

14

Projection Mapping (W)



15

Experimentation

The Andor



PHAM HUNG KHANH
S3922414
LEADER, DIRECTOR
3D MOTION DESIGNER
VIDEO EDITOR
VISUAL JOCKEY



NGUYEN MANH TUAN
S3877869
2D DESIGNER
2D MOTION DESIGNER
PDF MAKER



LE NGOC TRUNG
S3938335
2D DESIGNER
GRAPHIC DESIGNER
2D MOTION DESIGNER
LIGHTER FOR VJ



NGUYEN VINH TUNG
S3926146
3D DESIGNER
TEXTURES DESIGNER
3D MOTION DESIGNER
SUPER COMPUTER



HONG TRUONG TIN
S3940822
3D DESIGNER
3D MOTION DESIGNER
2D MOTION DESIGNER
VIDEOGRAPHER FOR EVENT

Chosen Music

"HARD TO PARTY" BY EAT RABBIT
FRENCH, TECHNO, GLITCH, BREAKCORE-HARD
SOUND COLLAGE, CHIP MUSIC, BIGBEAT

AFTER A THOUSAND TIMES OF RAPING OUR EARS BY LISTENING TO THE MUSIC
WE CHOSE, POPPING UP IN OUR HEADS ARE THESE KEYWORDS:

GLITCH

CHAOTIC

COLLAPSE

CORRUPTION

DATABENDING

PSYCHEDELIC

DESTRUCTION

concept

BEFORE MAKING THINGS AND ANIMATIONS THAT COLLAPSE AND CORRUPT TO GIVE THE AUDIENCES A FEELING OF CHAOS AS WELL AS PSYCHEDELICS TO MATCH THE ENERGY OF THE SONG, WE BRAINSTORMED A LOT OF THINGS AND DECIDED TO TURN BACK TO THE ORIGINALS.

THAT CAN BE 3 ORIGINAL SHAPES, MOVEMENT AND COLORS.
THE 3 ORIGINAL SHAPES ARE CIRCLE, RECTANGLE, AND TRIANGLE.

WE SPENT A FEW MORE HOURS PRETENDING TO BE A THINKER,
A PIZZA CAN BE A PERFECT OBJECT FOR US BECAUSE IT HAS A ROUND SHAPE
BUT WE NEED TO CUT IT INTO A TRIANGLE SHAPE TO EAT AND
THE WHOLE PIZZA IS CARRIED IN A RECTANGLE BOX.

MAIN OBJECTS: PIZZA, A SLICE OF PIZZA, PIZZA BOX, PIZZA CUTTER.

Related Works

**COME TOGETHER
BY THE BEATLES**



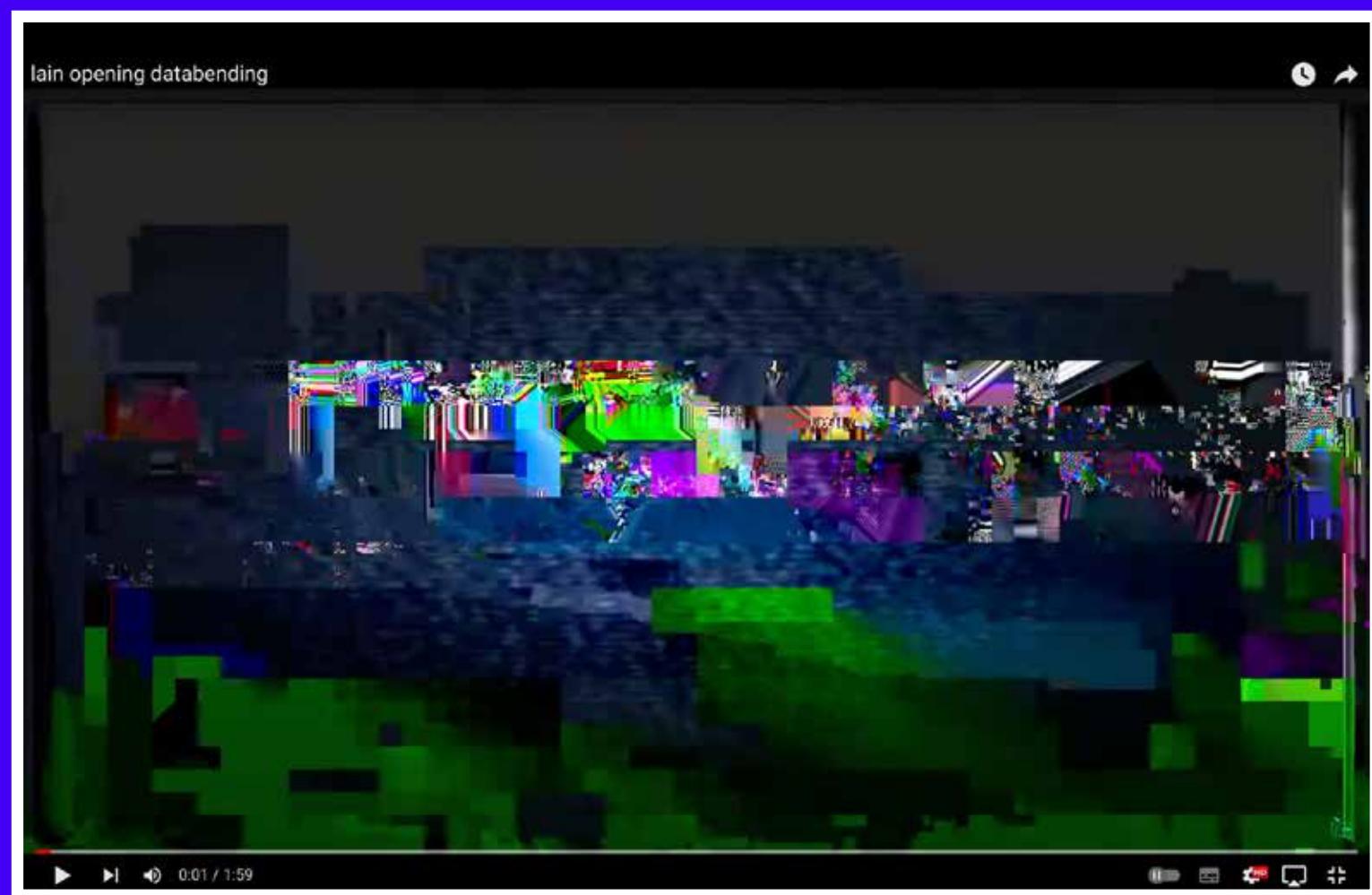
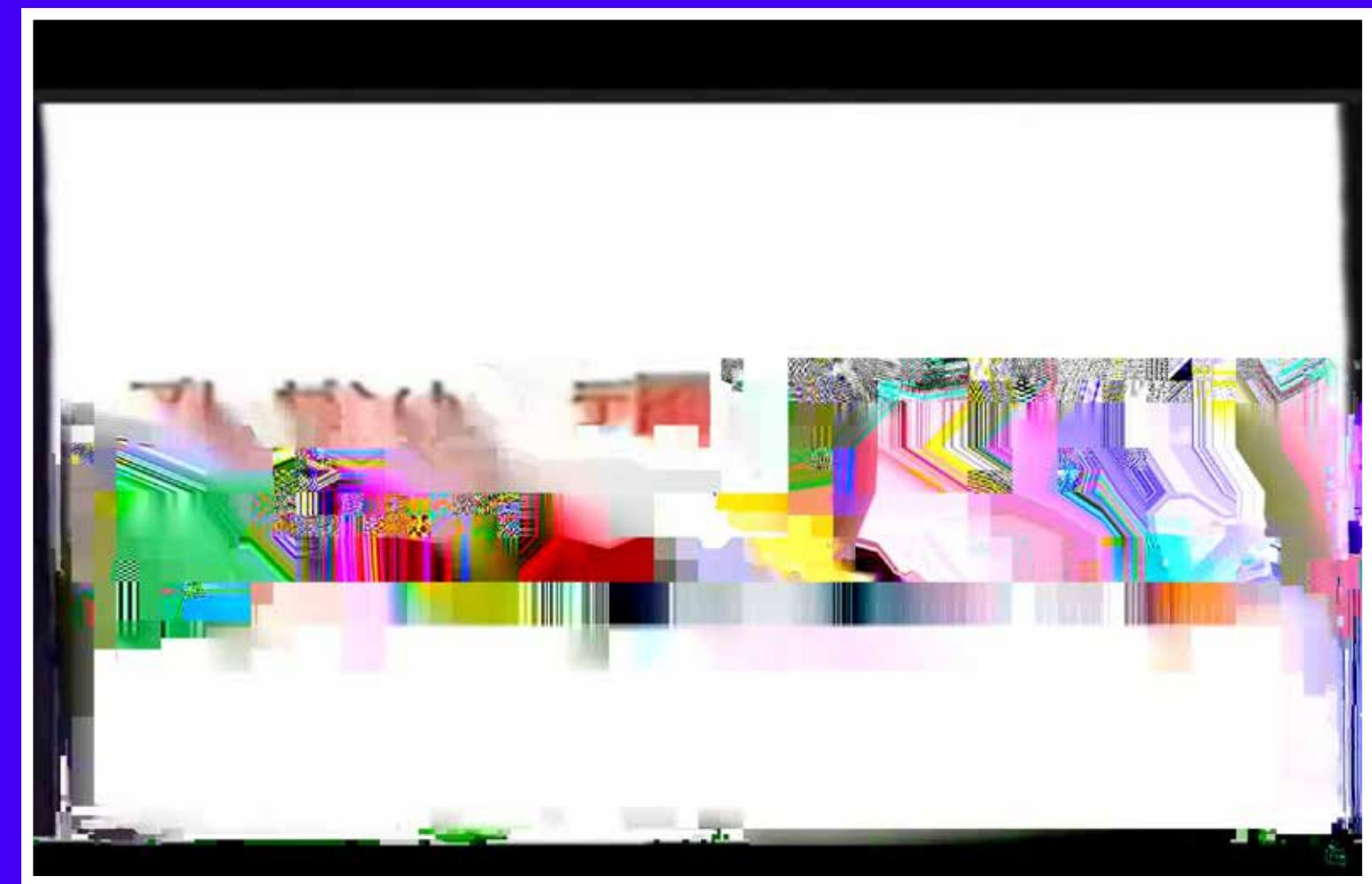
Related Works

SICKO MODE
BY TRAVIS SCOTT



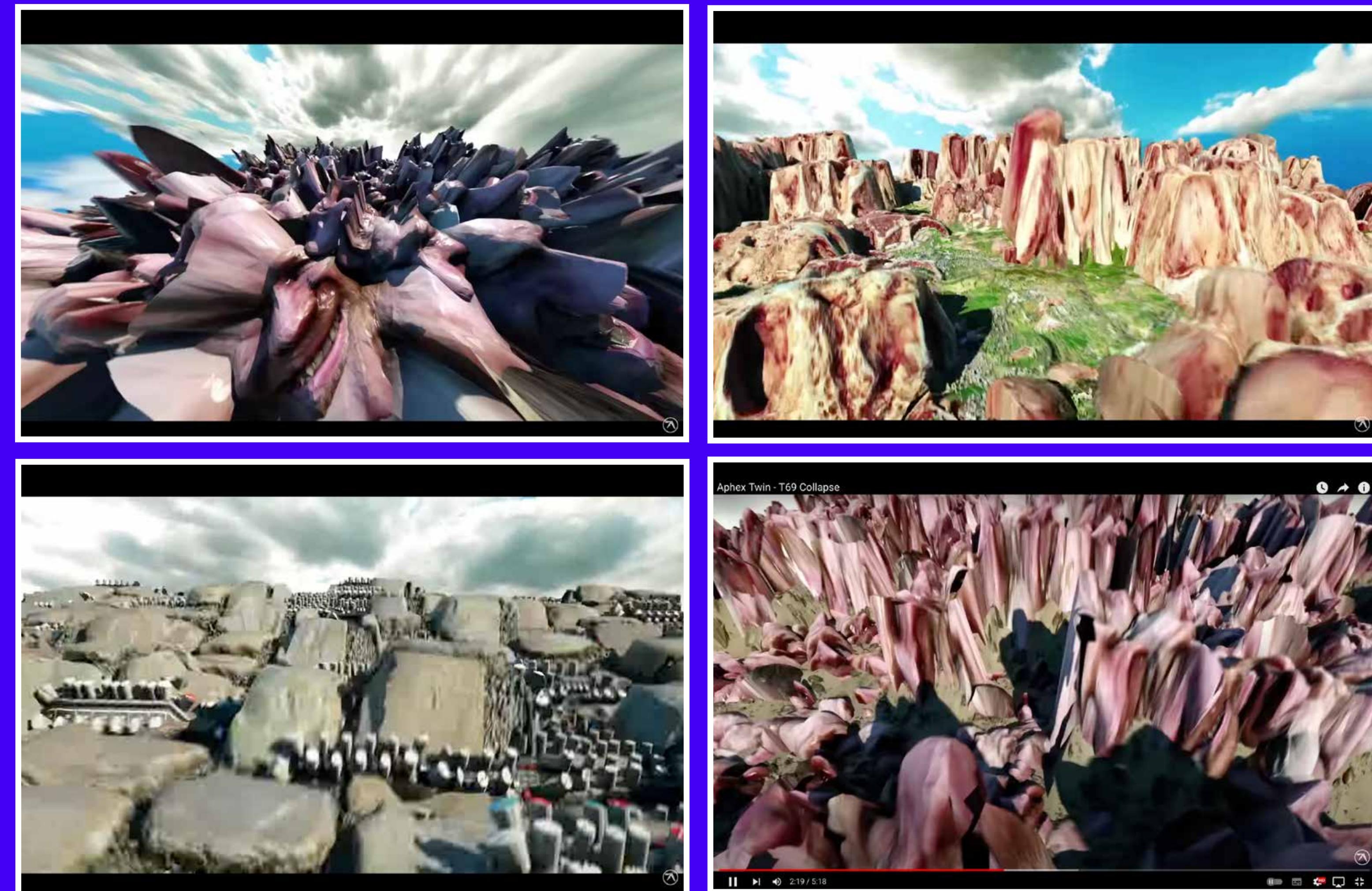
Related Works

LAIN OPENING DATABENDING BY JADEROQUELIKE



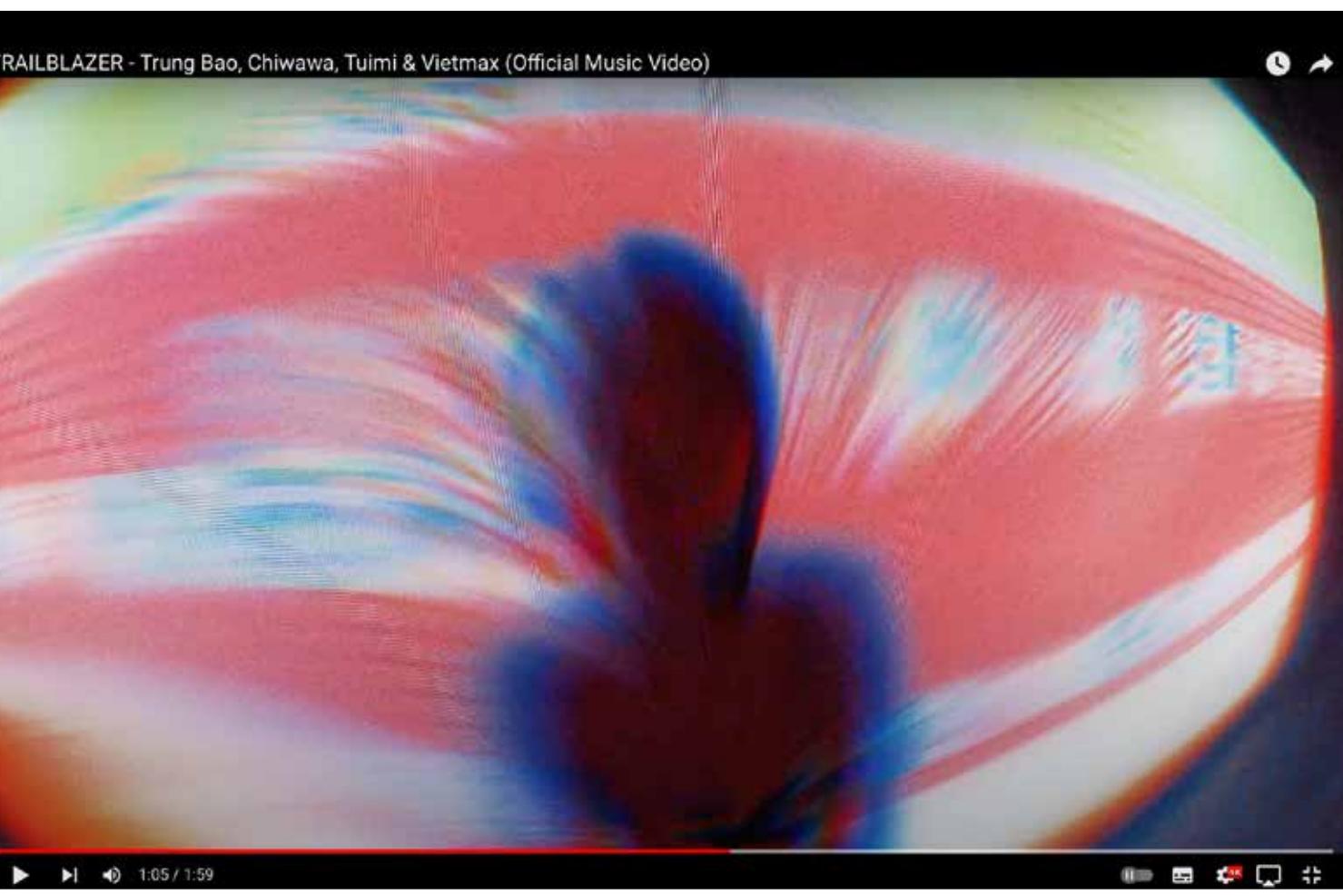
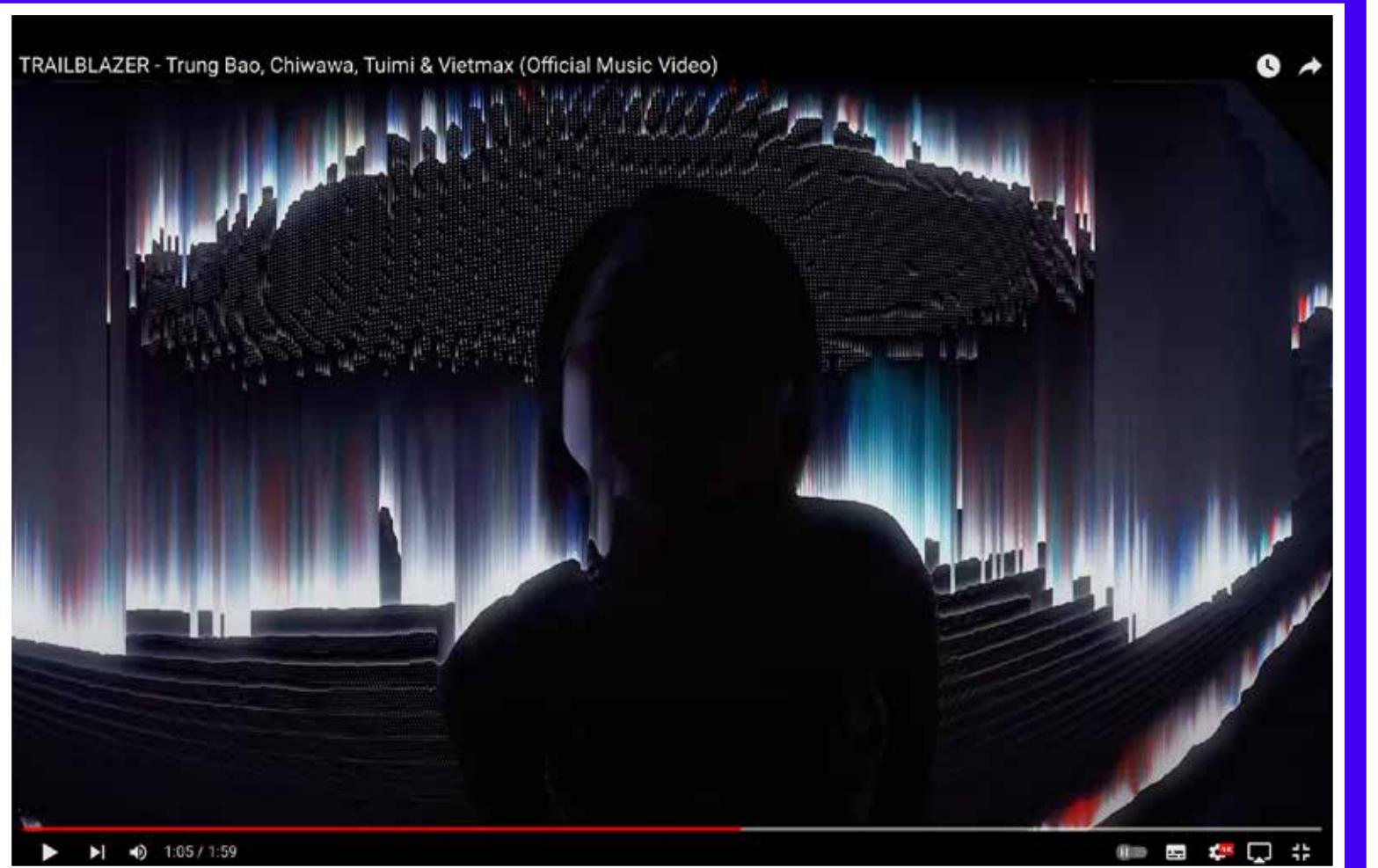
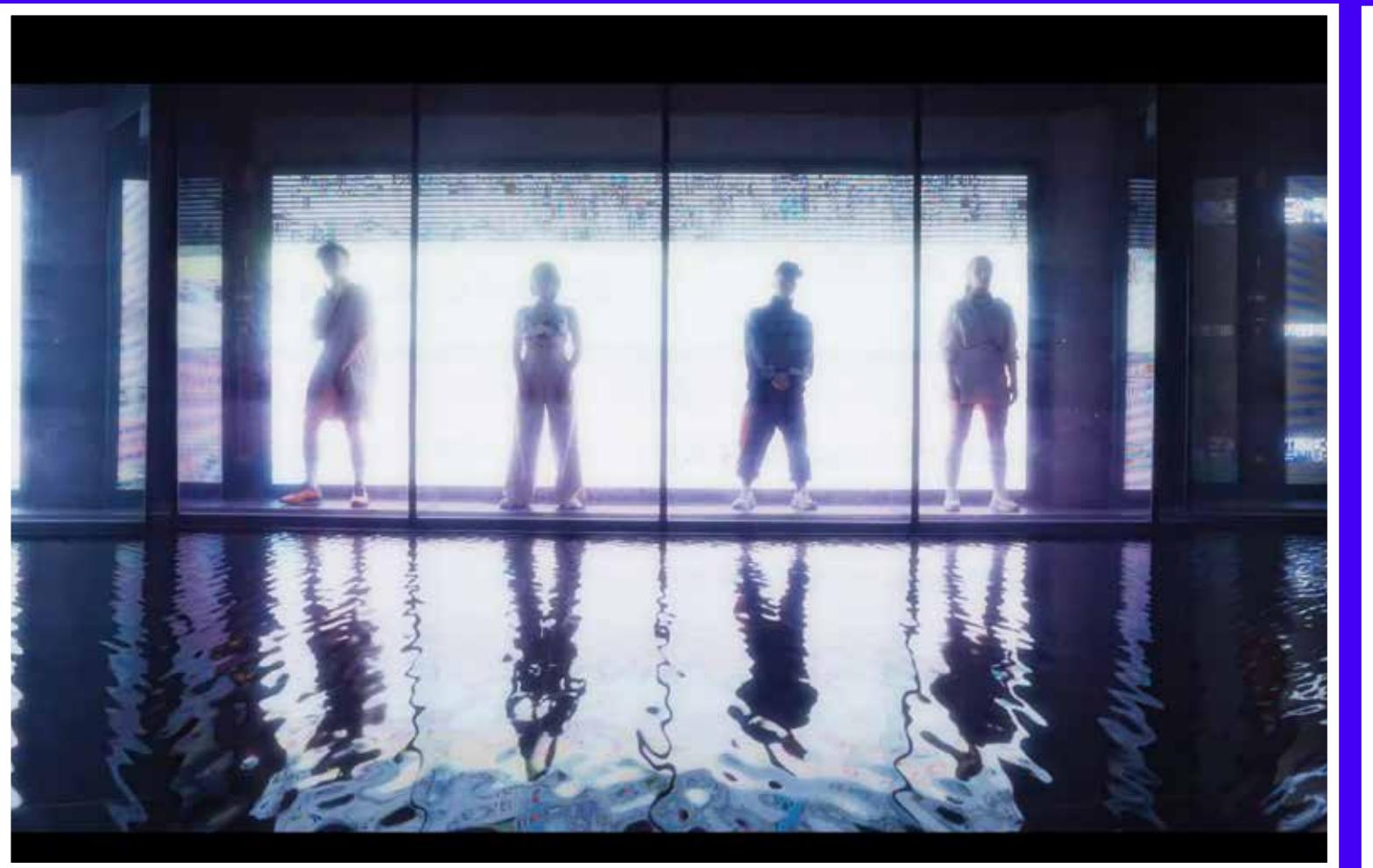
Related Works

