations and as a means of creative expression. The aim of this project is to explore projection mapping, both 2D and 3D, in terms of the features, constraints, methods, tools and frameworks associated with it. Part of the project will involve putting together a tutorial on projection mapping and a live demonstration.

**Technologies:**

- Projection
- Lighting
- Music

**Tools and Frameworks:**

- MadMapper
- VPT
- vvvv
- Arkaos GrandVJ
- Green Hippo
- Max
- Syphon

**Project Process:** Agile Project Management

NOTE: Colm Dunphy has agreed to supervise this project. Also, I will need to borrow projectors from the college, one to begin with.