**T69 COLLAPSE
BY APHEX TWIN, WEIRDCORE**



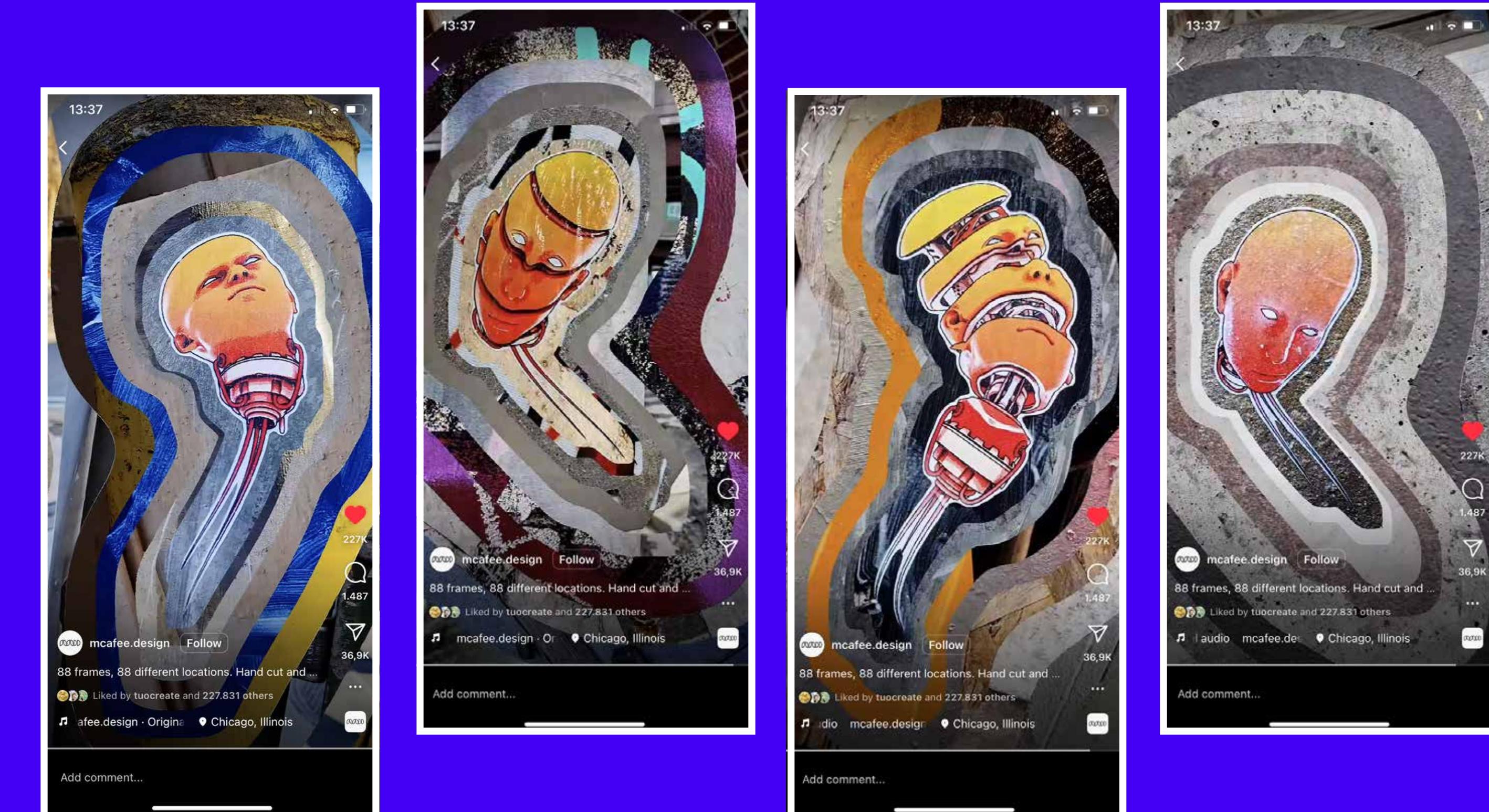
Related Works

TRAILBLAZER BY TRUNG BAO & CHIWAWA



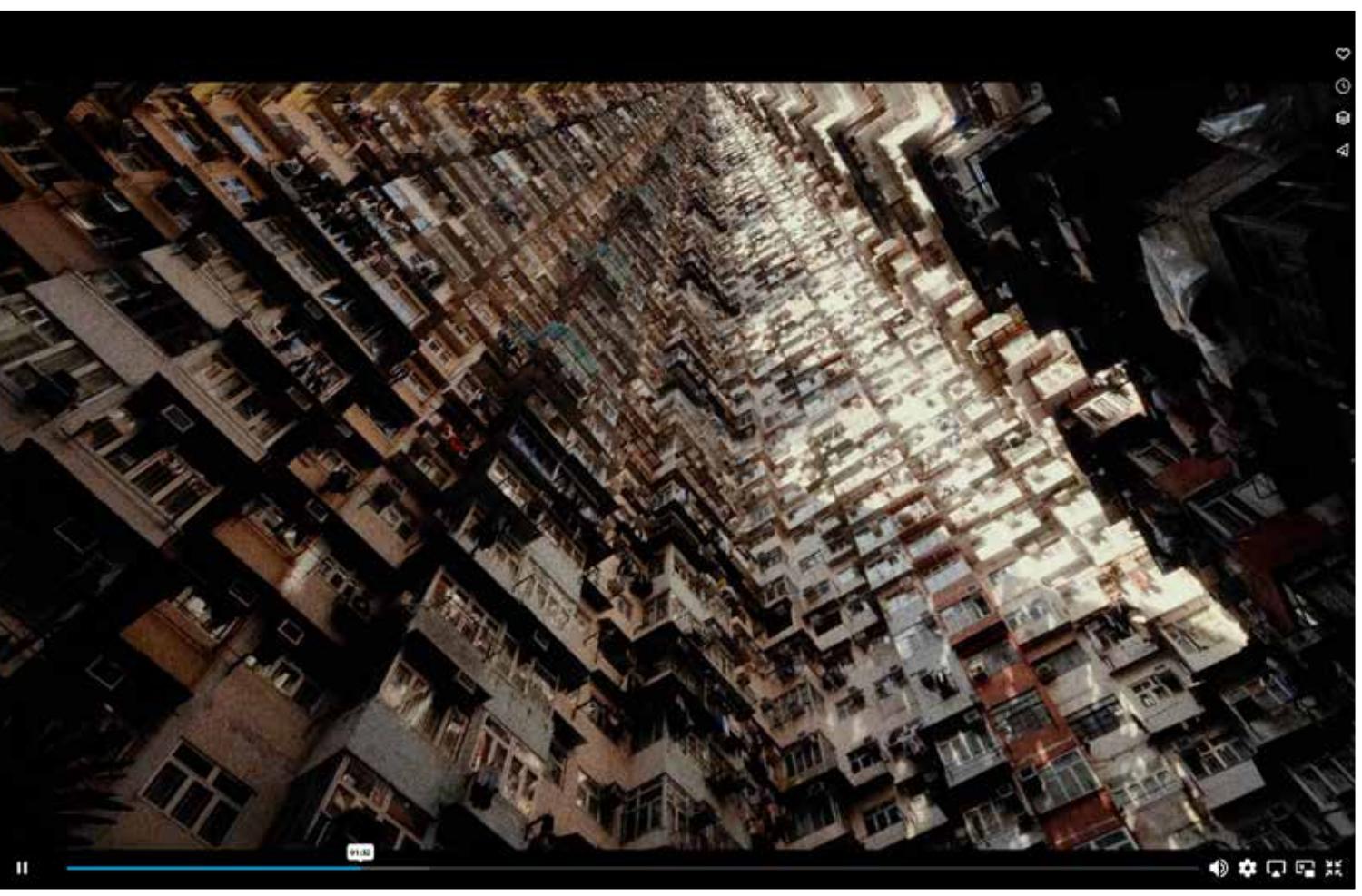
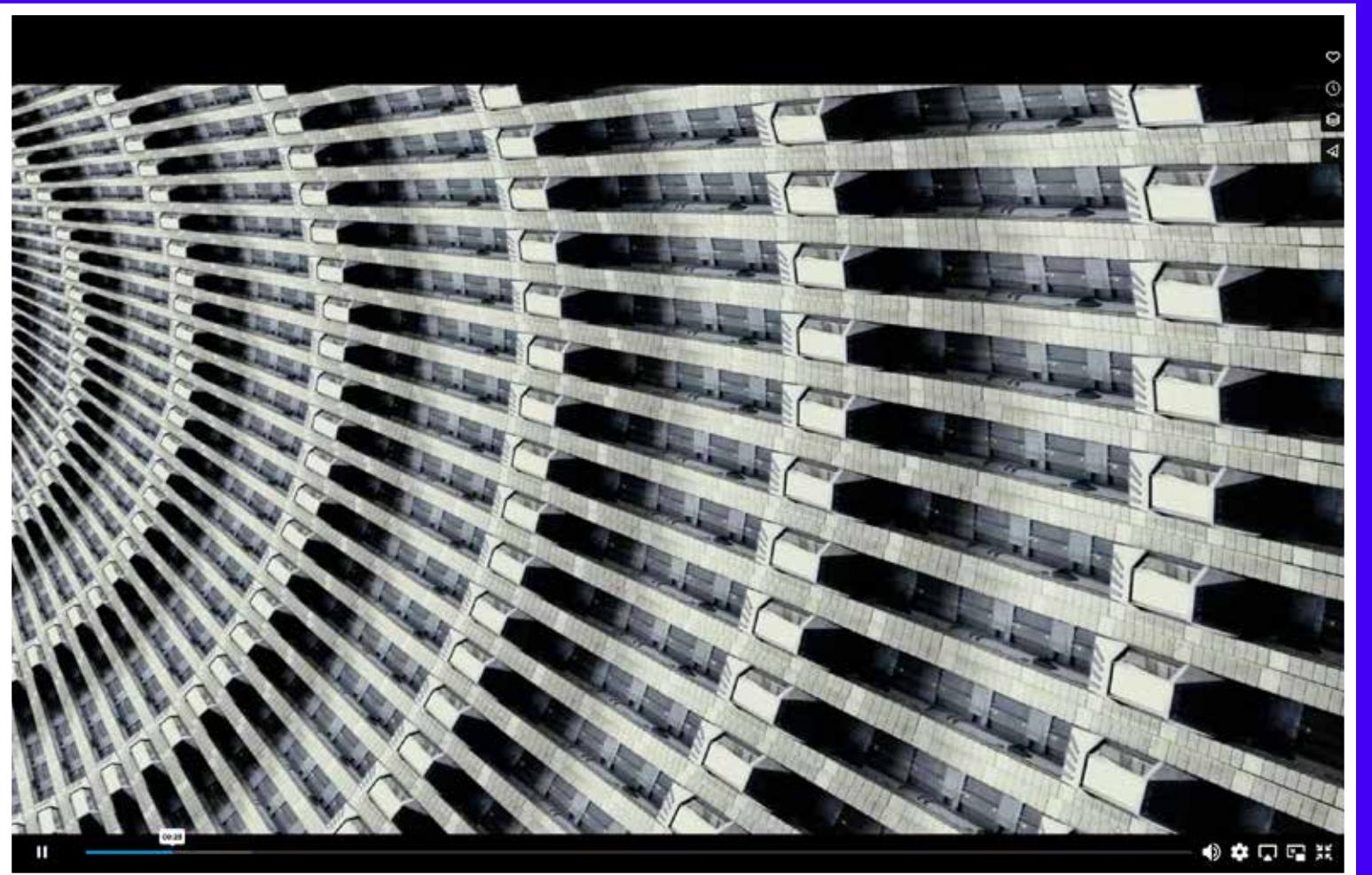
Related Works

MECHA ASCENT BY MICHEAL MCAFEE



Related Works

REPETITION BY MAX COOPER



Music Breakdown

BREAKDOWN SHEET

**WE DECIDED TO CUT DOWN
THE SONG BECAUSE WE
FELL LIKE THE LAST PART
IS UNNECESSARY AND
WE WANT TO END THE
VIDEO RUBTLY TO MAKE IT
LIKE AN ERROR.**

**WE ALSO ADDED A SFX
OF A NOTIFICATION AT THE
END OF THE SONG.**

Timeline	Sections + Description	Visuals
00:00:00:00 - 00:00:15:19	Intro 00:00:13:07 - Transition	Real-life video introduction
00:00:15:19 - 00:00:33:04	Verse 1	Six pizzas spin circularly, and each pizza spins by itself.
00:00:33:04 - 00:00:35:20	Break - Dialogue	
00:00:35:20 - 00:01:03:07	Build up	Pizza cutters move up and down.
00:01:03:07 - 00:01:05:19	Break Dialogue + Build Up	Pizza box bites cutters
00:01:05:19 - 00:01:15:20	Verse 2.1	Pizza box stacks make a tunnel.
00:01:15:20 - 00:01:20:20	Break	Pizza box stacks make a tunnel.
00:01:20:20 - 00:02:06:00	Verse 2.2 00:01:35:16 - Change 00:01:45:21 - Change 00:01:55:18 - Change	Pizza boxes stack move like a snake on a pizza (top view, pov, and front view)
00:02:06:00 - 00:02:10:20	Break	
00:02:10:20 - 00:02:15:19	Verse 3.1	The pizza workbench rotates and changes the background
00:02:15:19 - 00:02:20:18	Bridge	The real pizza rotates and changes the background
00:02:20:18 - 00:02:30:20	Verse 3.2	The real pizza rotates and changes the background as an aura
00:02:30:20 - 00:02:35:19	Bridge	Pizza slice dances like a wave
00:02:35:19 - 00:02:46:00	Verse 3.3	Pizza slice dances like a wave (Change textures)
00:02:45:24 - 00:02:55:21	Bridge	Footages Loop
00:02:55:21 - 00:03:05:18	Verse 3.4	Pizza boxes stack move like a snake on a pizza

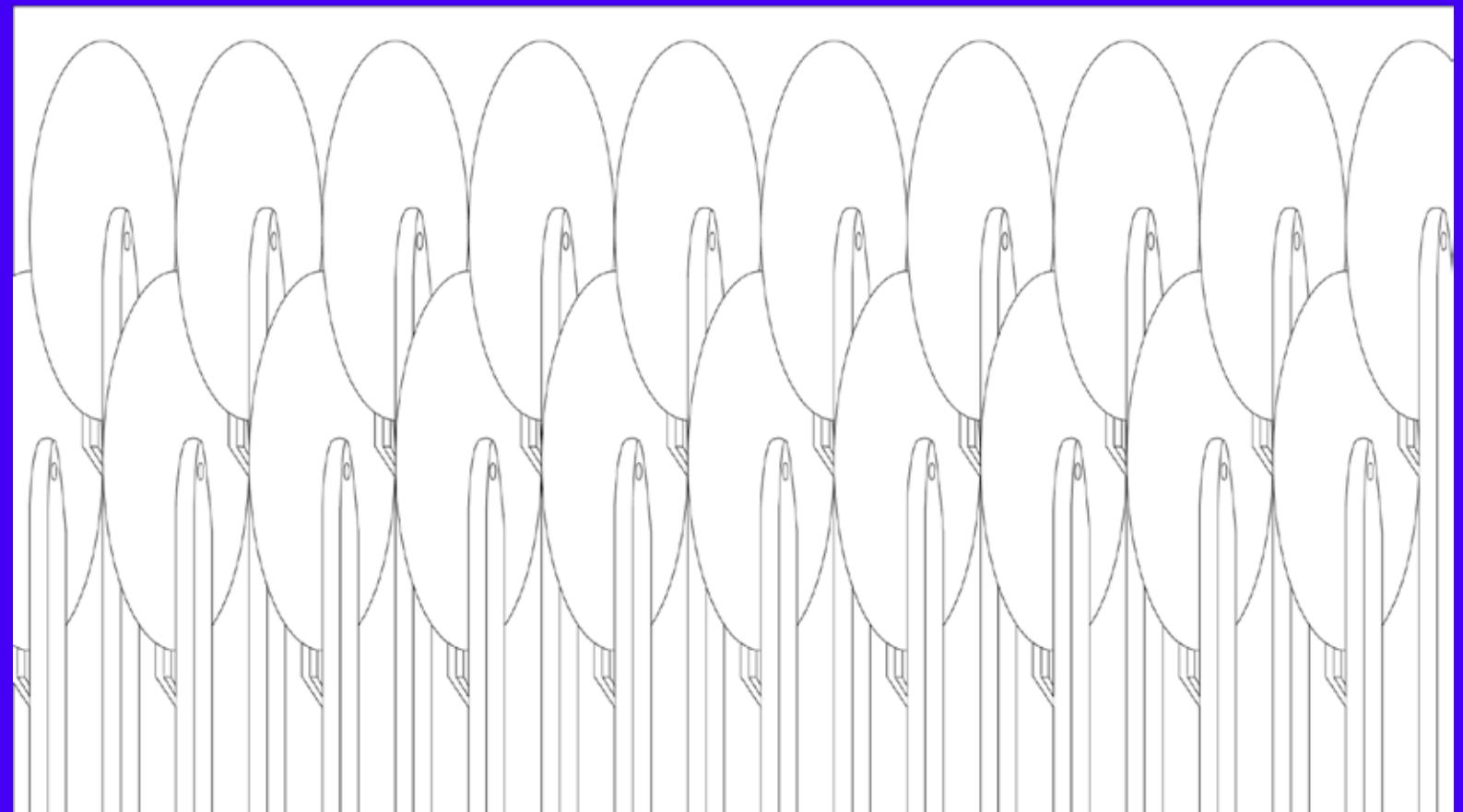
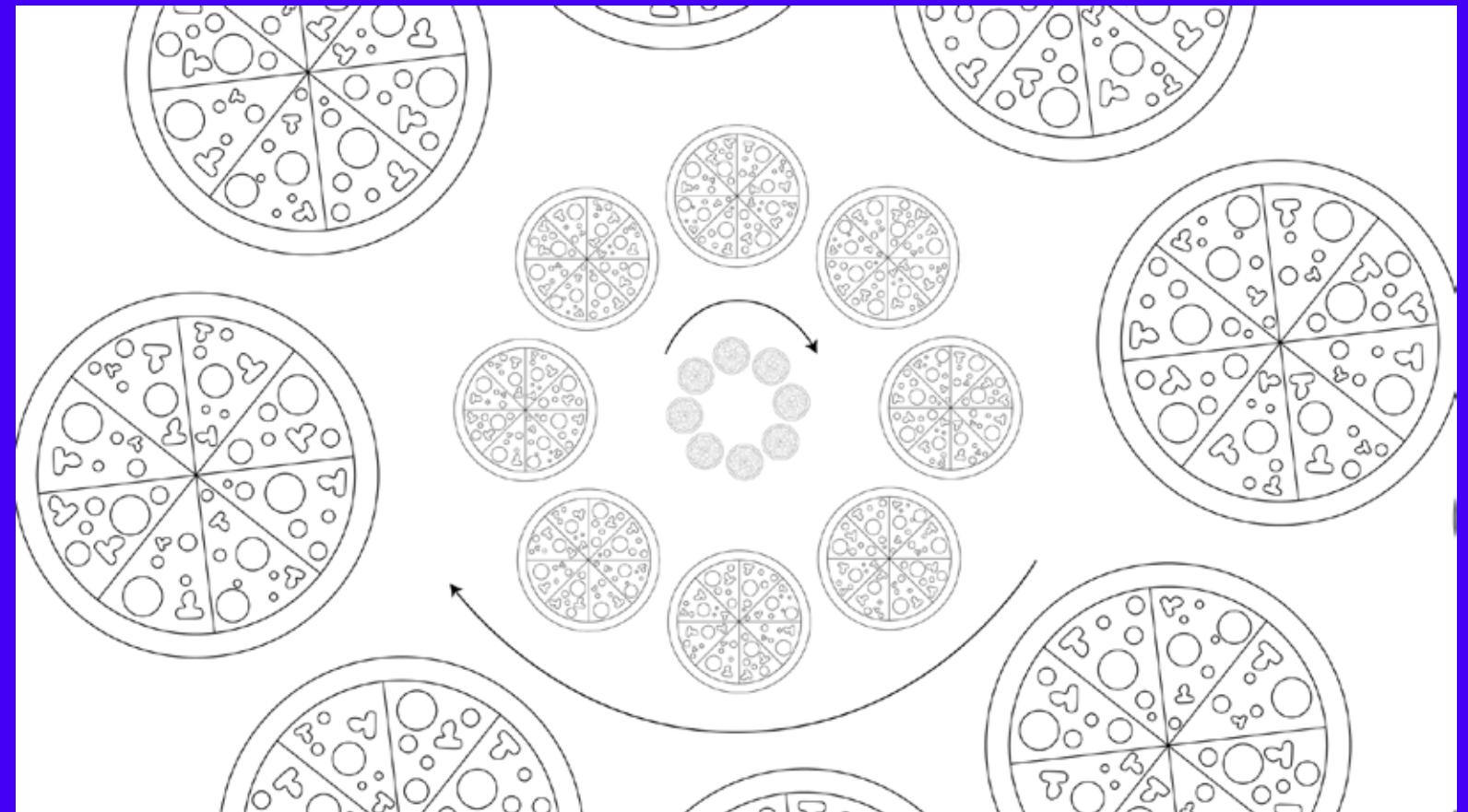
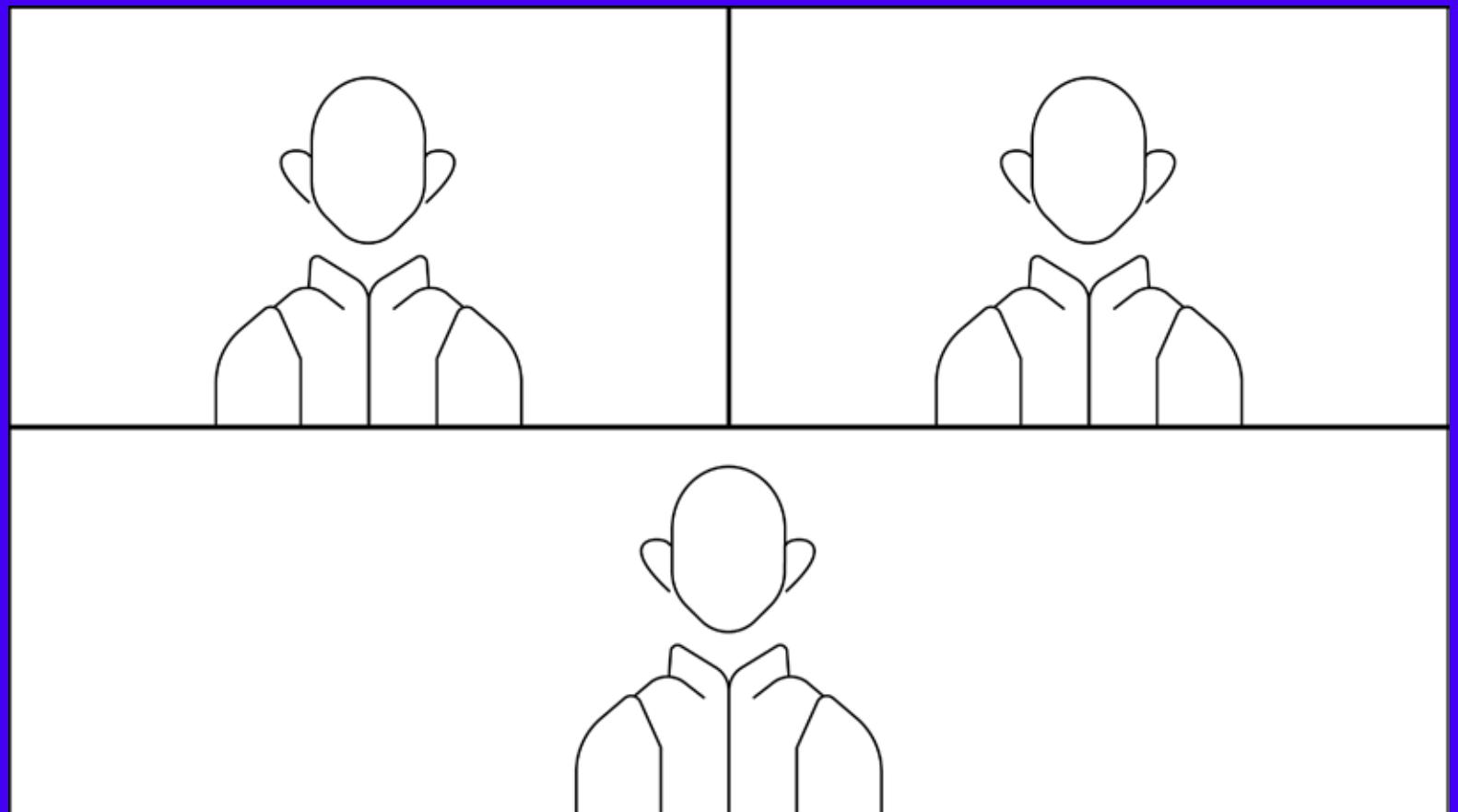
00:03:05:18 - 00:03:20:15	Verse 4.1 00:03:10:19 - Change	Pizza displacement distorts, pizza changes textures
00:03:20:15 - 00:04:10:04	Verse 4.2	Pineapple on pizza displacement distorts, and changes textures, the camera moves at different angles.
00:04:10:04 - 00:04:15:20	Break down 00:04:11:19 - Dialogue	
00:04:15:20 - 00:04:35:13	Build Up 00:04:25:07 - Change	Pizza cutters move up and down.
00:04:35:13 - 00:04:55:07	Verse 5.1	Pepperonies dance
00:04:55:07 - 00:05:23:05	Verse 5.2 - Climax 00:05:00:20 - Change 00:05:05:18 - Change 00:05:10:16 - Change 00:05:15:15 - Change	The remix of everything collapses together. Chaotic.
00:05:23:05 - 00:05:25:20	Glitch - End	Surprise Ending

Music Breakdown

BREAKDOWN IN ADOBE PREMIERE



Notorboard

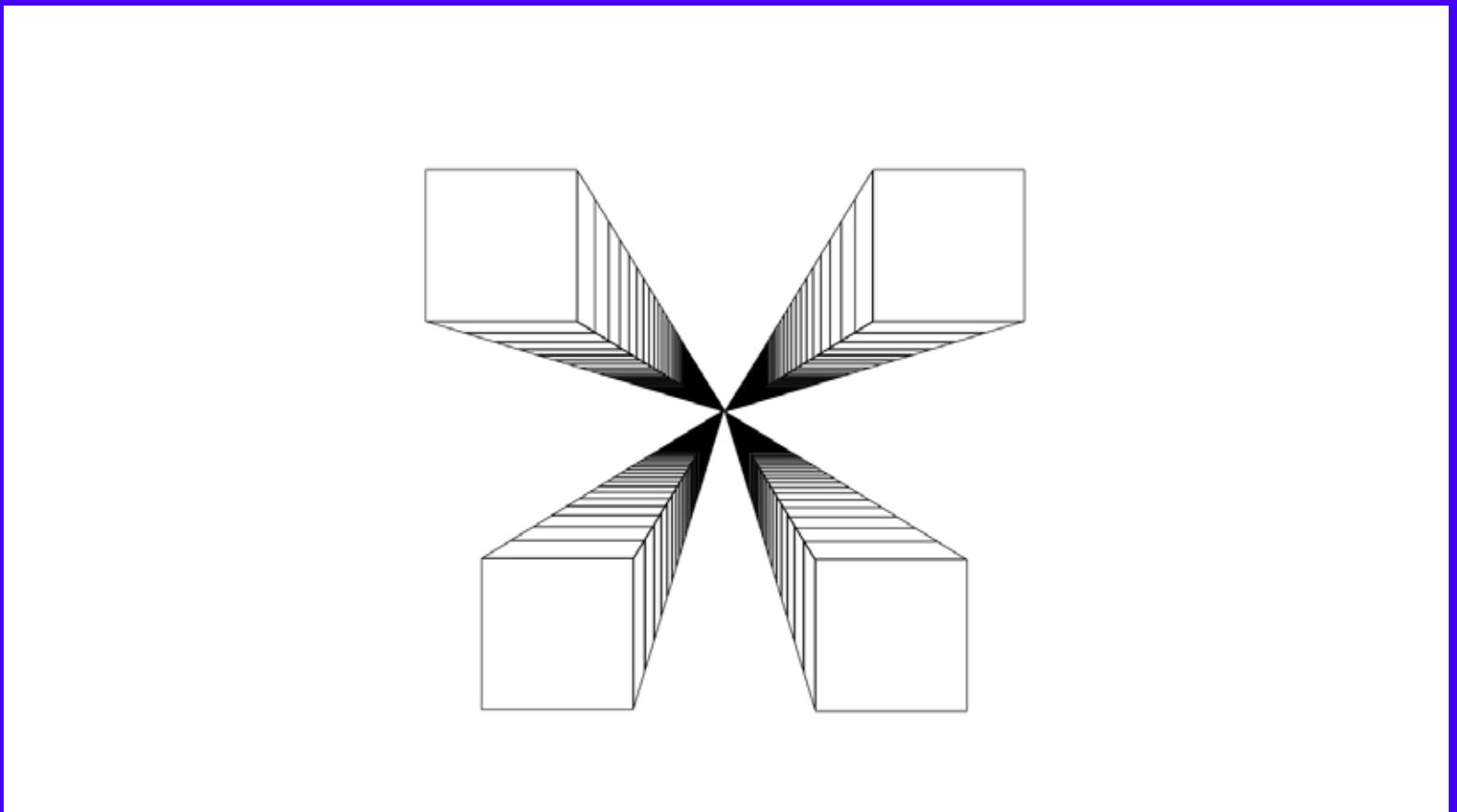


**INTRO:
REAL LIFE FOOTAGE
OF THE TEAM MEMBERS.**

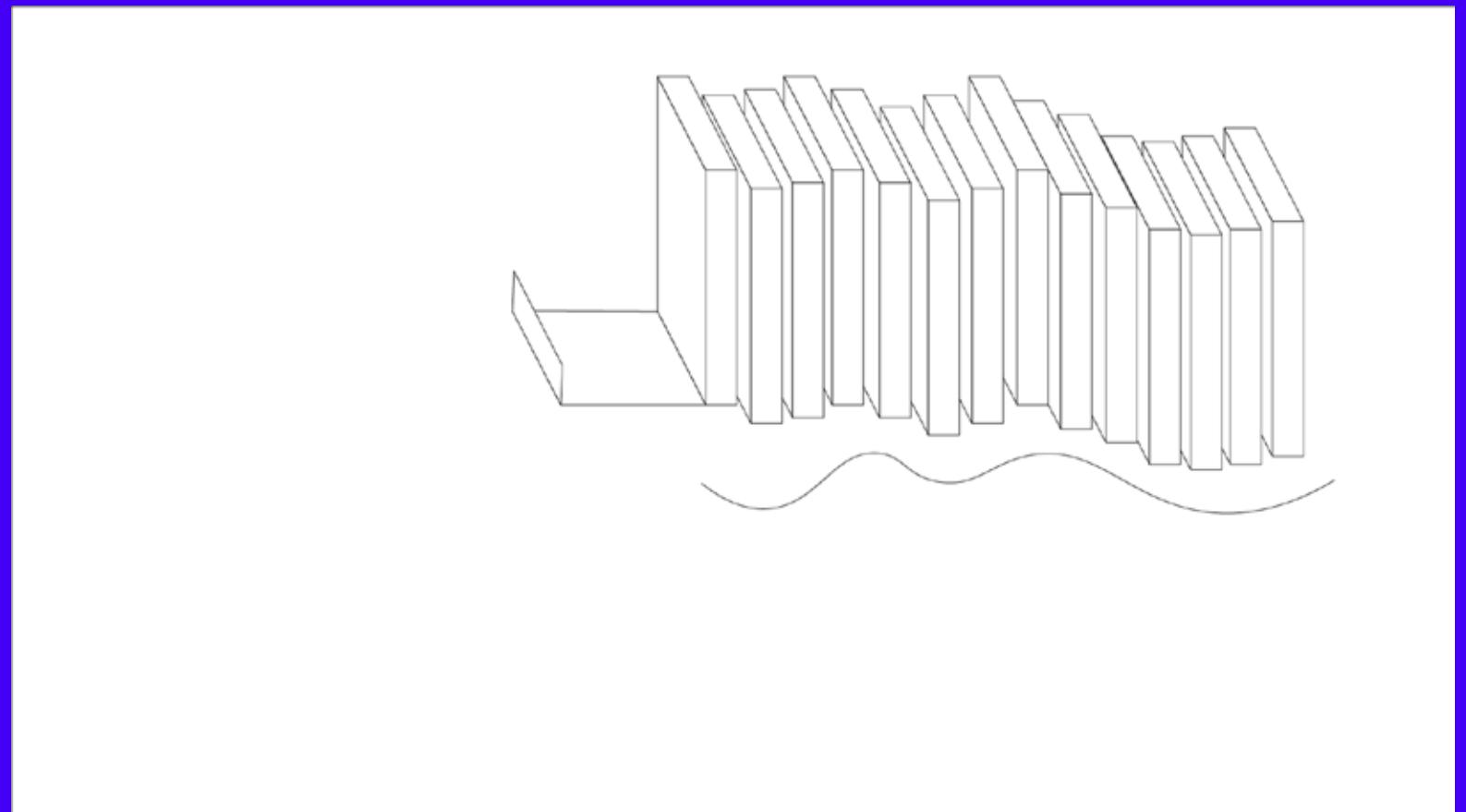
**VERSE 1:
PIZZAS SPIN CIRCULARLY AND
EACH OF THEM SPINS
BY ITSELF.**

**BUILD UP:
PIZZA CUTTERS MOVE UP
AND DOWN.**

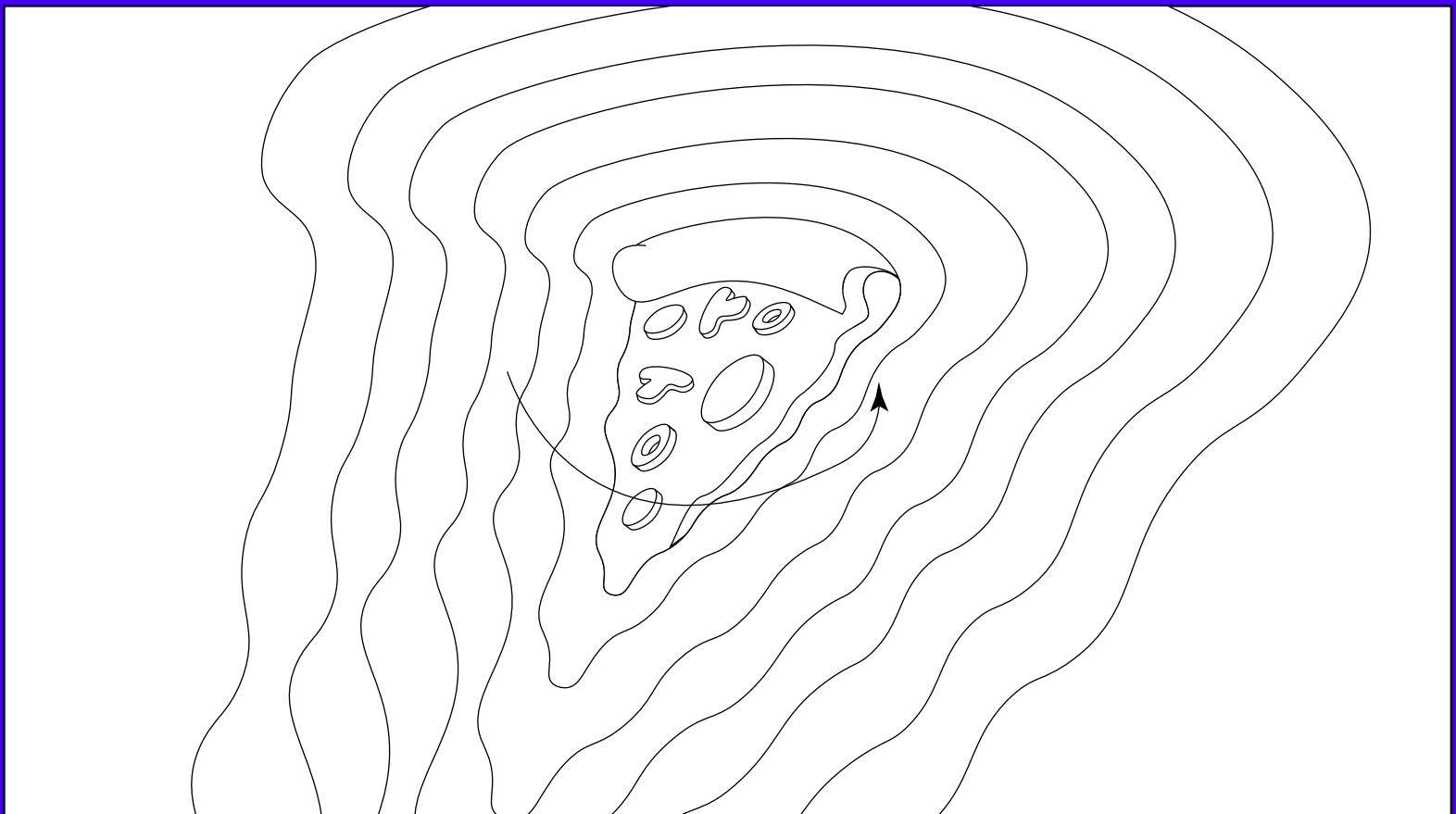
Notorboard



VERSE 2.1:
**PIZZA BOXES STACKS MAKE
A TUNNEL**

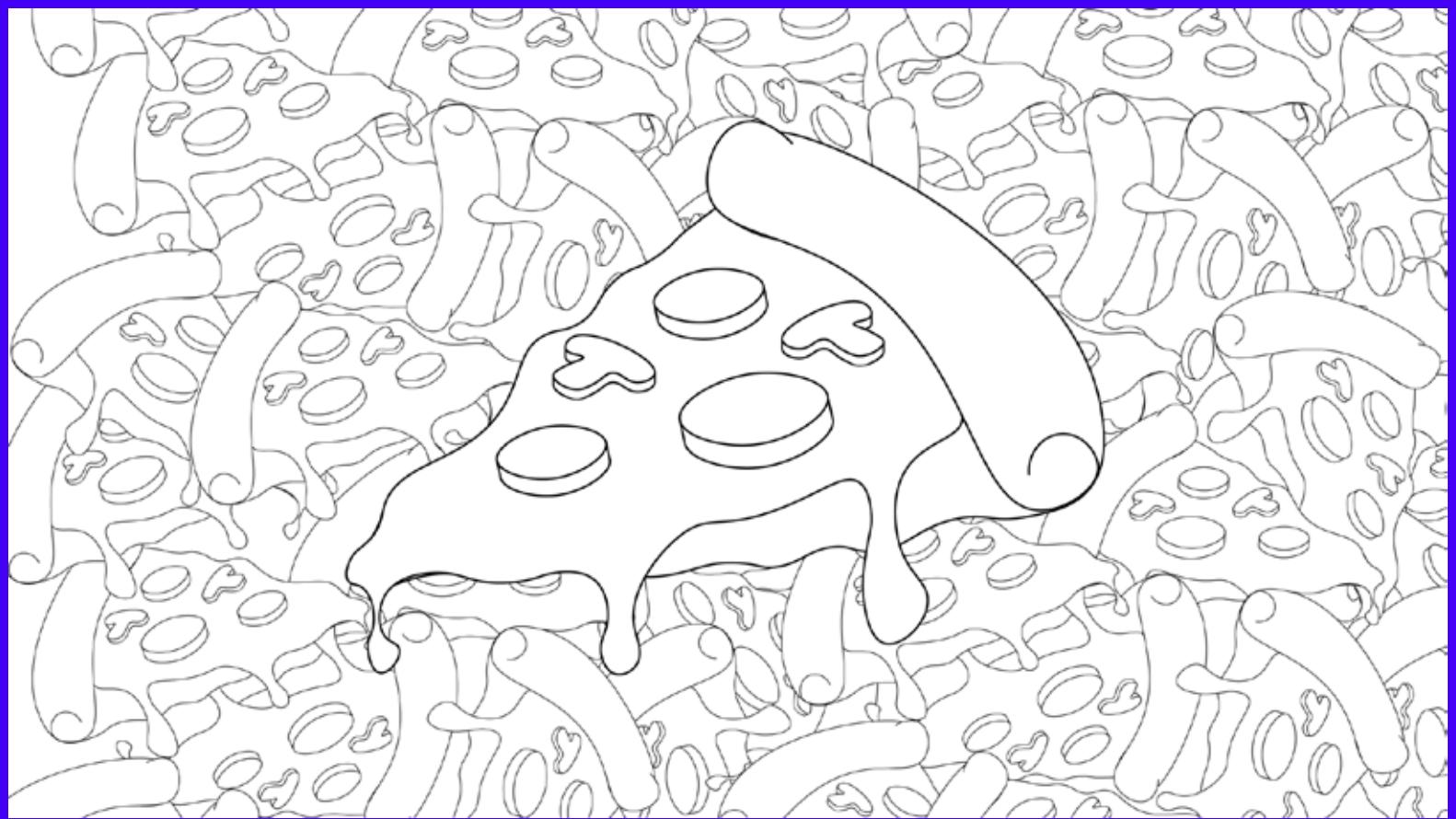


VERSE 2.2, 2.3, 2.4:
**PIZZA BOXES STACK MOVES
LIKE A SNAKE (TOP VIEW,
SNAKE POV AND PIZZA POV)**

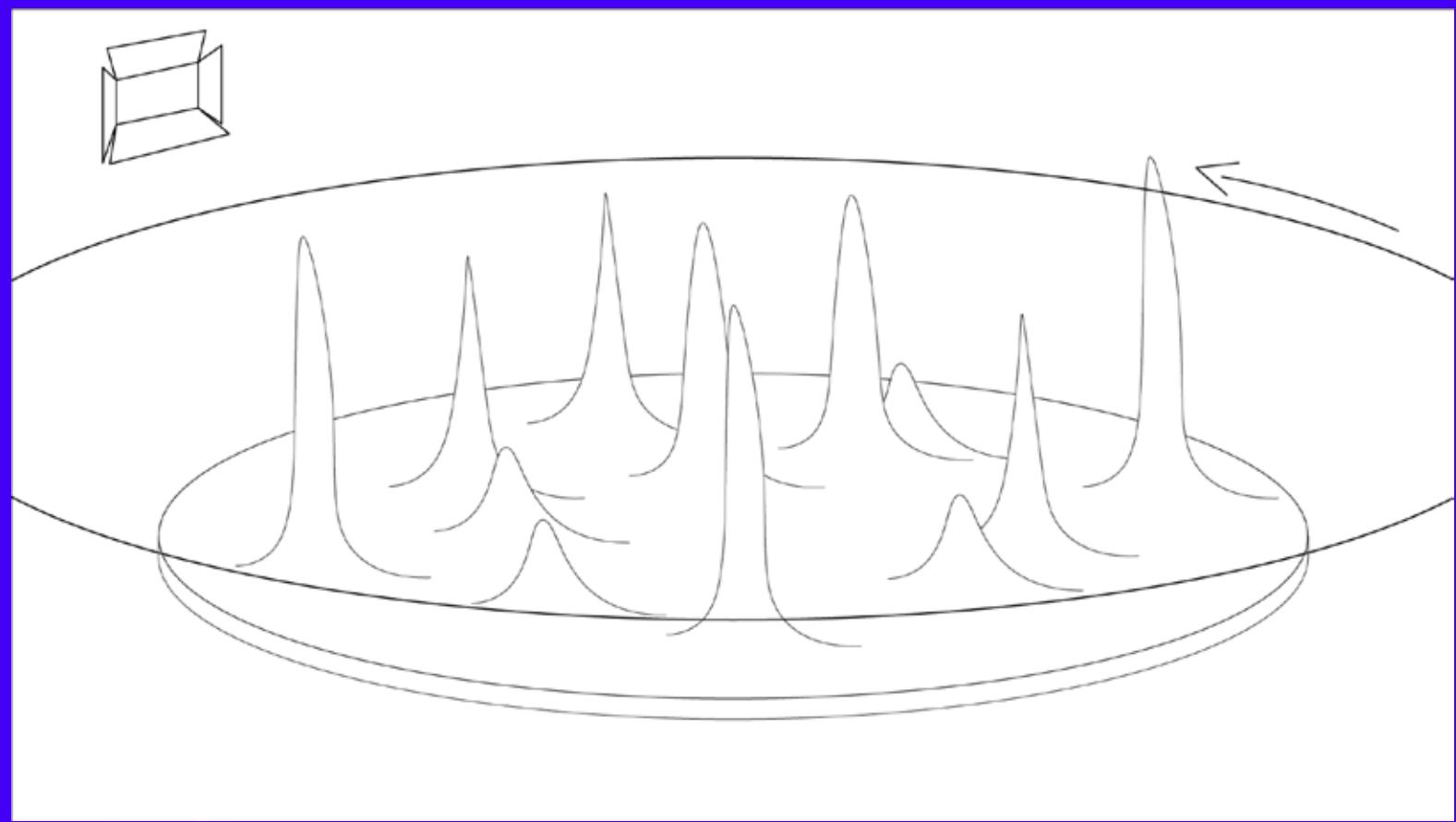


VERSE 3.1 + 3.2:
**PIZZA SLICE ROTATES AND
CHANGES BACKGROUNDS
AS AURA**

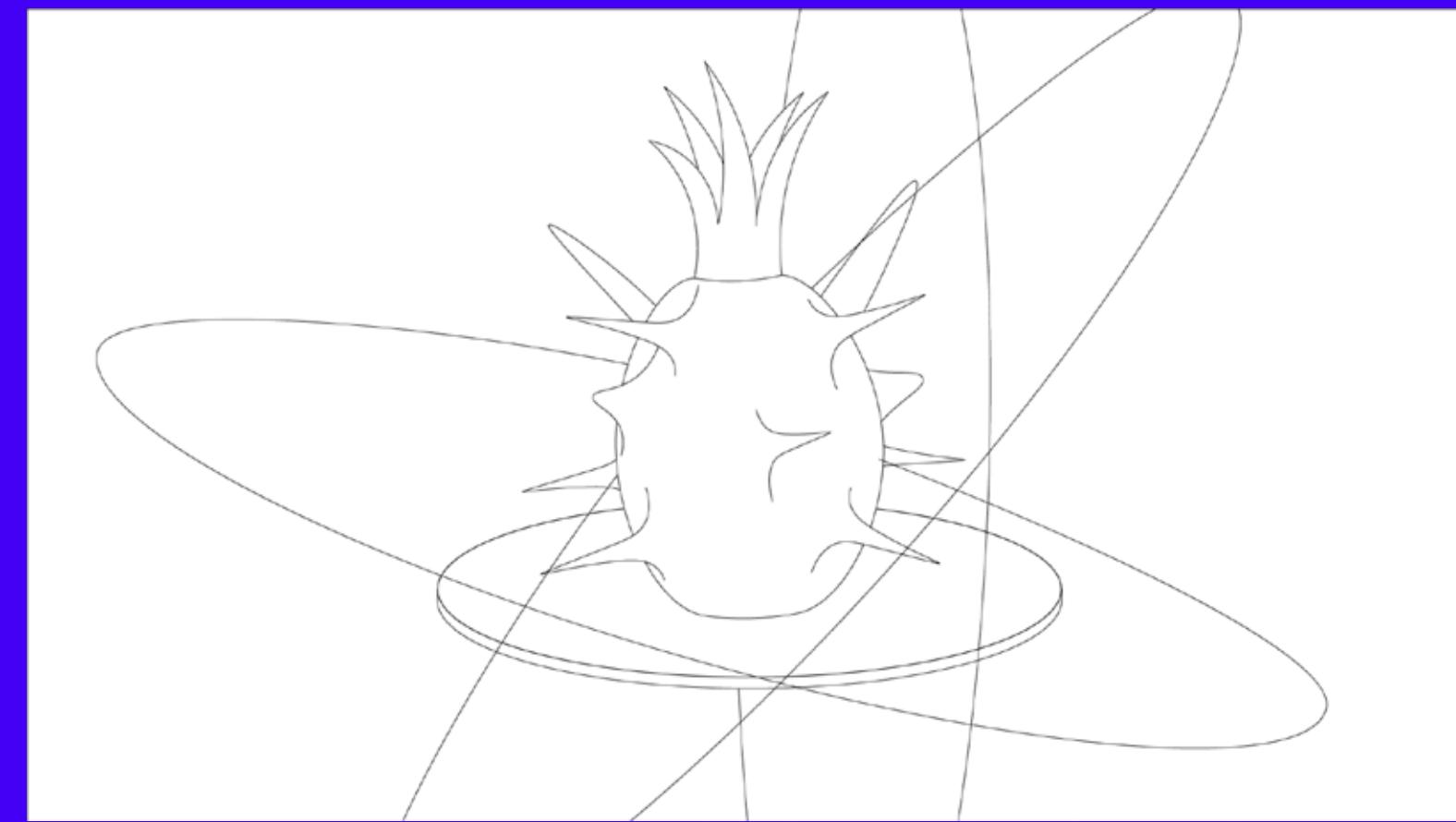
Notorboard



VERSE 3.3:
**PIZZA SLICE DANCES AND
CHANGES TEXTURES**

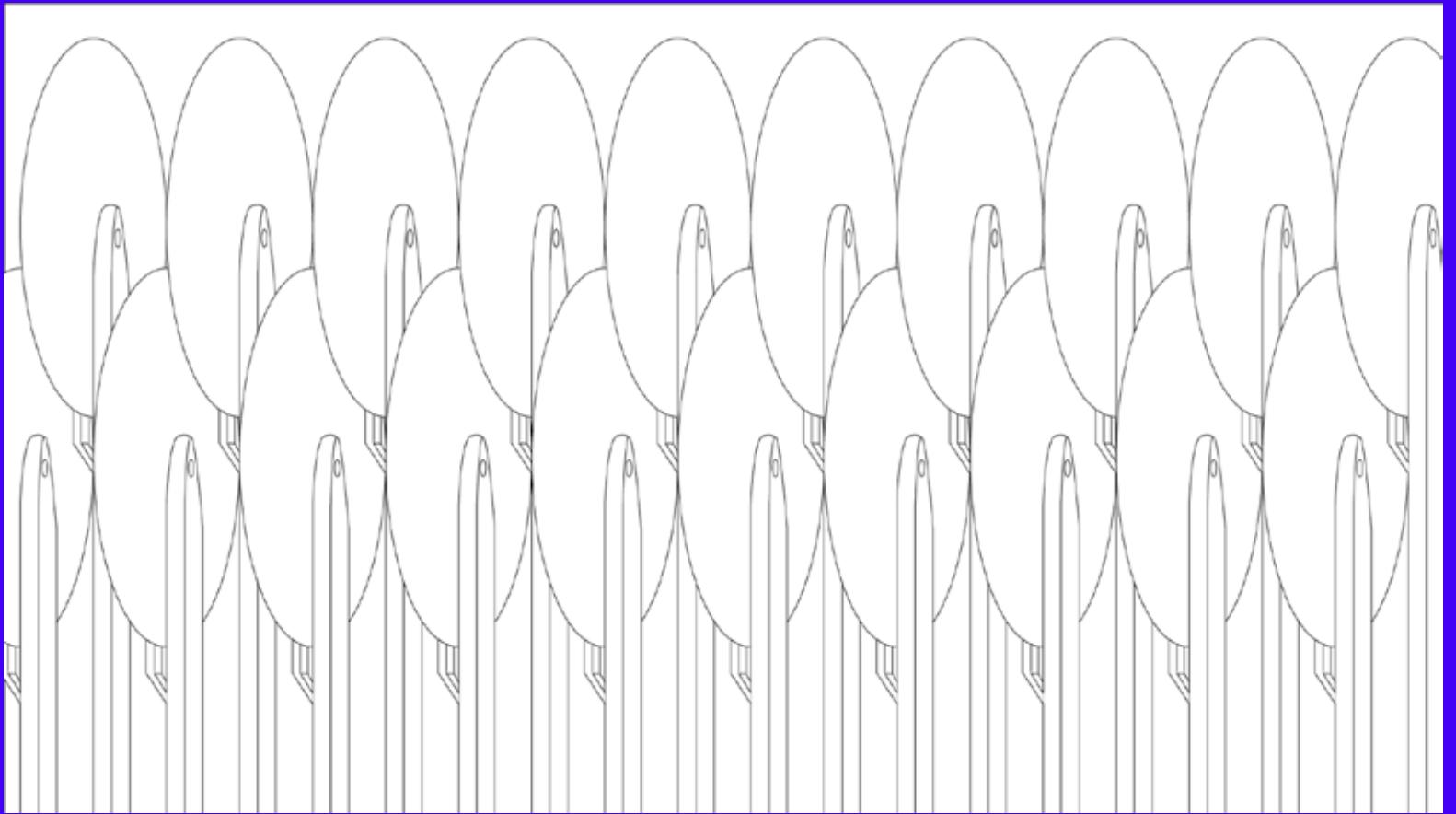


VERSE 4.1:
**PIZZA DISPLACEMENT
DISTORTS, PIZZA CHANGES
TEXTURES**

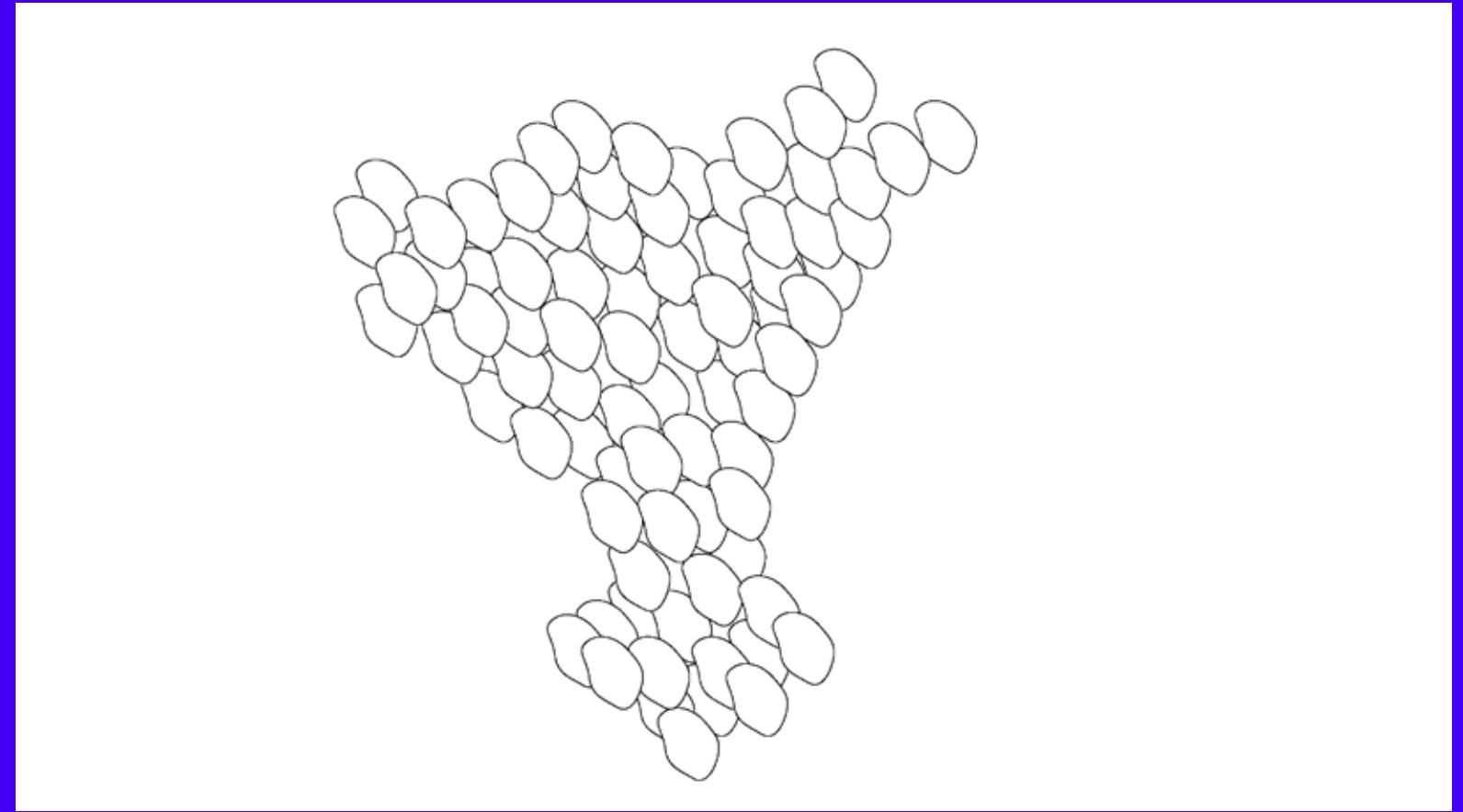


VERSE 4.2:
**PINEAPPLE DISPLACEMENT
DISTORTS, CAMERA MOVES
AT DIFFERENT ANGLES.**

Notorboard



**BRIDGE:
PIZZA CUTTERS MOVE UP
AND DOWN**



**VERSE 5.1:
PEPPERONIES DANCE**



**VERSE 5.2:
MIX EVERYTHING WE HAVE
DONE**

3D Assets

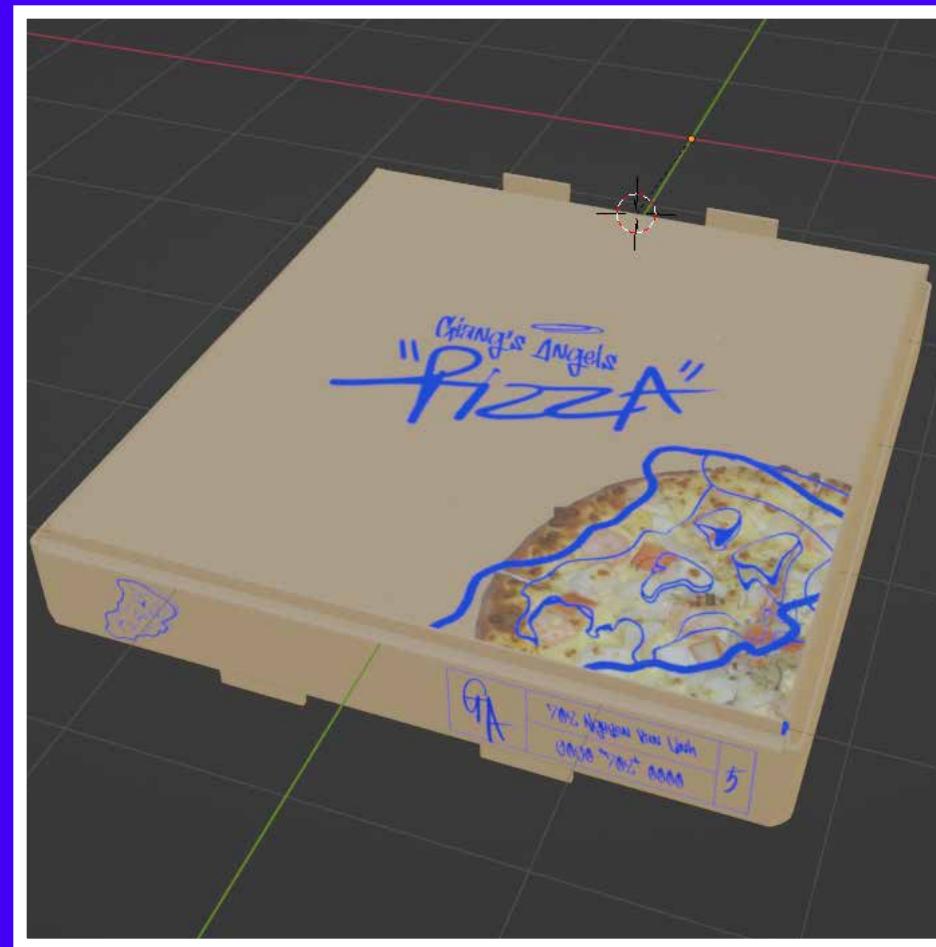
ALMOST ALL OF THE 3D ASSETS
WERE MADE BY OURSELVES
FROM MODELING TO TEXTURING
USING BLENDER EXCEPT FOR
THE PINEAPPLE.

WE USED SUBSTANCE PAINTER
TO TEXTURE THE 3D ASSETS.

PEPPERONIES



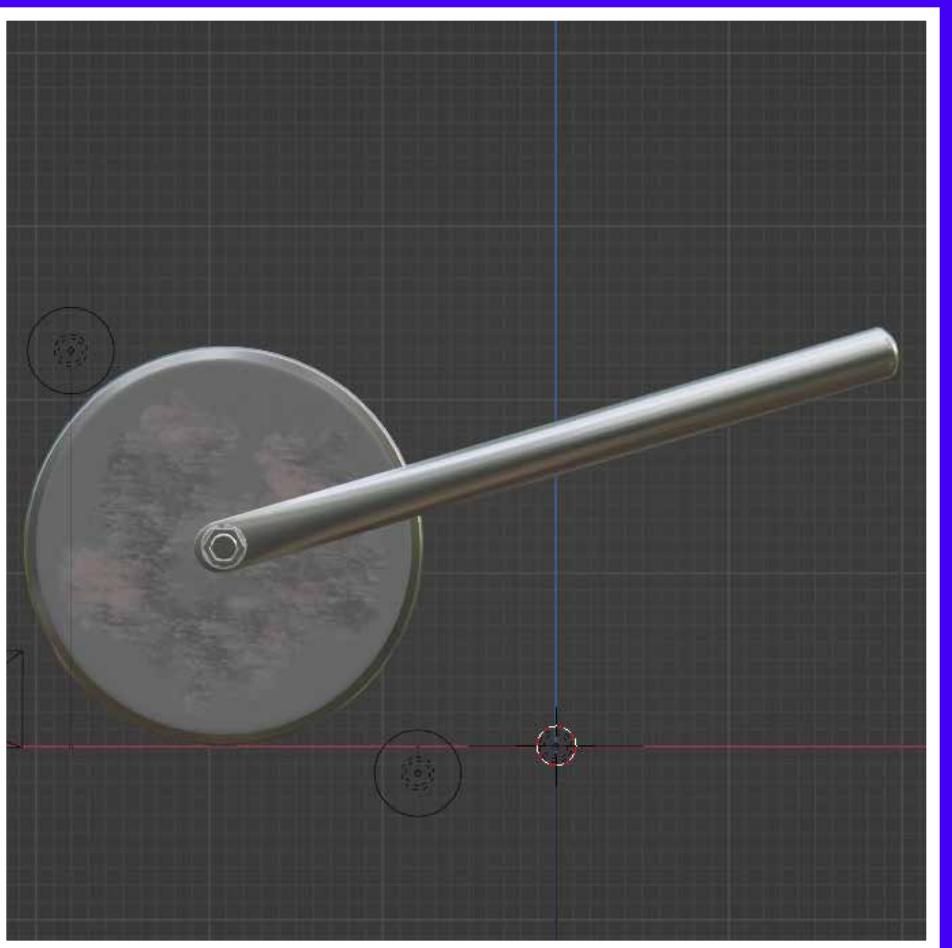
PIZZA BOX



PINEAPPLE



PIZZA SLICE



PIZZA CUTTER



PIZZA

3D Assets

BESIDES THE REAL TEXTURES,
WE ALSO MADE A VARIETY OF
TEXTURES FOR THE PIZZA. THE
SAME GOES FOR THE PINEAPPLE.

MOSS



SOFA



CARTOON



CORONA



ICE



BRAIN

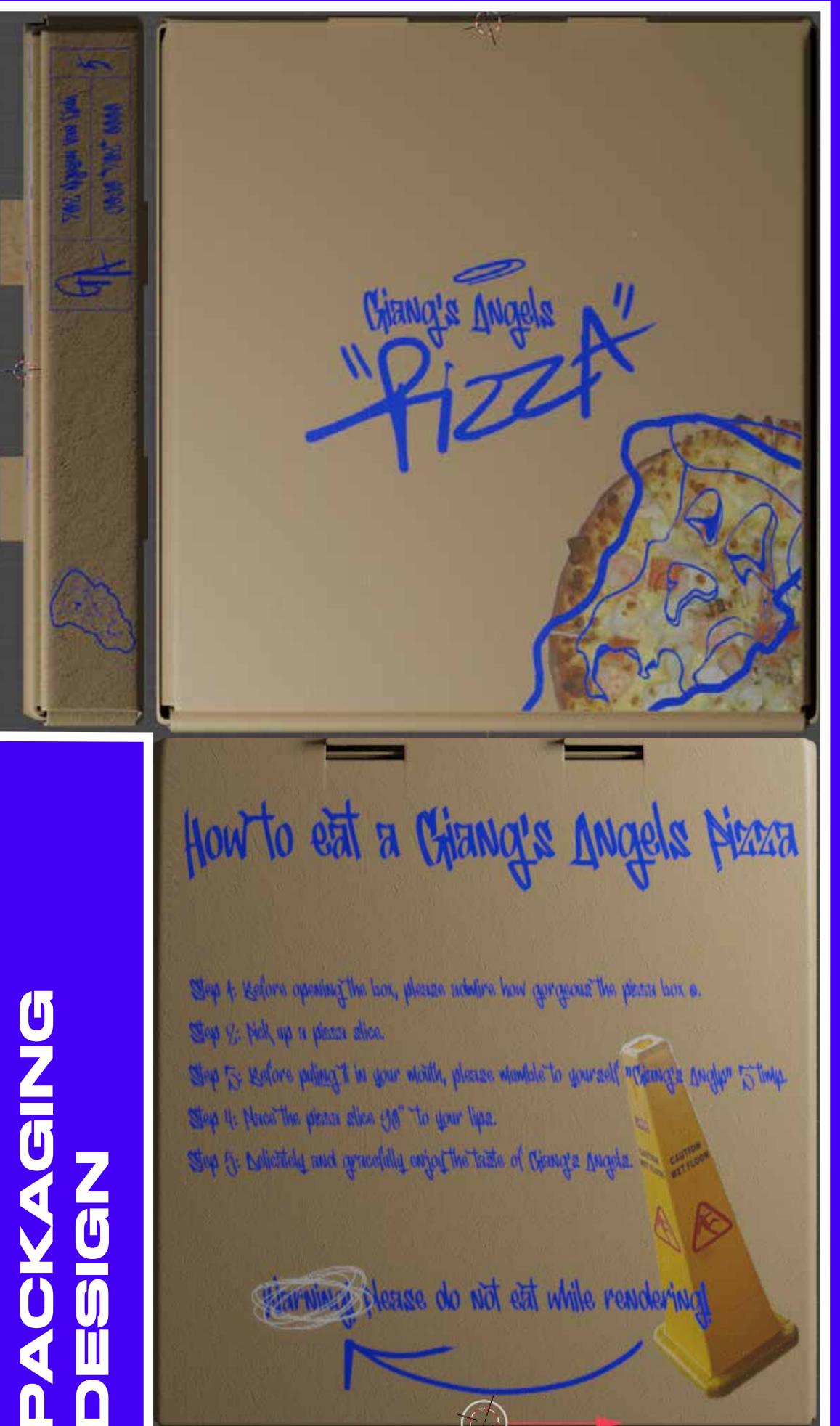


2D Assets

FOR THE 2D ELEMENTS, WE USED MAINLY REAL FOOTAGE. WE EDIT THE PHOTOS USING PHOTOSHOP AND THE VIDEOS USING AFTER EFFECTS AND PREMIERE.

WE ALSO DESIGNED 2D ELEMENTS LIKE THE GROUP'S LOGO, THE PIZZA, AND THE PIZZA BOX PACKAGING USING PHOTOSHOP & ILLUSTRATOR.

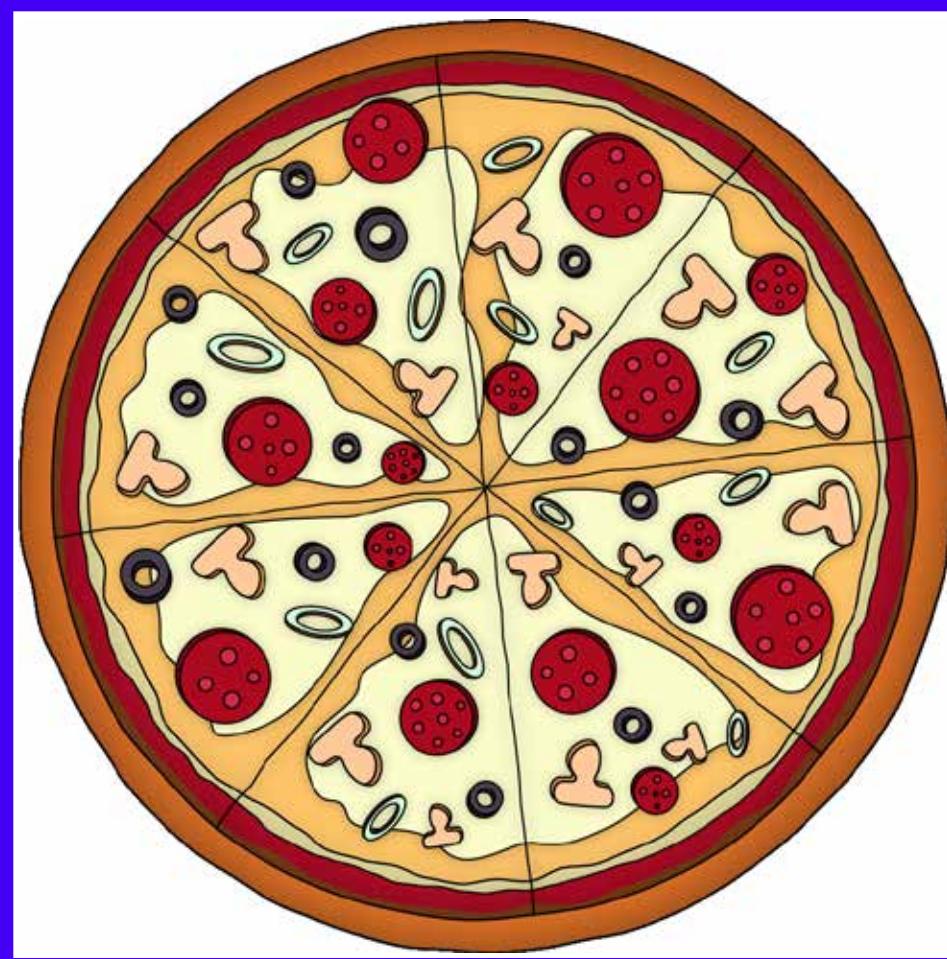
PACKAGING DESIGN



LOGO



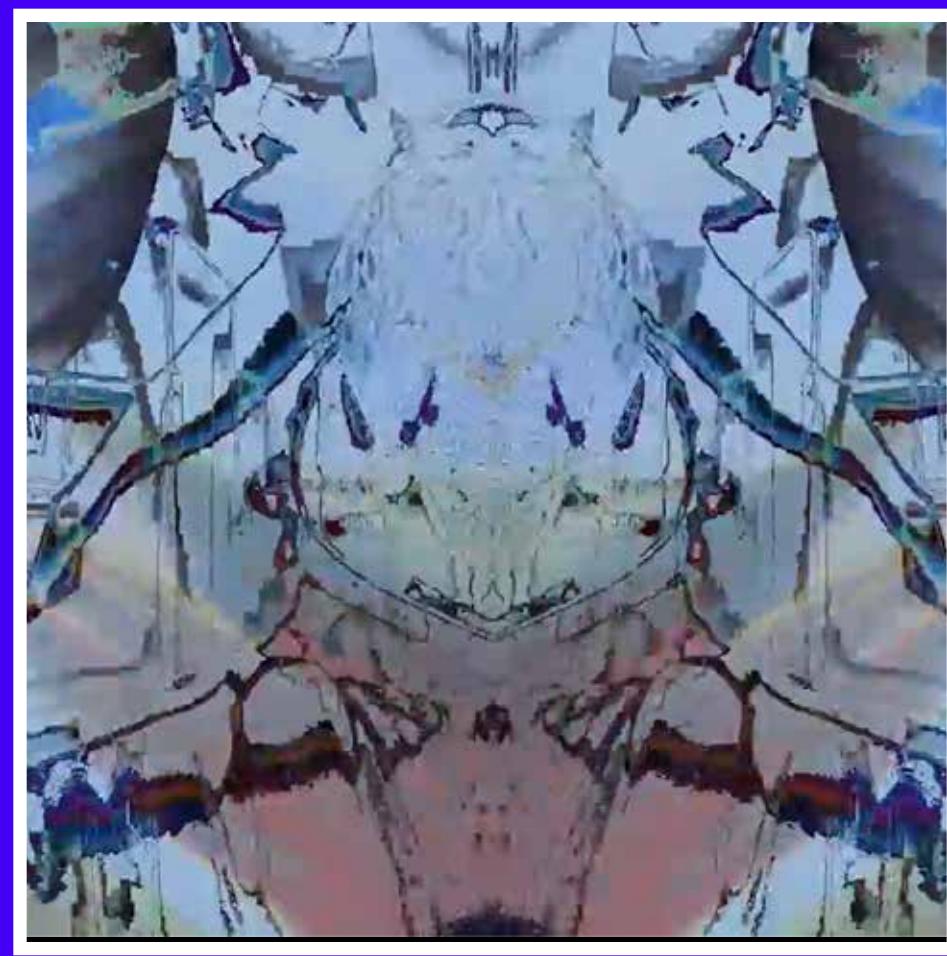
PIZZA



VIDEOS

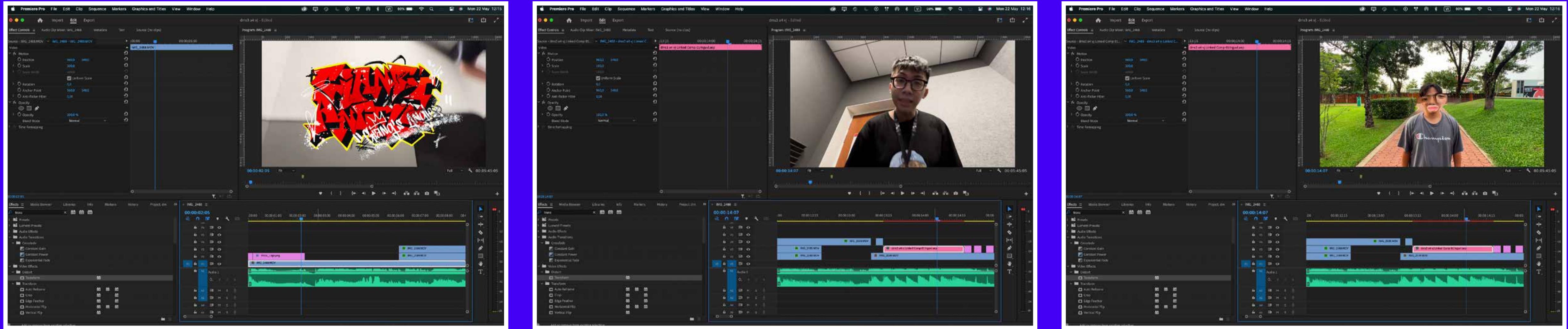


PHOTOS



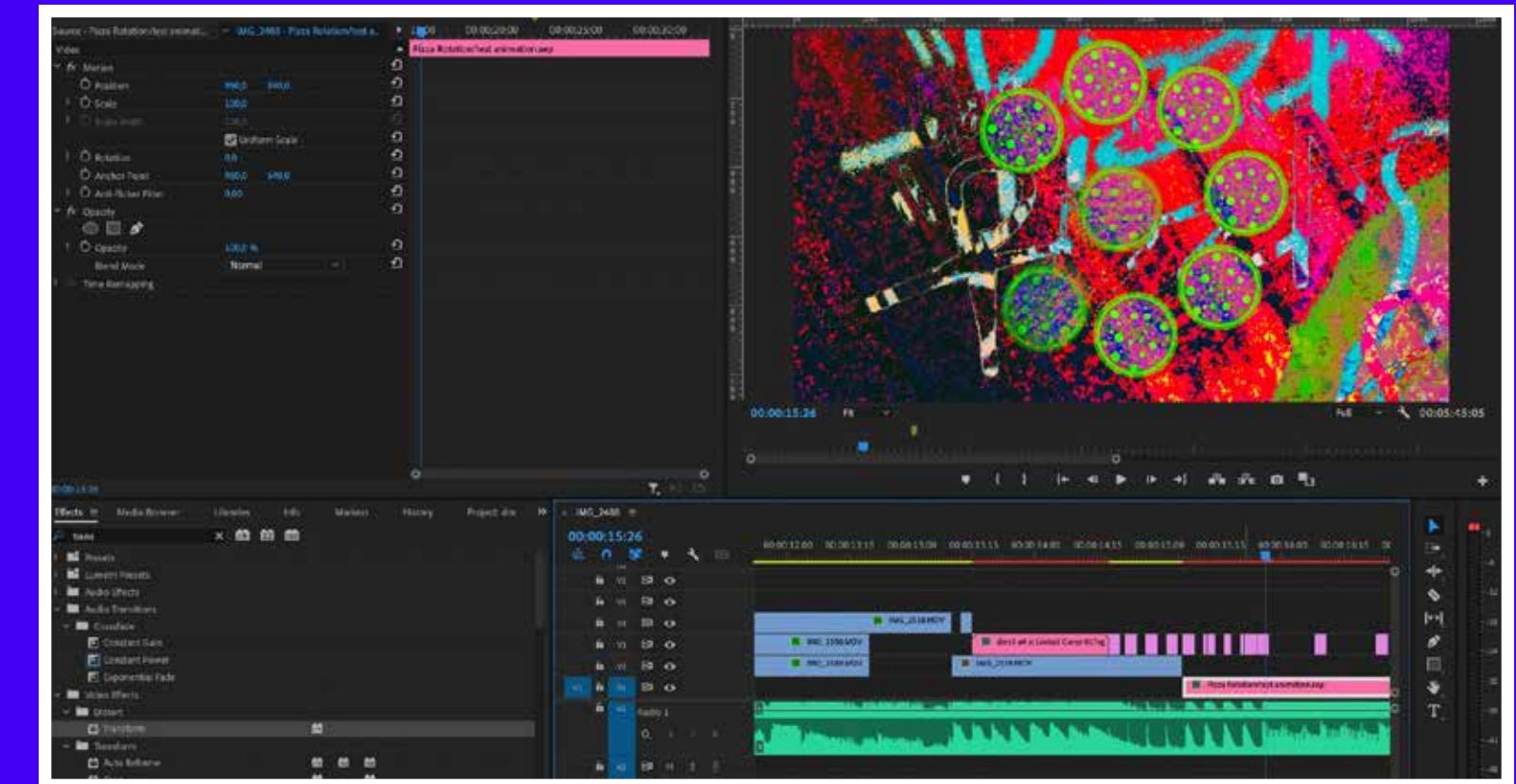
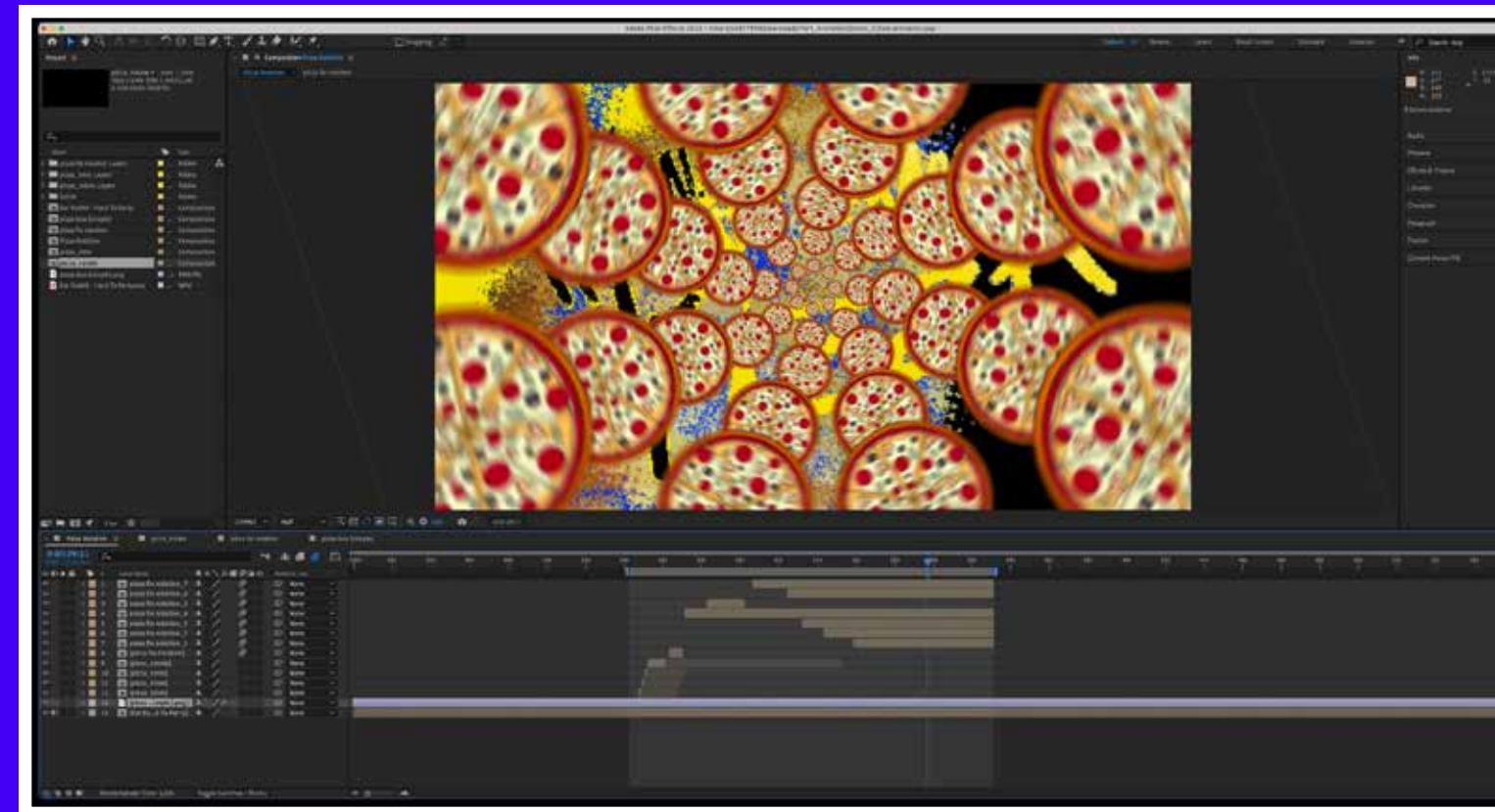
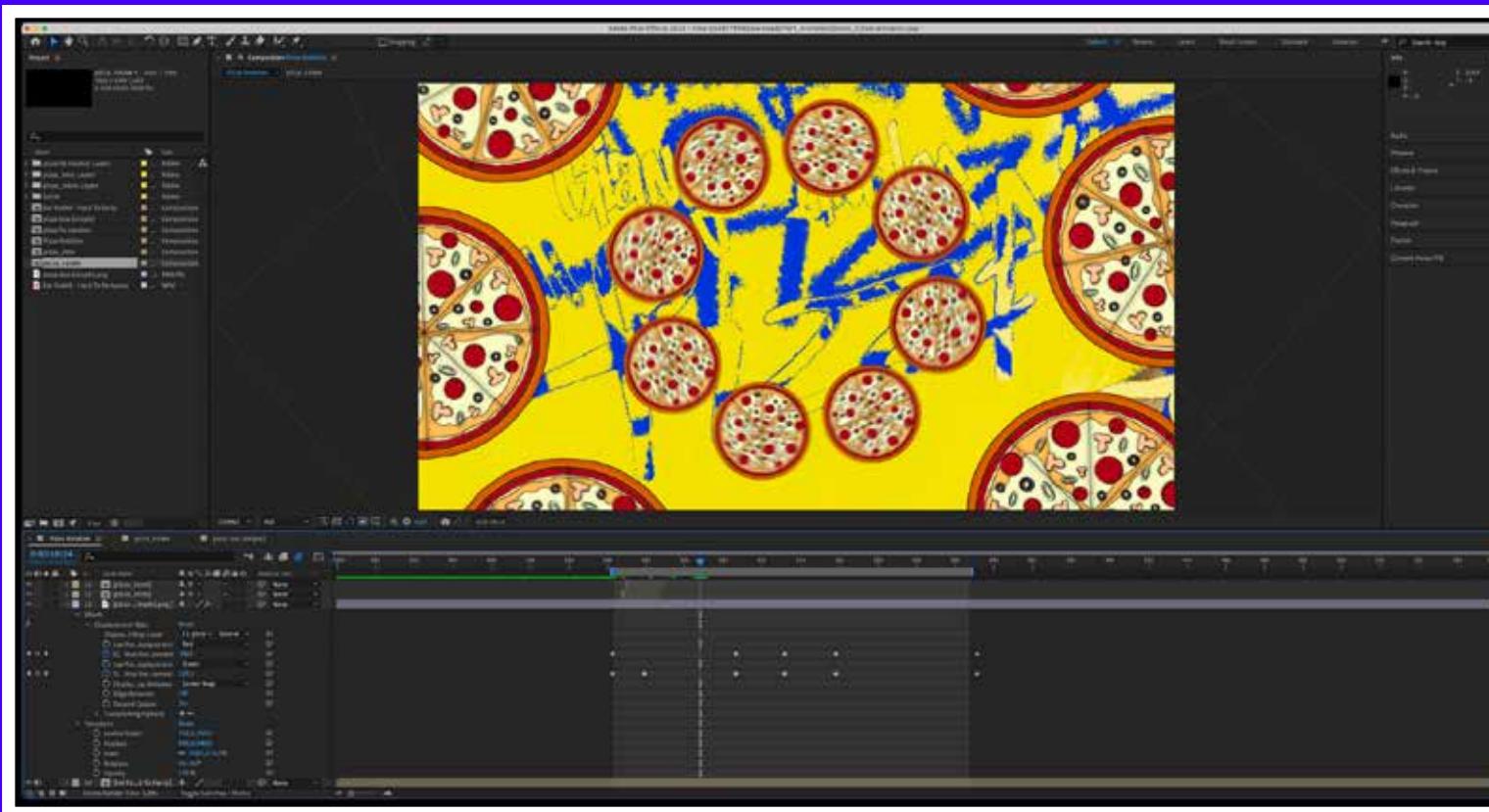
DISTORT VIDEOS

Intro



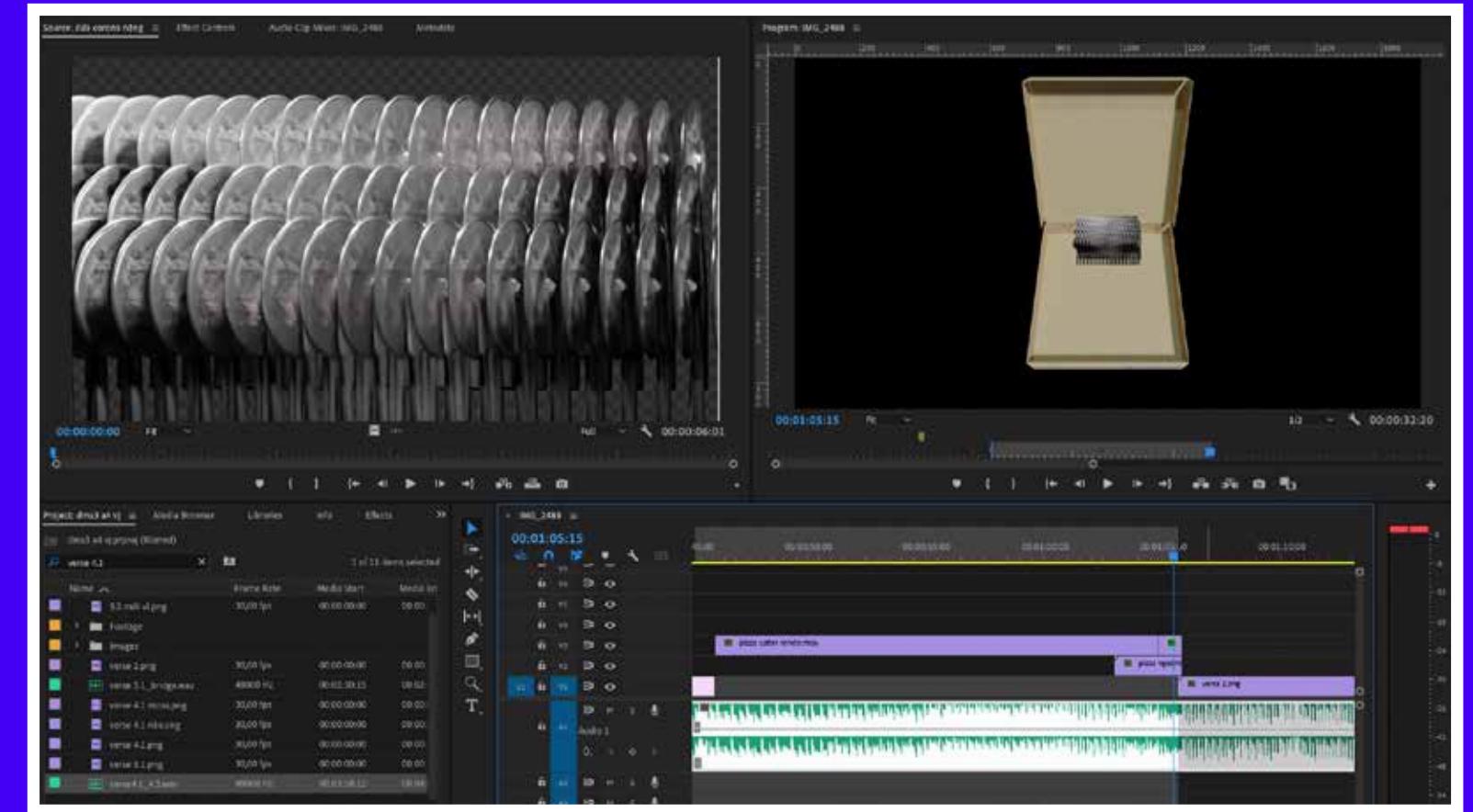
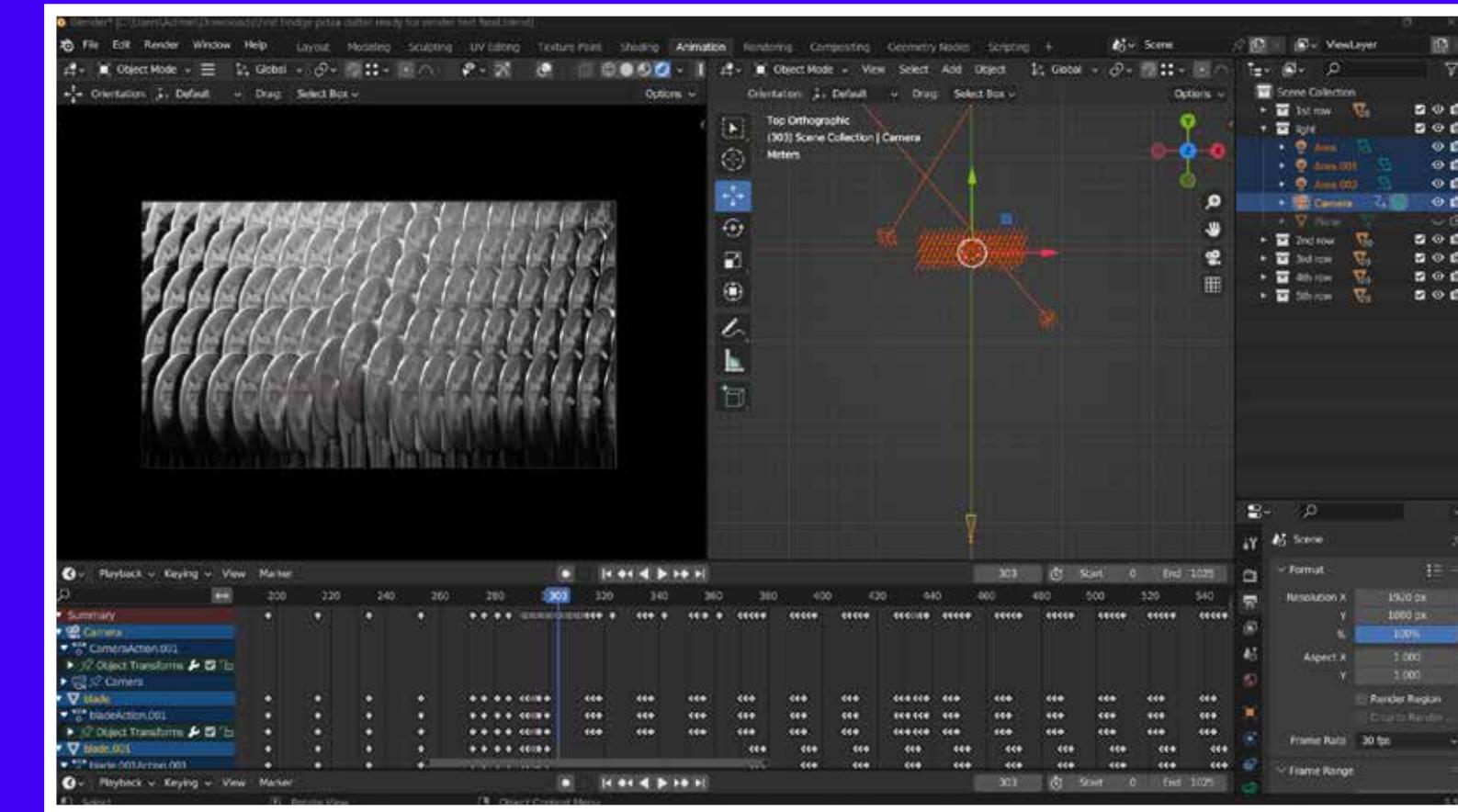
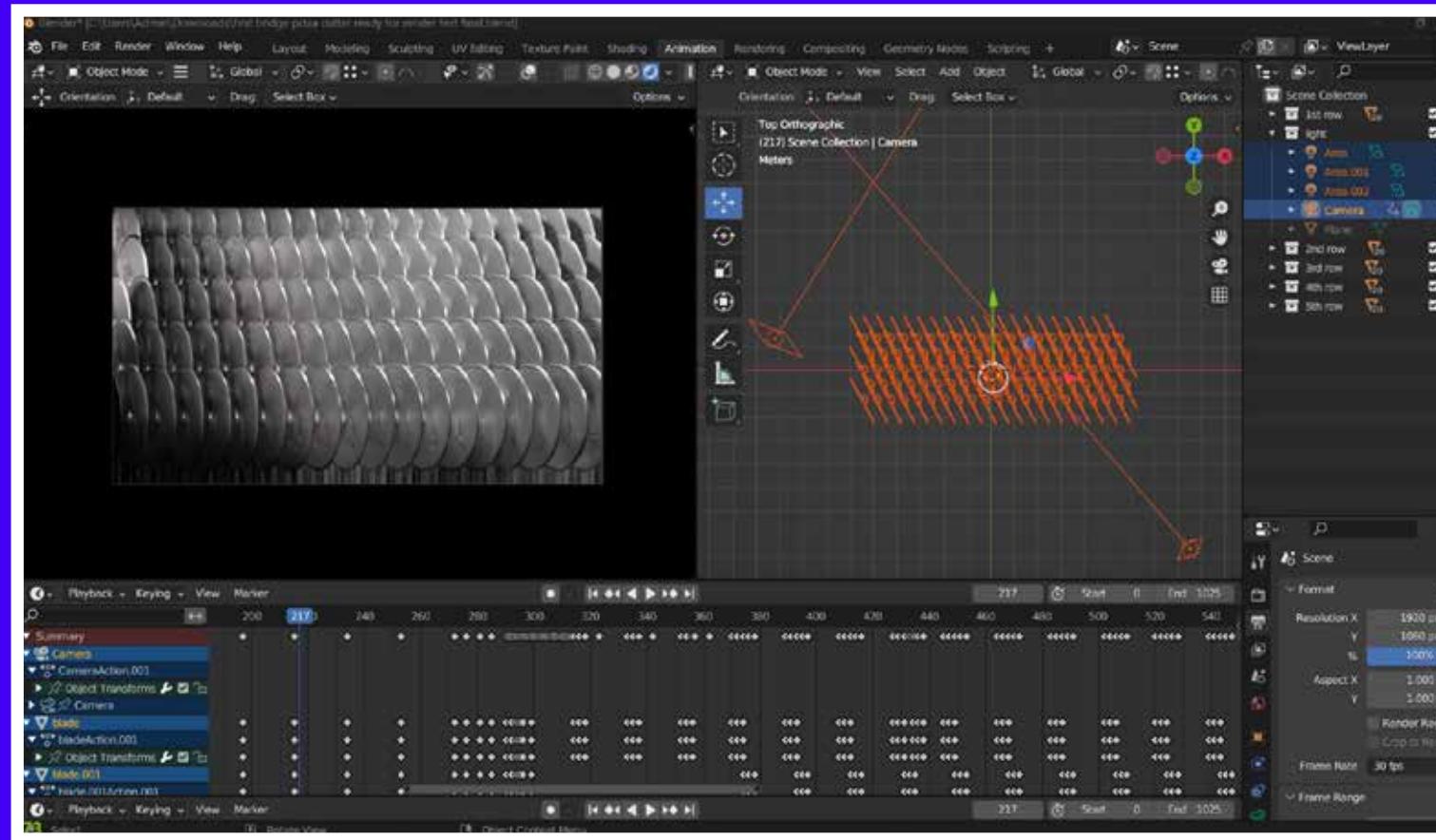
WE FILMED AND TOOK FOOTAGE OF OUR TEAM MEMBERS WELCOMING OUR GUESTS FOR THE INTRO. WE EDITED THEM IN AFTER EFFECTS AND PREMIERE. WE ALSO MADE THE TRANSITION WHERE WE SWITCHED OUR BODY PARTS IN AFTER EFFECTS.

Verse 1



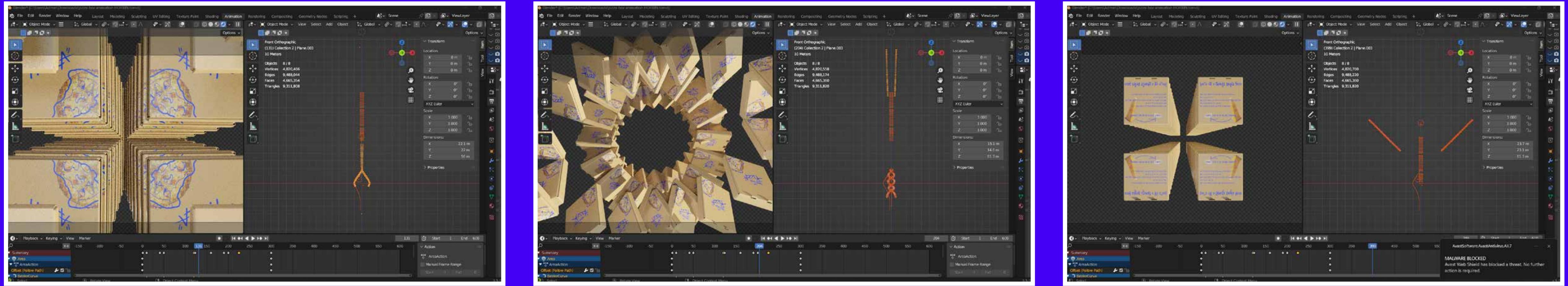
FOR VERSE 1, WE USED A DISPLACEMENT MAP EFFECT ON THE BACKGROUND AND MADE A LOT OF PIZZA ROTATIONS IN AFTER EFFECTS. WE ALSO MADE THE TRANSITION FROM ONE PIZZA TO A TON OF PIZZAS. AFTER THAT, WE IMPORTED IT INTO PREMIERE AND COMBINED IT WITH THE INTRO.

Build Up + Bridge



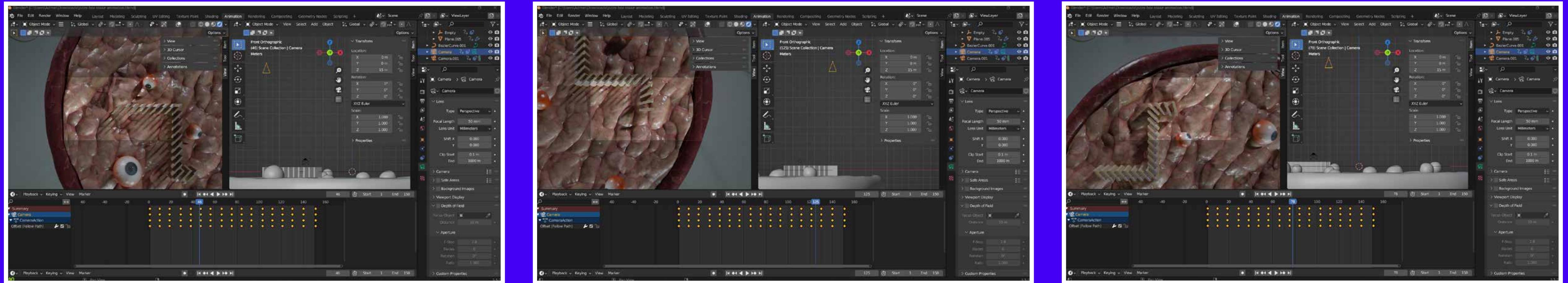
FOR THE BUILD UP, WE MANUALLY APPLIED KEYFRAMES FOR THE PIZZA CUTTERS IN BLENDER. FIRST, WE MADE THEM ROTATE ON Z-AXIS, THEN WE MADE DIFFERENT WAVES ON DIFFERENT ROWS OF THE PIZZA CUTTER BASED ON THE BASS OF THE SONG. NEXT, WE MADE THE ROWS OF THE PIZZA CUTTER GO UP AND DOWN ONE BY ONE MEANWHILE, THE CAMERA WILL DOLLY ZOOM OUT. IN THE END, THE PIZZA BOX WILL BITE THE PIZZA CUTTERS.

Verse 21



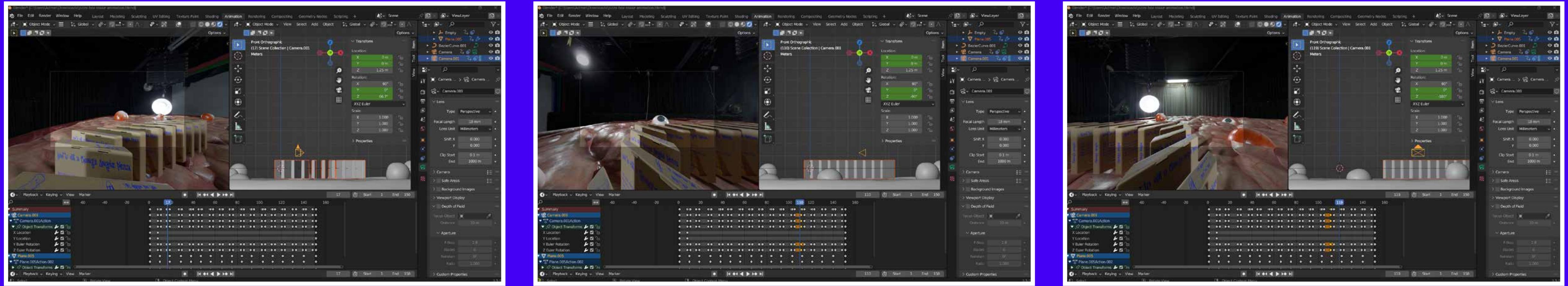
IN BLENDER, WE USED THE ARRAY MODIFIER TO MAKE PIZZA BOX STACKS. WE ANIMATED THE ARRAY ALONG CURVES AND ANIMATED THE CURVES TOO. WE ALSO ANIMATE THE CAMERA TO MAKE DOLLY ZOOM.

Verse 22



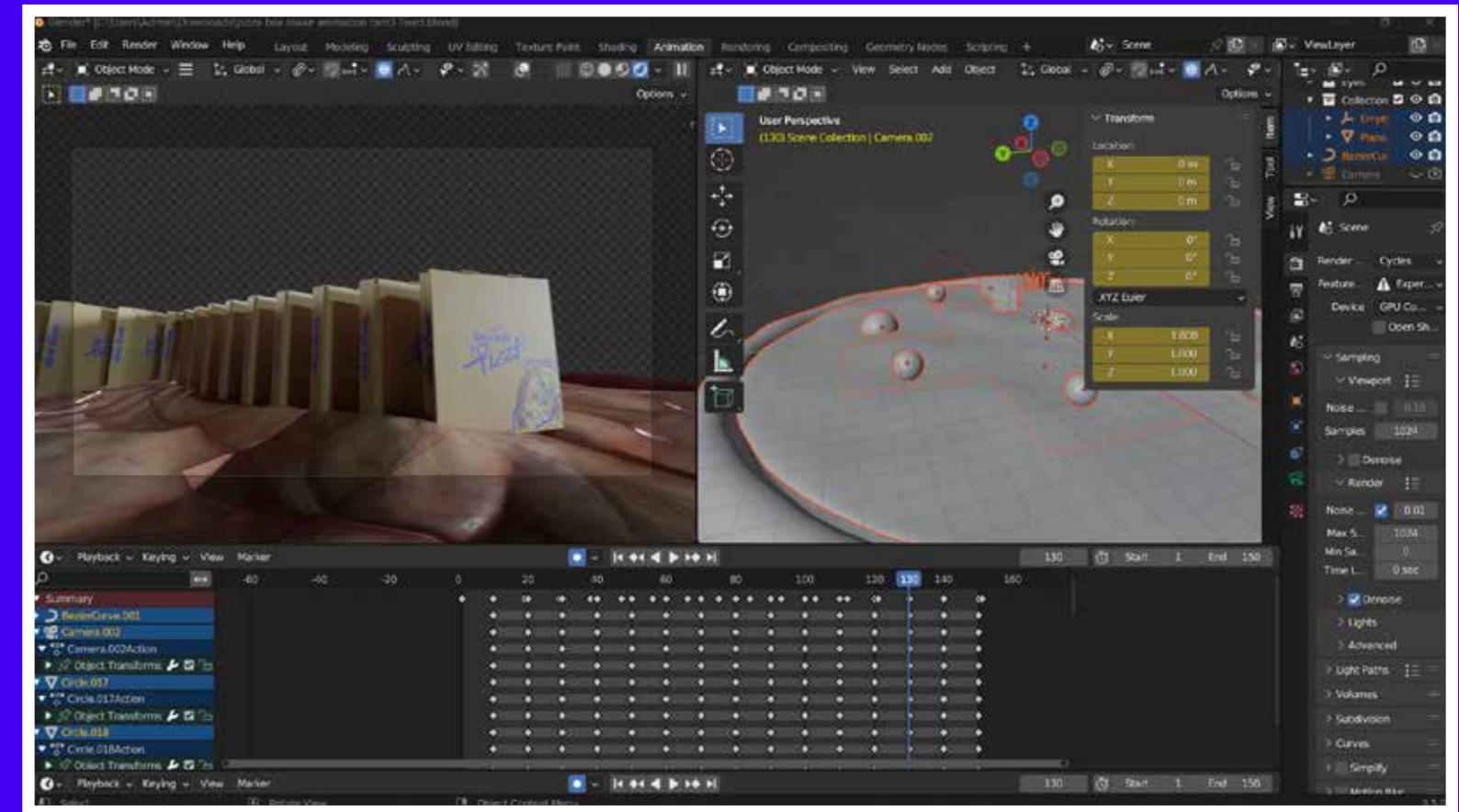
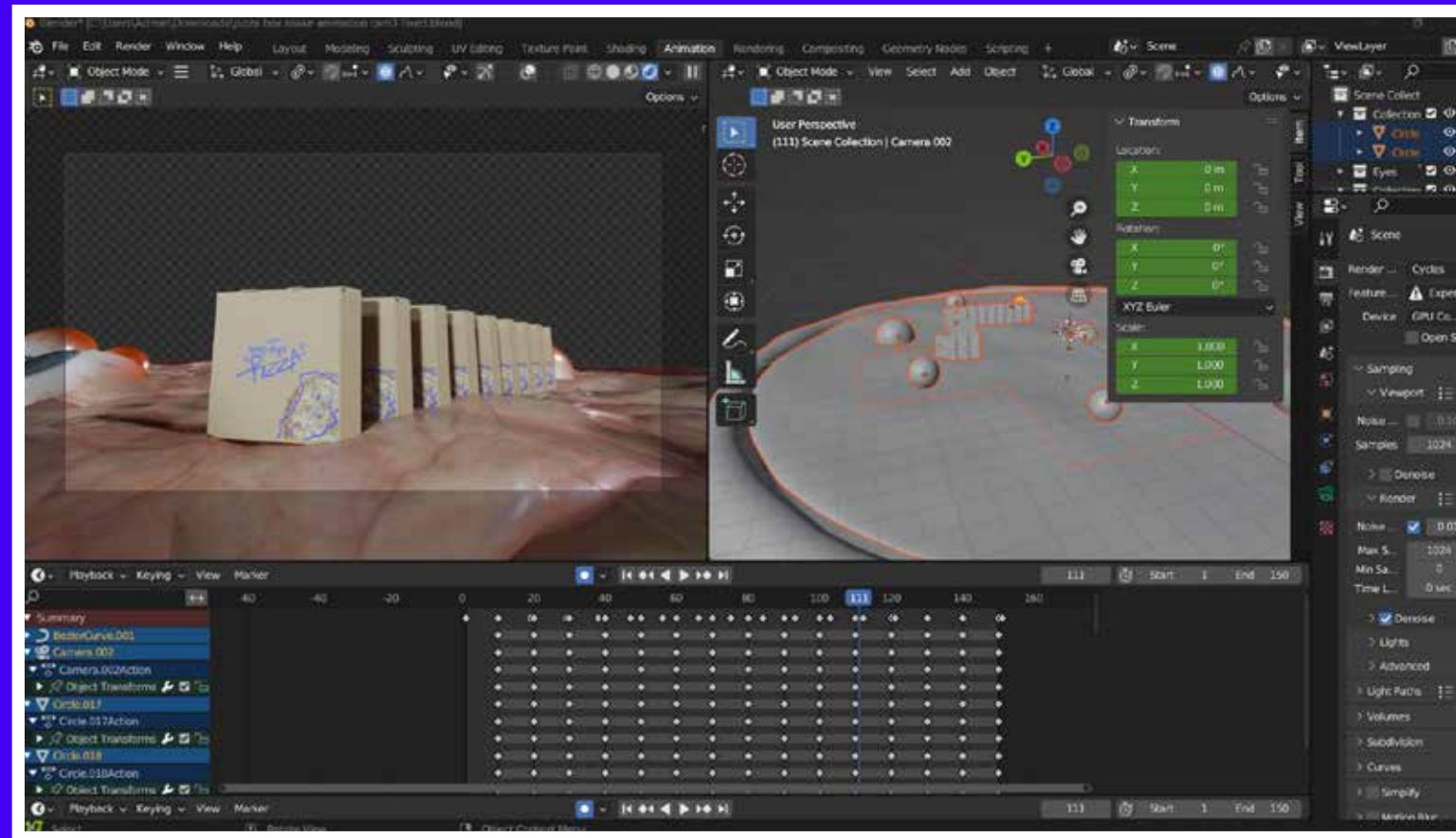
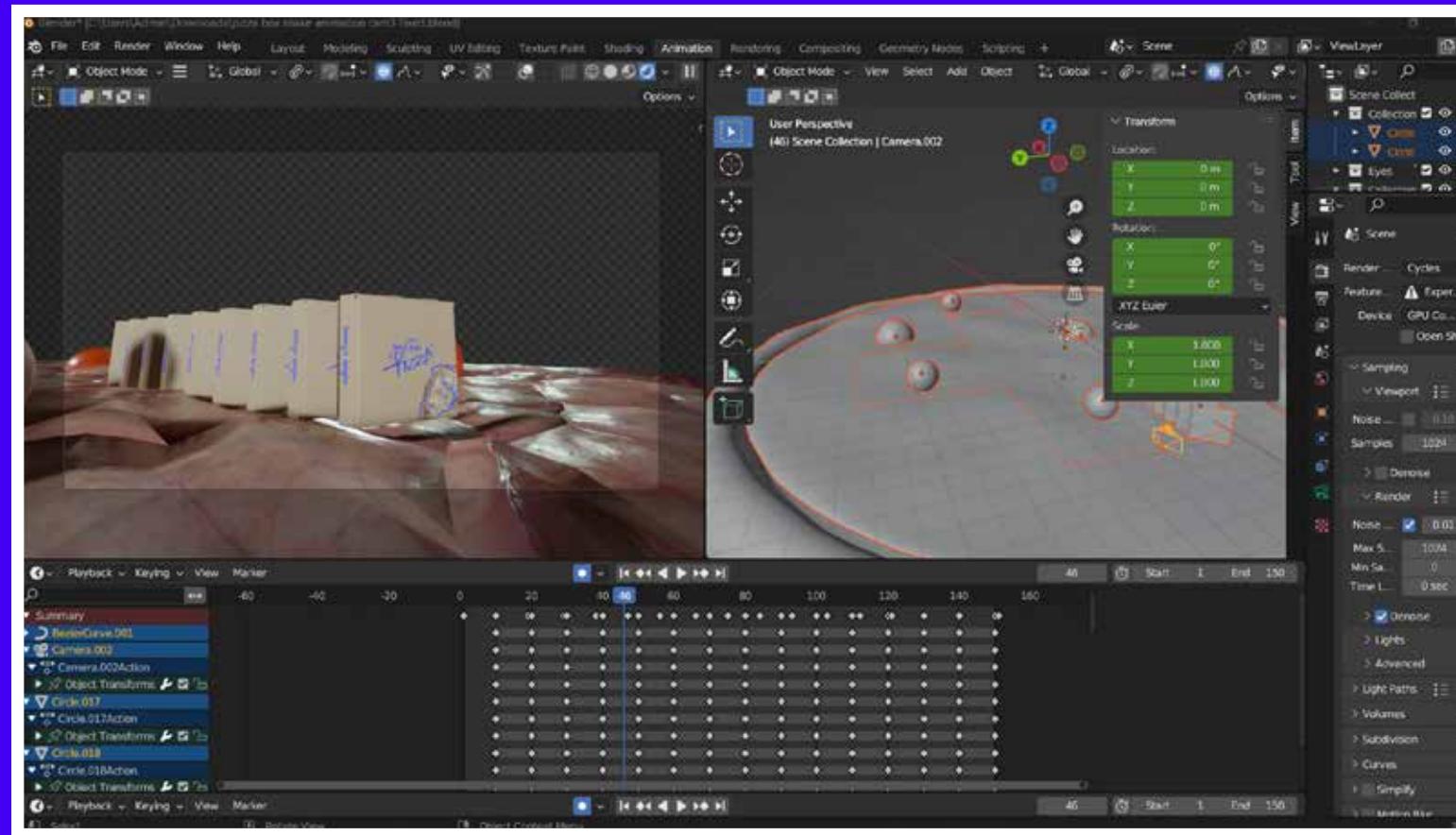
WE MADE THE PIZZA BOX STACKS MOVE IN A ZIGZAG DIRECTION LIKE A SNAKE ON THE PIZZA WITH BRAIN TEXTURE. WE MADE THE PIZZA BOXES MOVE PERPENDICULARLY WITH EVERY BEAT AND CHANGE THE CAMERA EVERY FOUR BEATS. THE CAMERA OF THE TOP VIEW WILL FOLLOW THE PATH OF THE ZIGZAG USING OBJECT CONSTRAINT > COPY LOCATION.

Verse 93



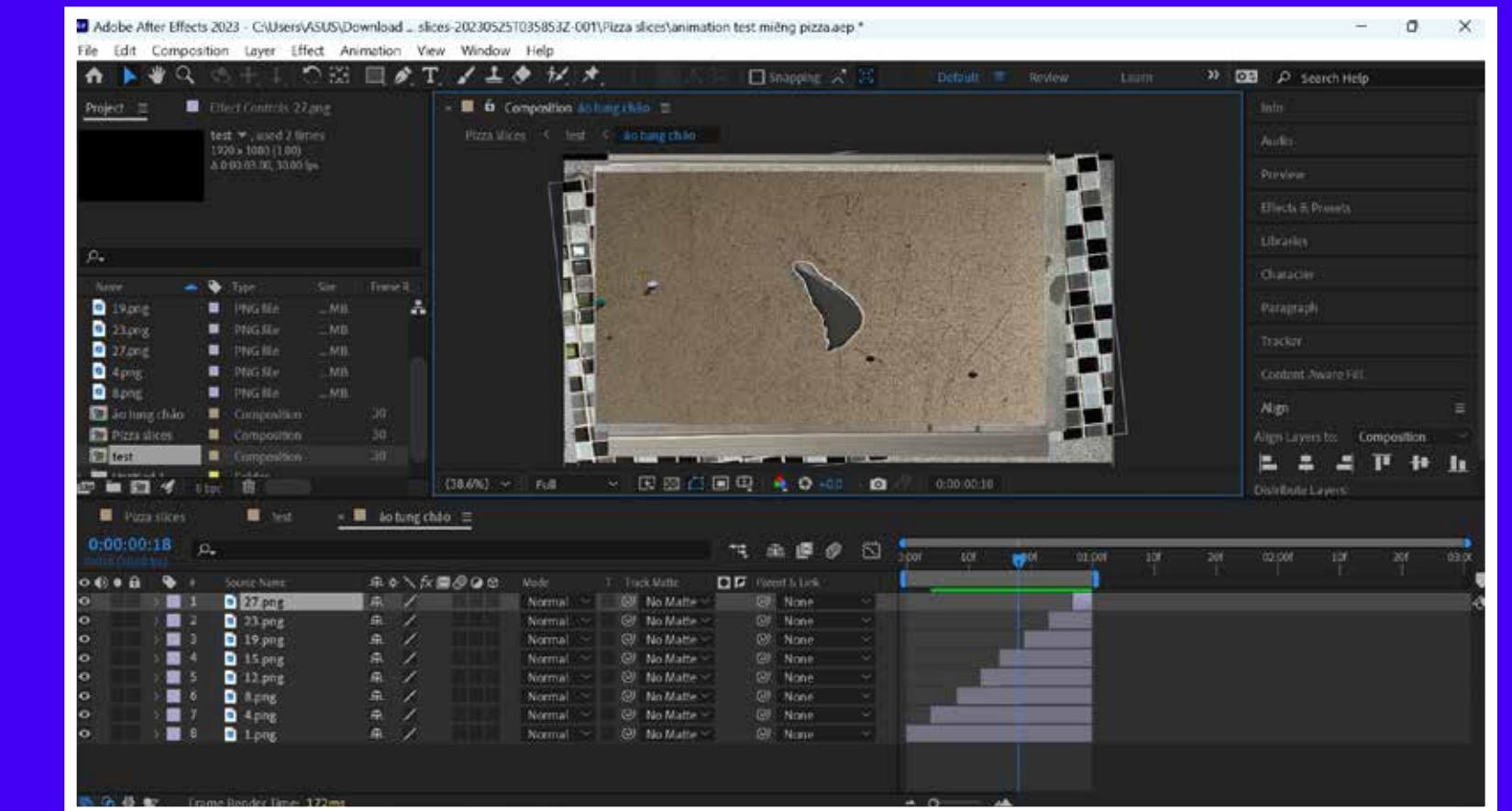
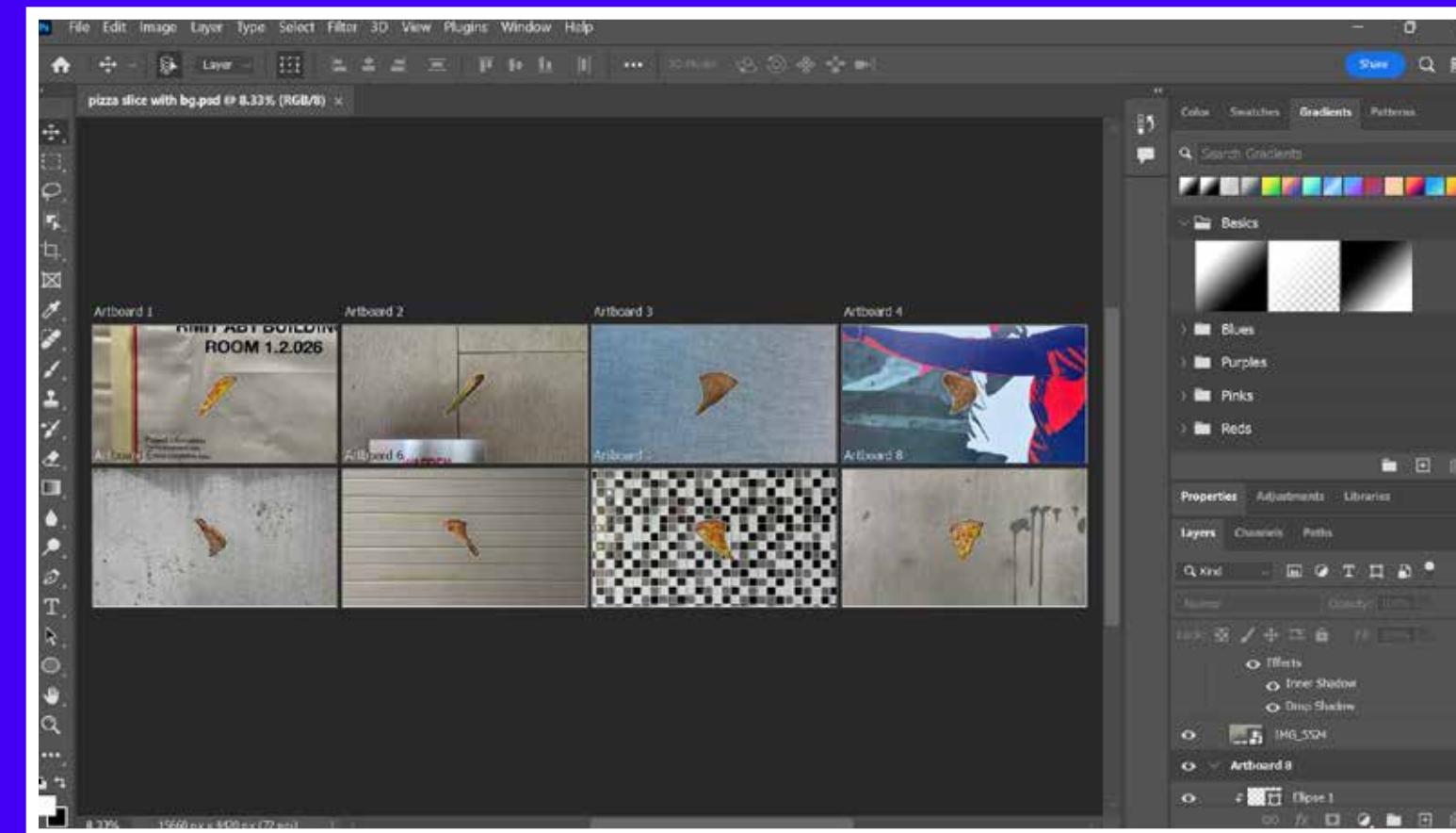
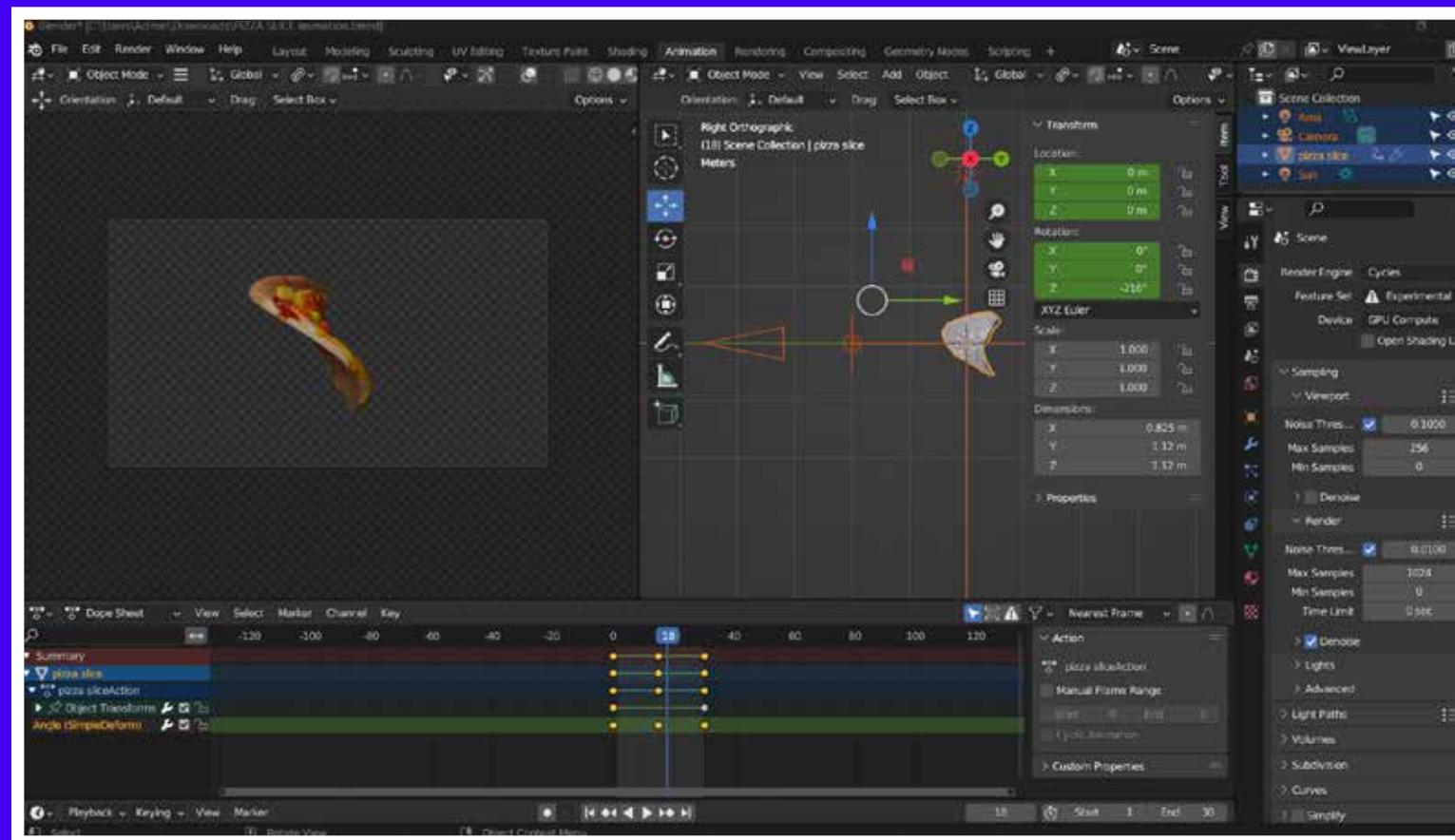
FOR THE TOP VIEW CAMERA, WE CREATED AN EMPTY IN THE MIDDLE OF THE PIZZA BOX SNAKES. NEXT, WE ADDED AN OBJECT CONSTRAINT OF THE EMPTY TO FOLLOW THE PATH OF THE PIZZA BOX SNAKES AND THE CAMERA TO FOLLOW THE EMPTY.

Verse 2W



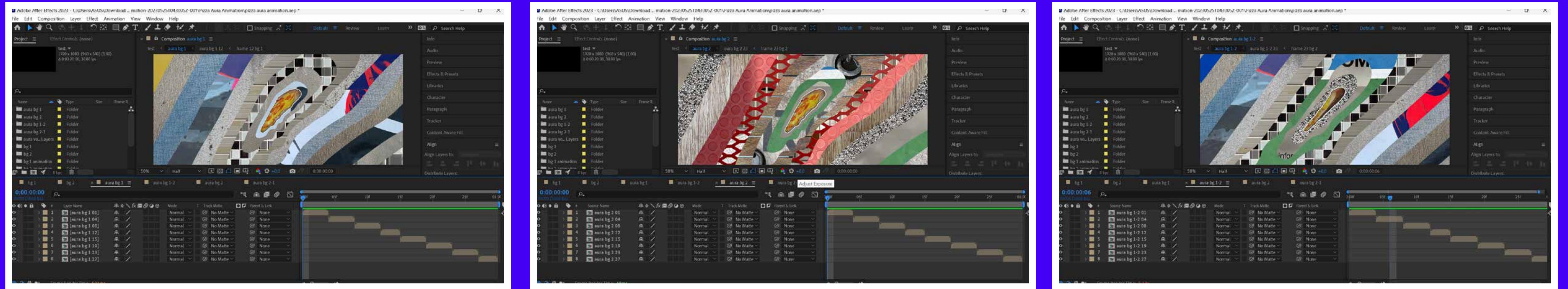
FOR THE FRONT VIEW, WE CREATED AN EMPTY AT THE FRONT OF THE PIZZA BOX SNAKES AND DID THE SAME FOR THE POV CAMERA.

Verse 31



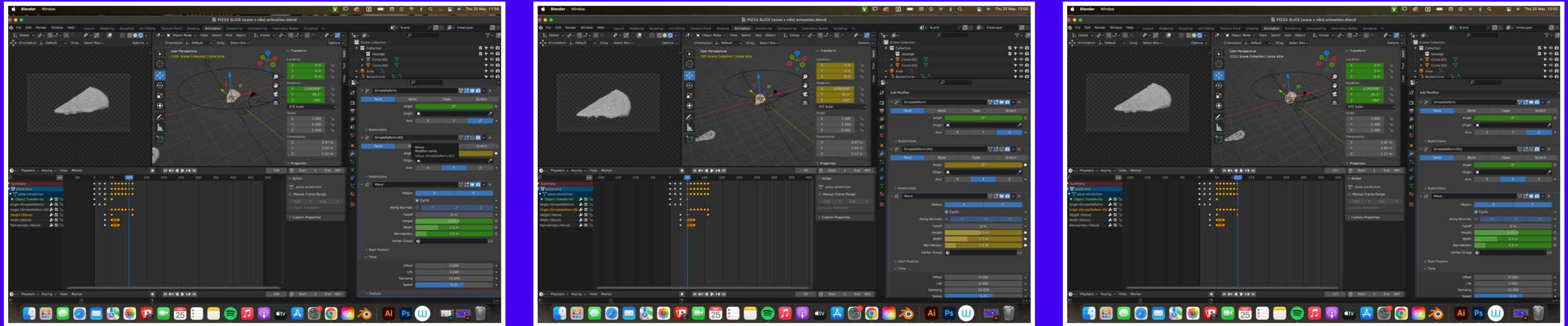
THIS WAS A COMPLICATED PROCESS THAT REQUIRED DIFFERENT TECHNIQUES. WE ANIMATED THE PIZZA SLICE ROTATING WITH 8 FRAMES PER SECOND IN BLENDER. WE RENDERED IT OUT AND MADE THE STICKER WITH ILLUSTRATOR. NEXT, WE EDITED THE STICKERS WITH THE BACKGROUND PICTURES WE TOOK AROUND THE SCHOOL IN PHOTOSHOP. THEN, WE ANIMATED IT IN AFTER EFFECTS.

Verse 3.9



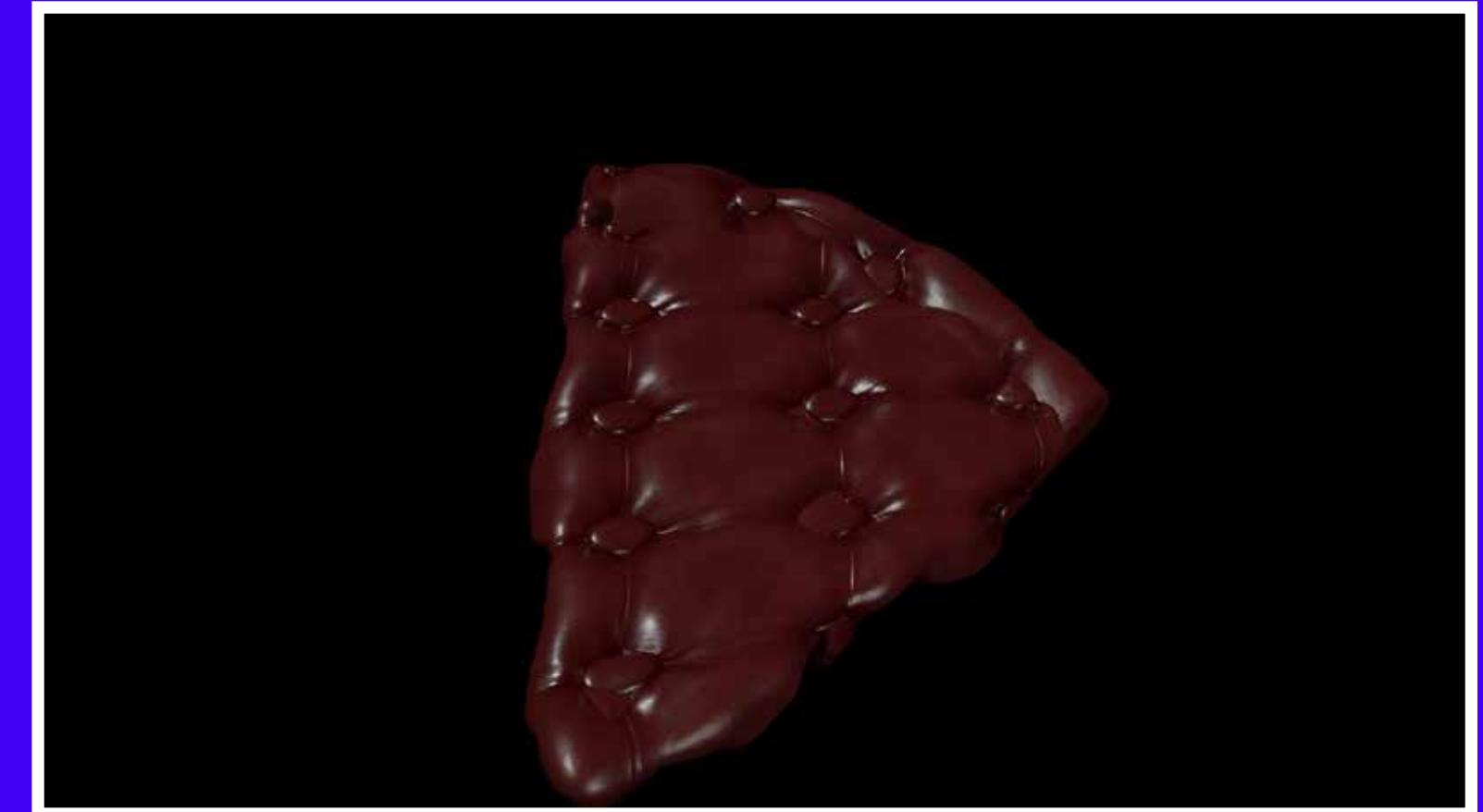
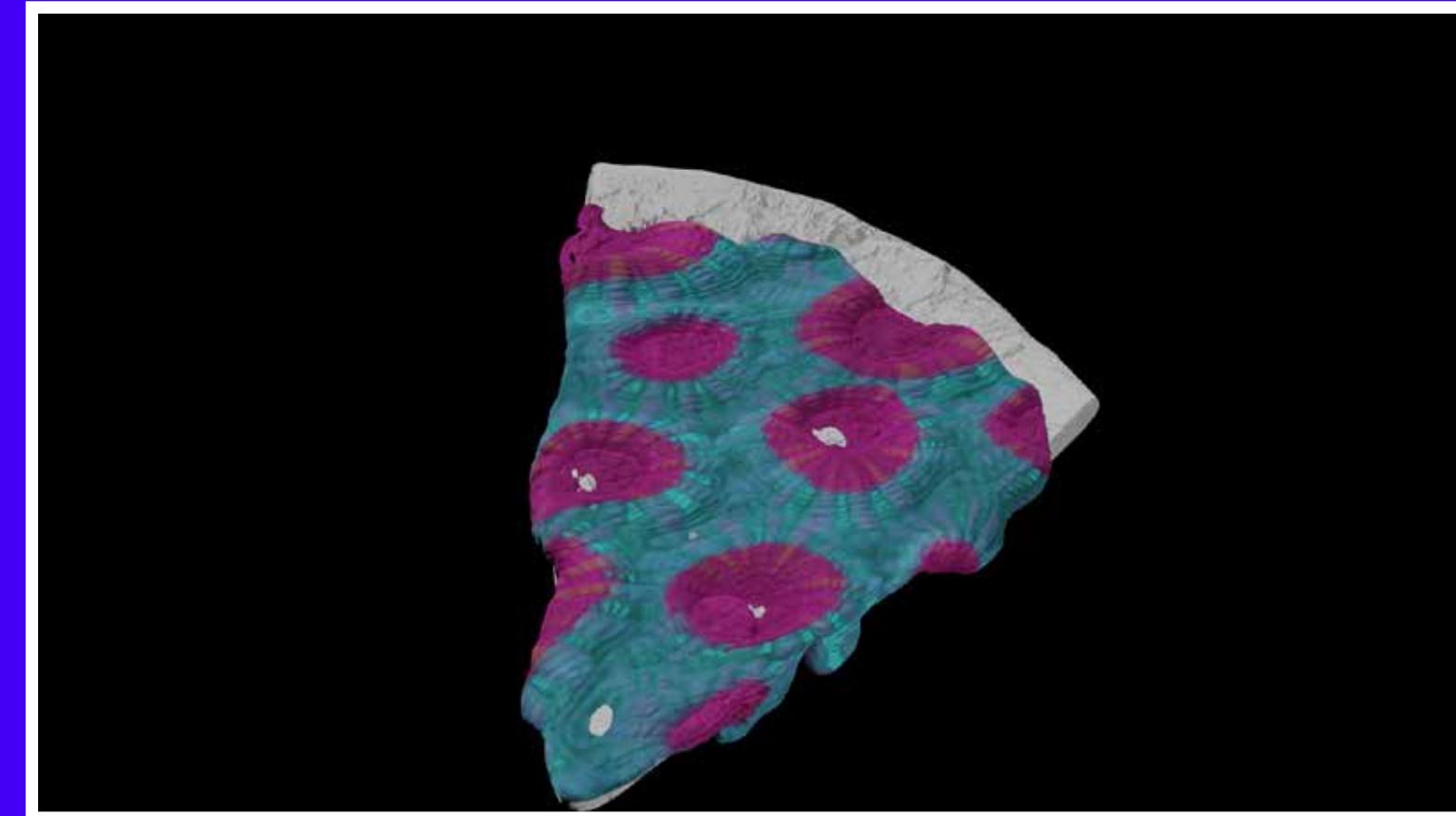
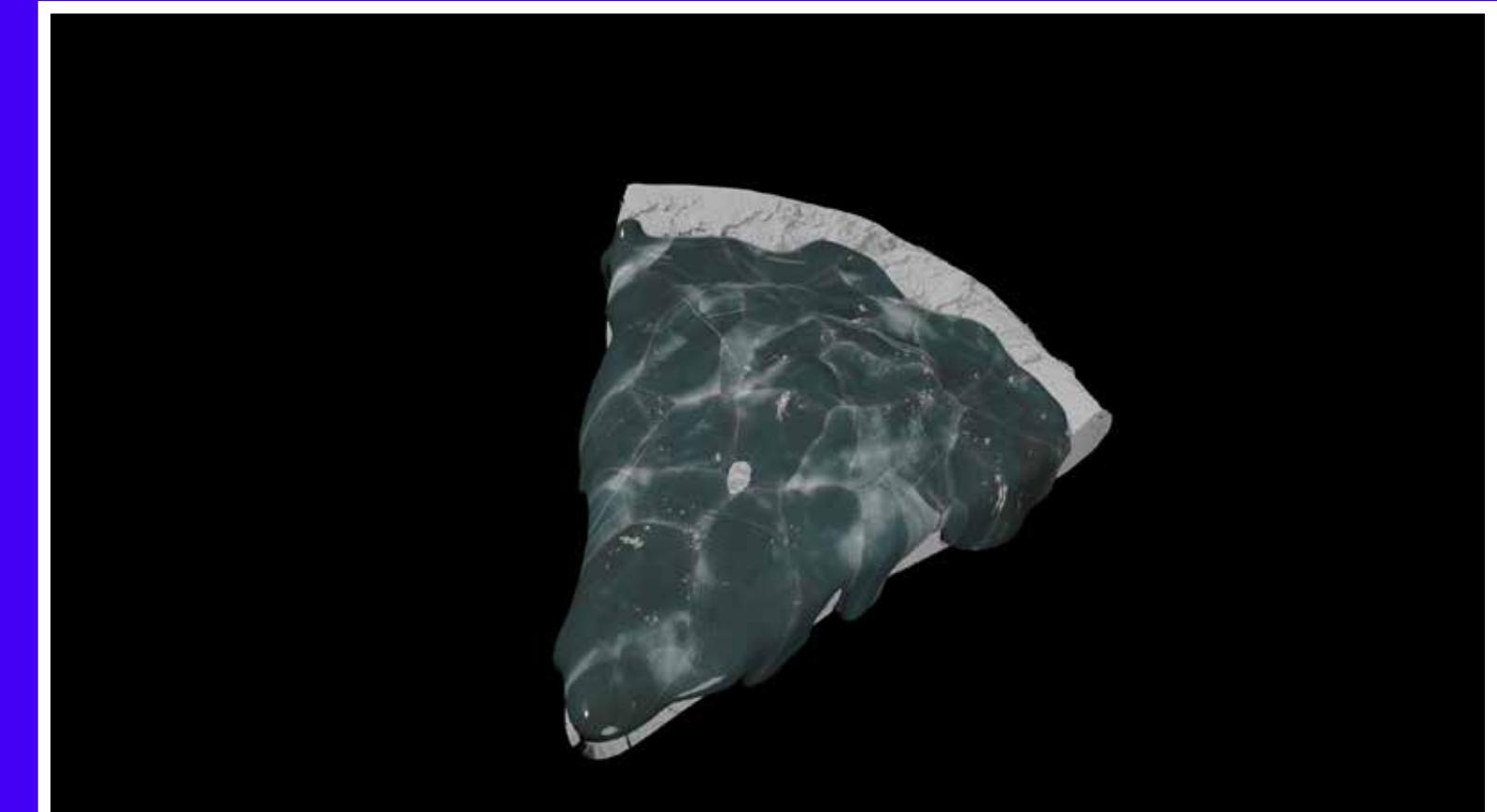
**FOR THE AURA, WE ANIMATE MANUALLY EACH OF THE 8 FRAMES ON AFTER EFFECTS.
WE CREATED DIFFERENT MASKS FOR DIFFERENT BACKGROUNDS.
THE INNER AURA WILL GO FURTHER FRAME BY FRAME.**

Verse 3.3



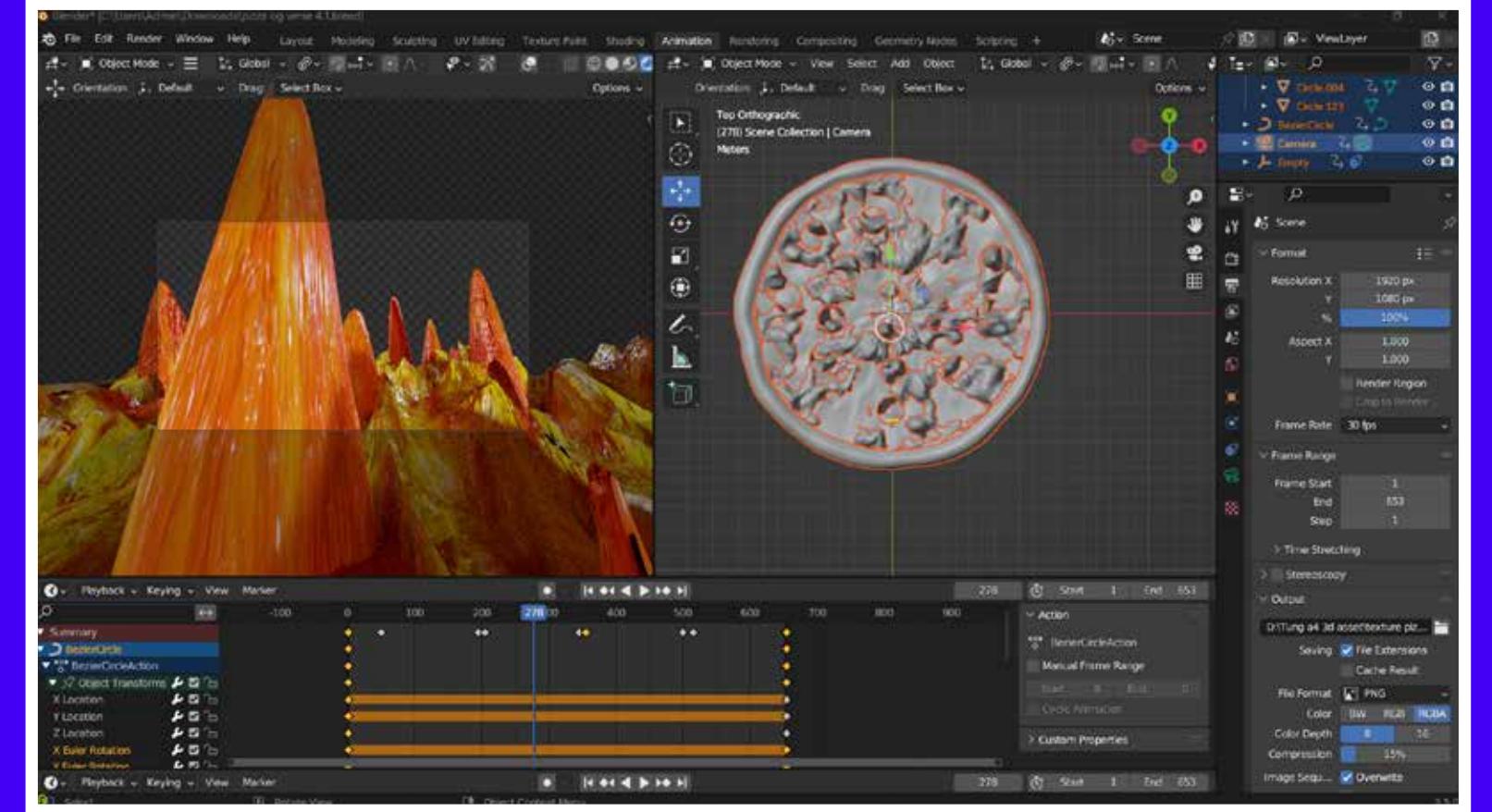
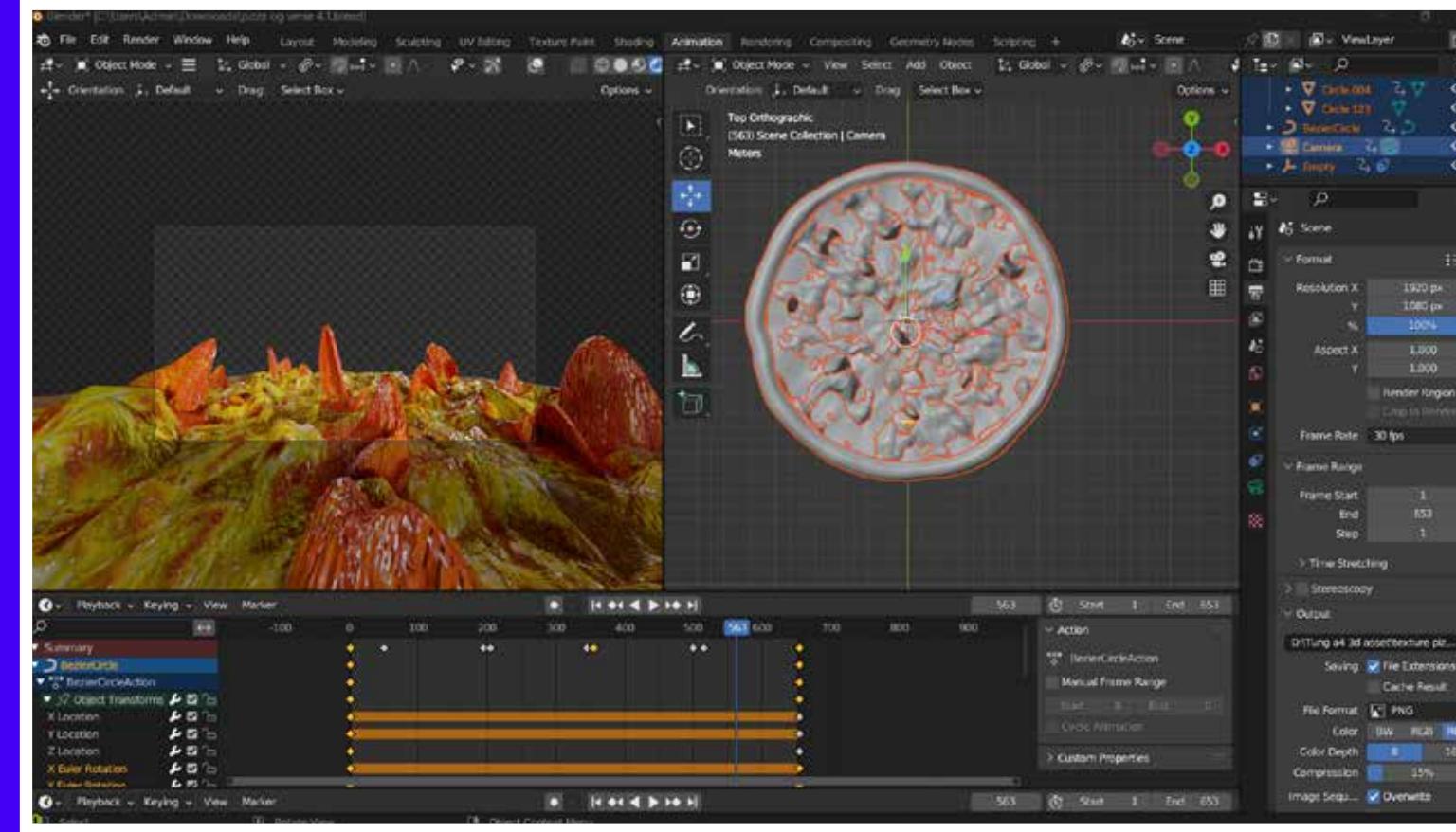
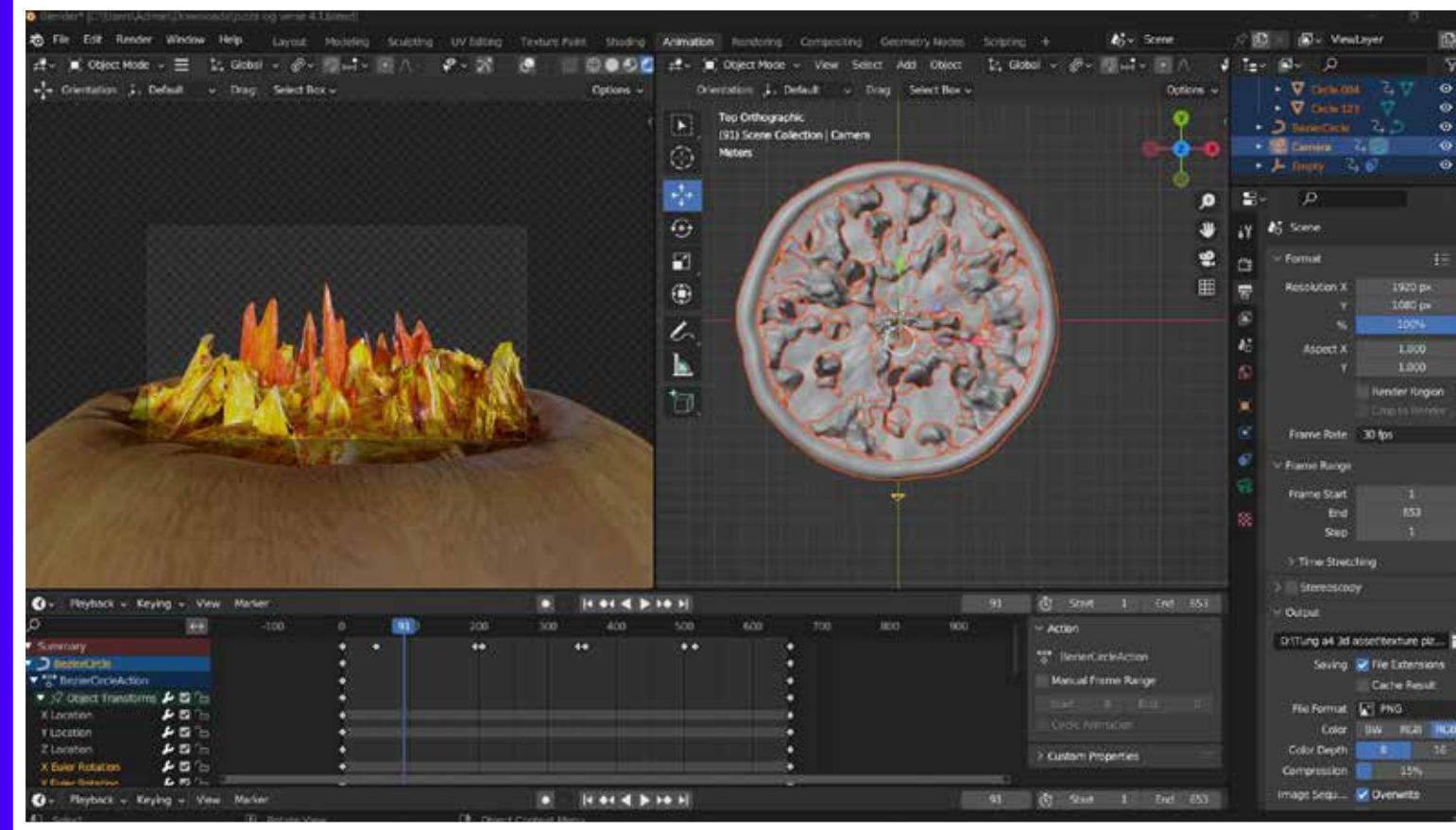
WE APPLIED THE WAVE MODIFIER FOR THE PIZZA SLICE SO IT CAN MOVE LIKE A FISH. FOR THE CAMERA MOVEMENT, WE MADE IT ROTATE AND APPENDED IT WITH THE MUSIC AUDIO.

Verse 3.3



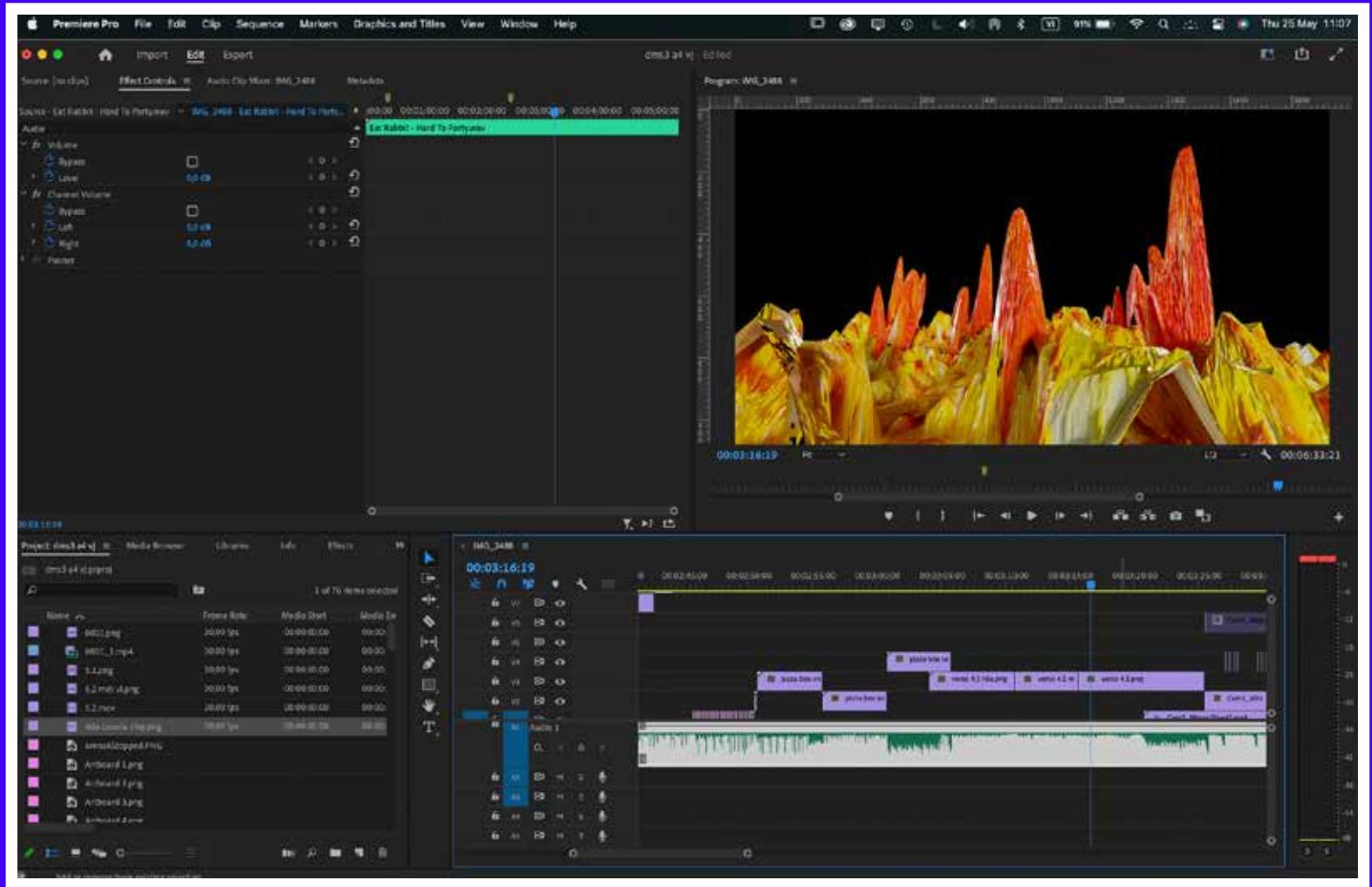
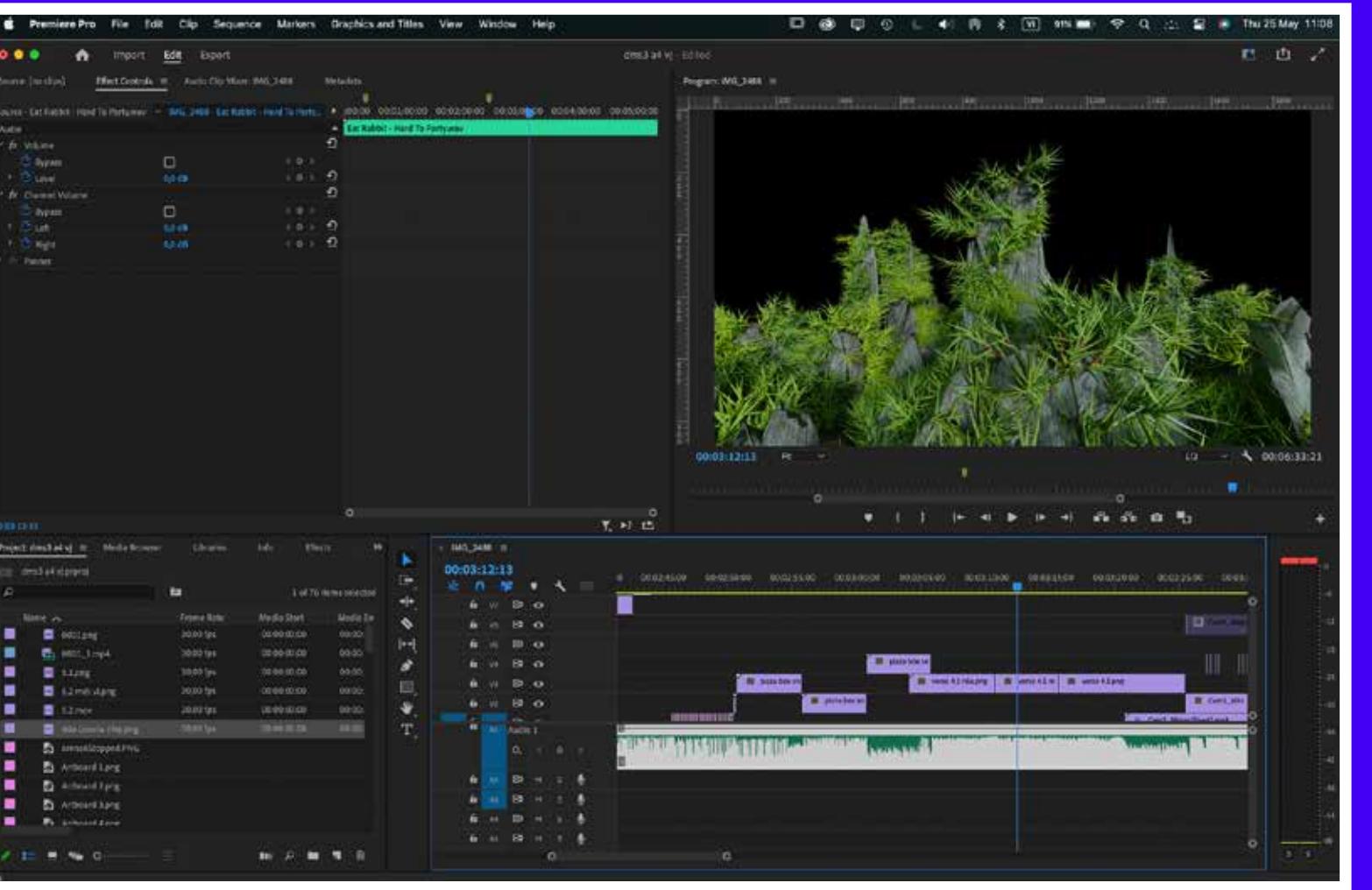
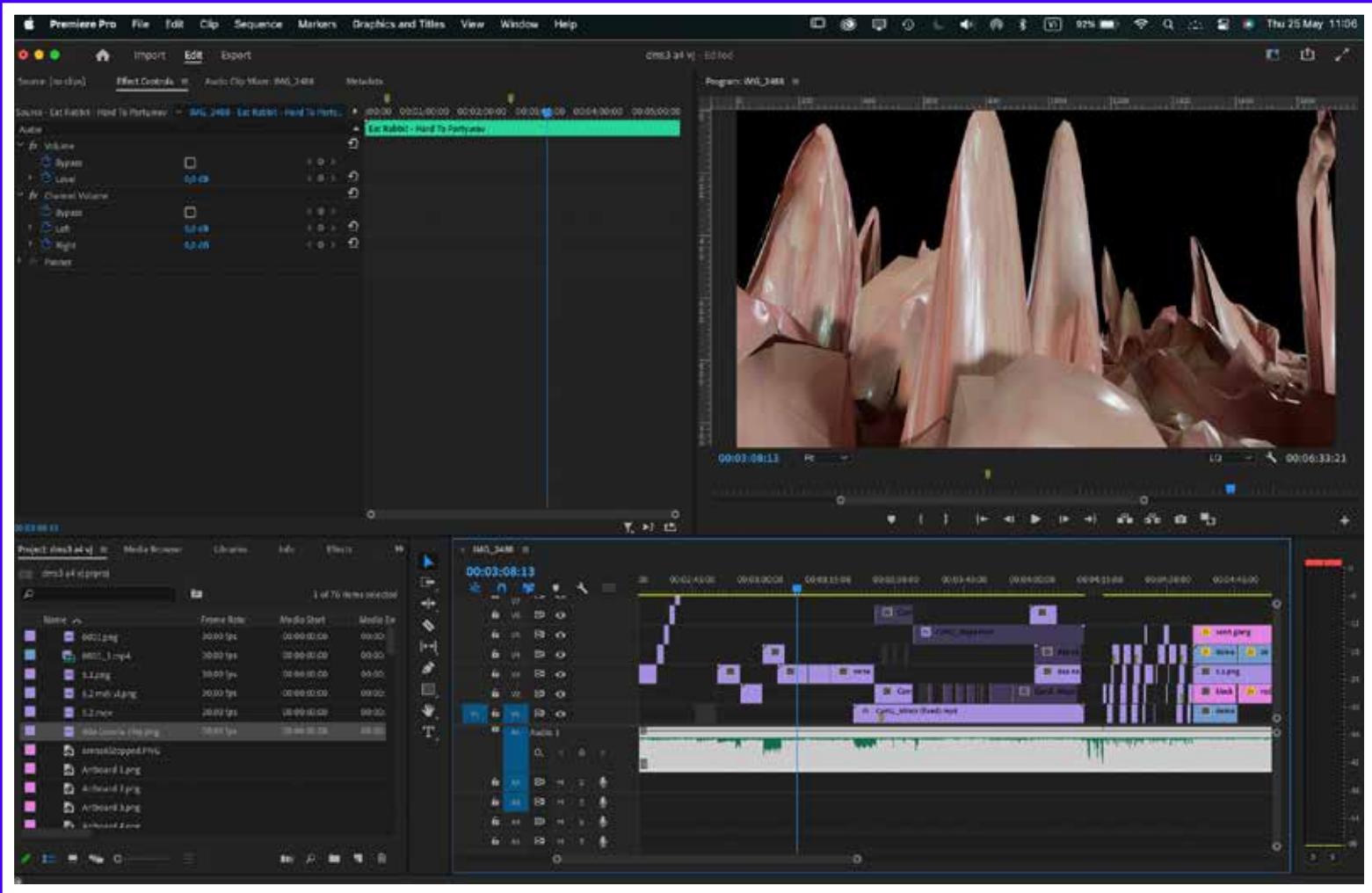
IN THIS SCENE, WE ALSO RENDERED 5 DIFFERENT TEXTURES
AND MAKE THE TEXTURES CHANGE WHEN THE PIZZA SLICE ROTATES
TO MAKE THE SCENE MORE INTERESTING.

Verse 1A



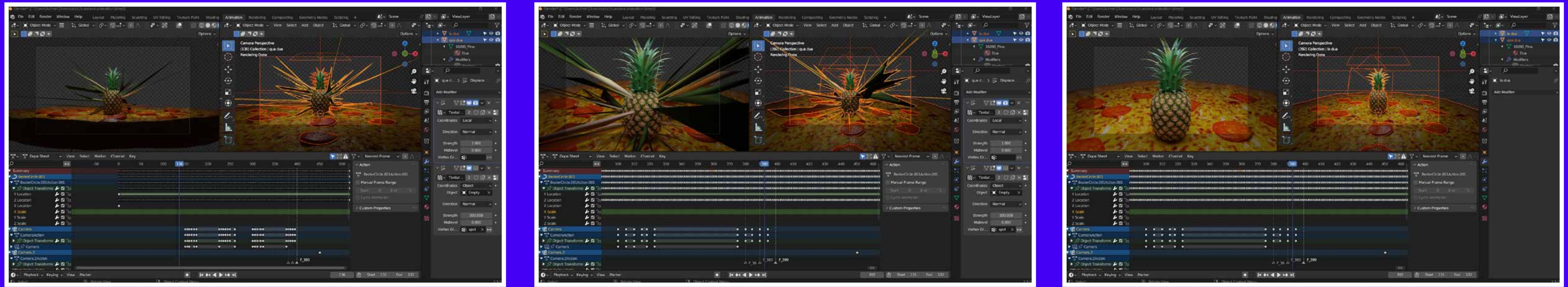
IN BLENDER, WE USED DISPLACEMENT MODIFIER TO THE TOPPINGS LAYER OF THE PIZZA, IN GRAPH EDITOR WE ADDED BAKE SOUND TO F-CURVE AND USED THE SONG TO MAKE THE DISPLACEMENT FIT THE SONG. THE CAMERA WILL MOVE IN 4 BEATS AND THEN GO OUT SUDDENLY 3 TIMES.

Verse 1A



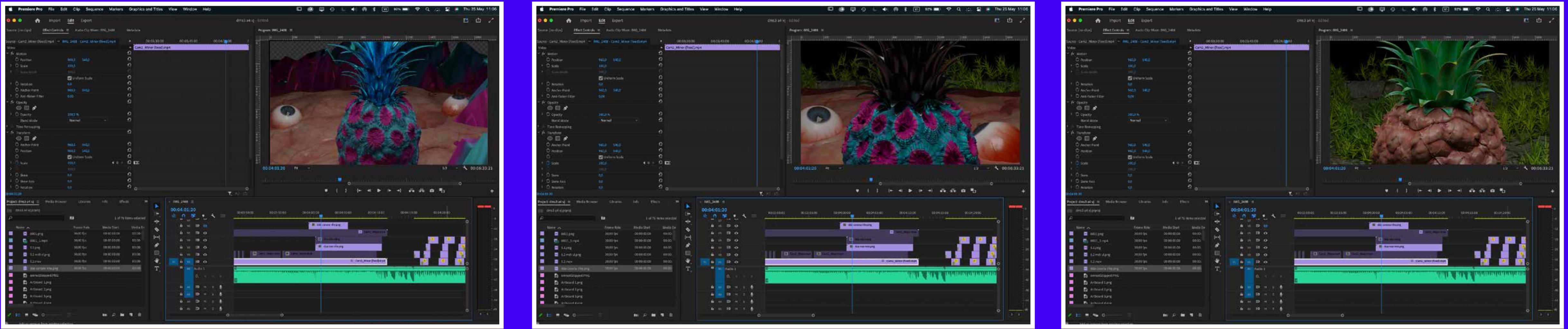
WE ALSO RENDERED 3 DIFFERENT TEXTURES TO MAKE THE PIZZA CHANGE TEXTURES WHEN IT DRAMATICALLY ZOOMED OUT. THE ORGINAL PIZZA WILL BE ON THE LAST FRAMES.

Verse V2 - WAI



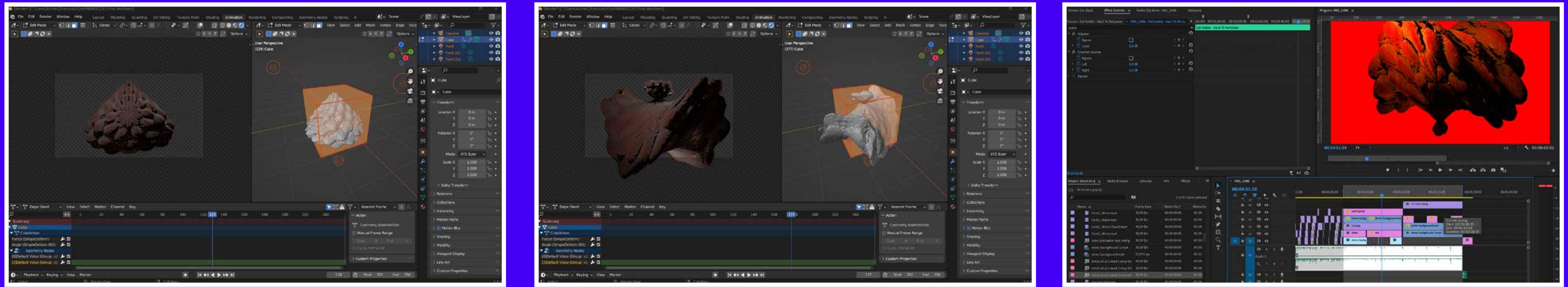
WE ADD TWO DIFFERENT DISPLACEMENT MODIFIERS. THE FIRST ONE WE MADE MINOR DISPLACEMENT AND THE SECOND ONE WE MADE MAJOR DISPLACEMENT BY WEIGHT PAINTING DIFFERENT AREAS OF THE PINEAPPLE. WE RENDERED TWO DIFFERENT VIDEOS AND IT WILL BE PLAYED MIDI BY SWITCHING THE TWO VIDEOS. FOR THE CAMERA MOVEMENT, WE ALSO CREATED TWO CAMS, ONE FOR THE SHIFTING MOVEMENT AND ONE FOR THE GOING AROUND THE PINEAPPLE AND IT WAS ALSO APPENDED WITH THE MUSIC.

Verse V3 - MAN



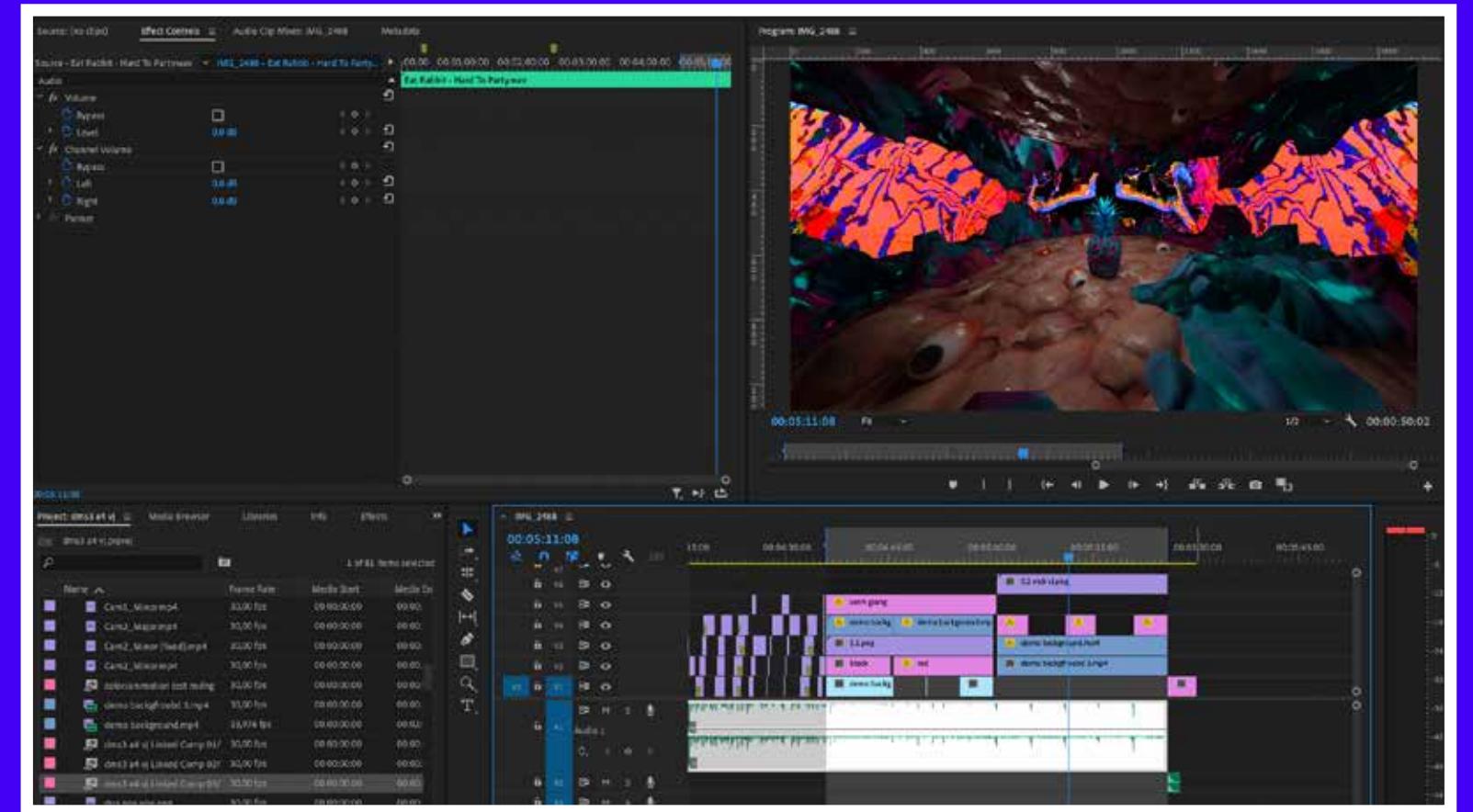
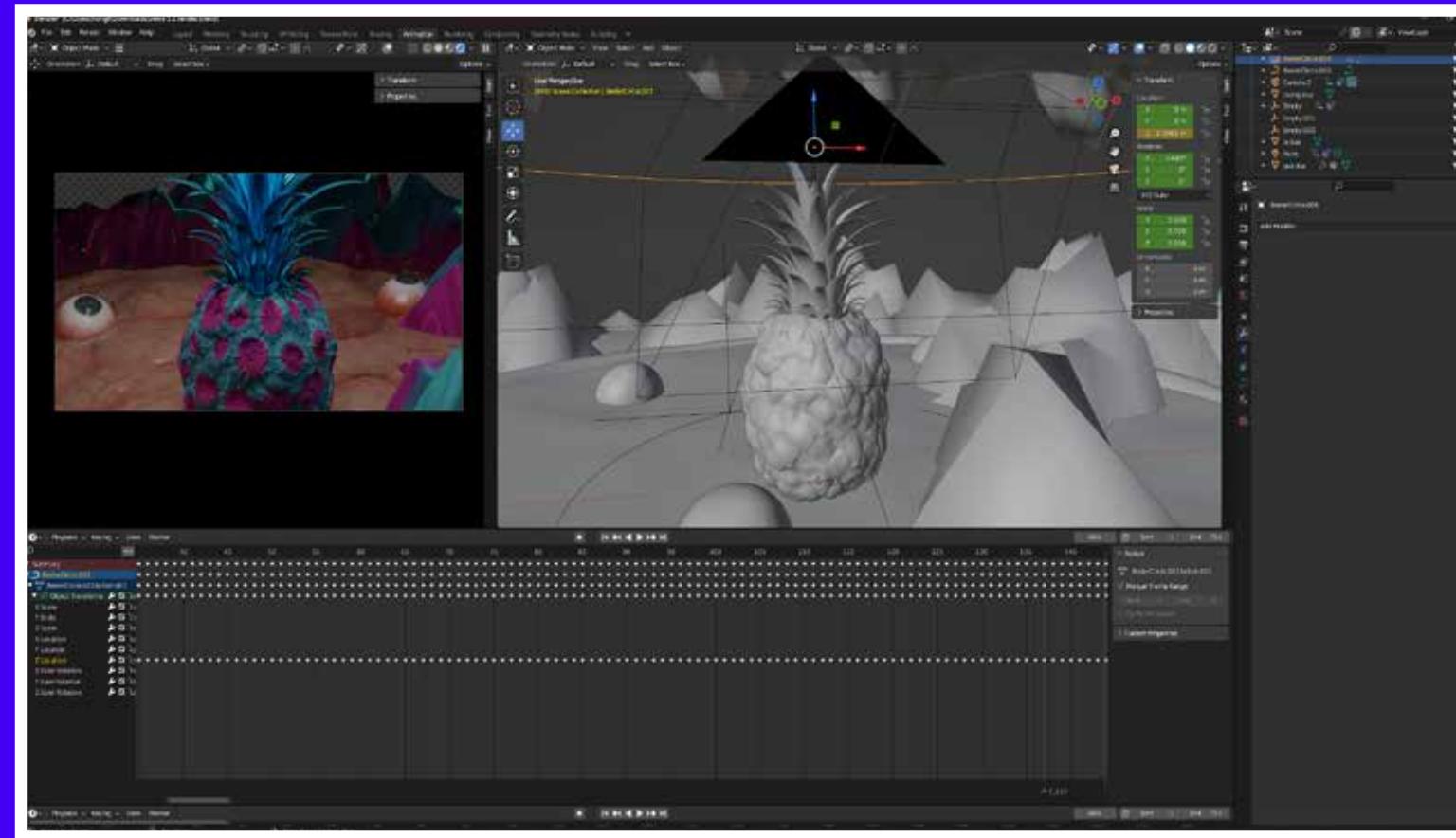
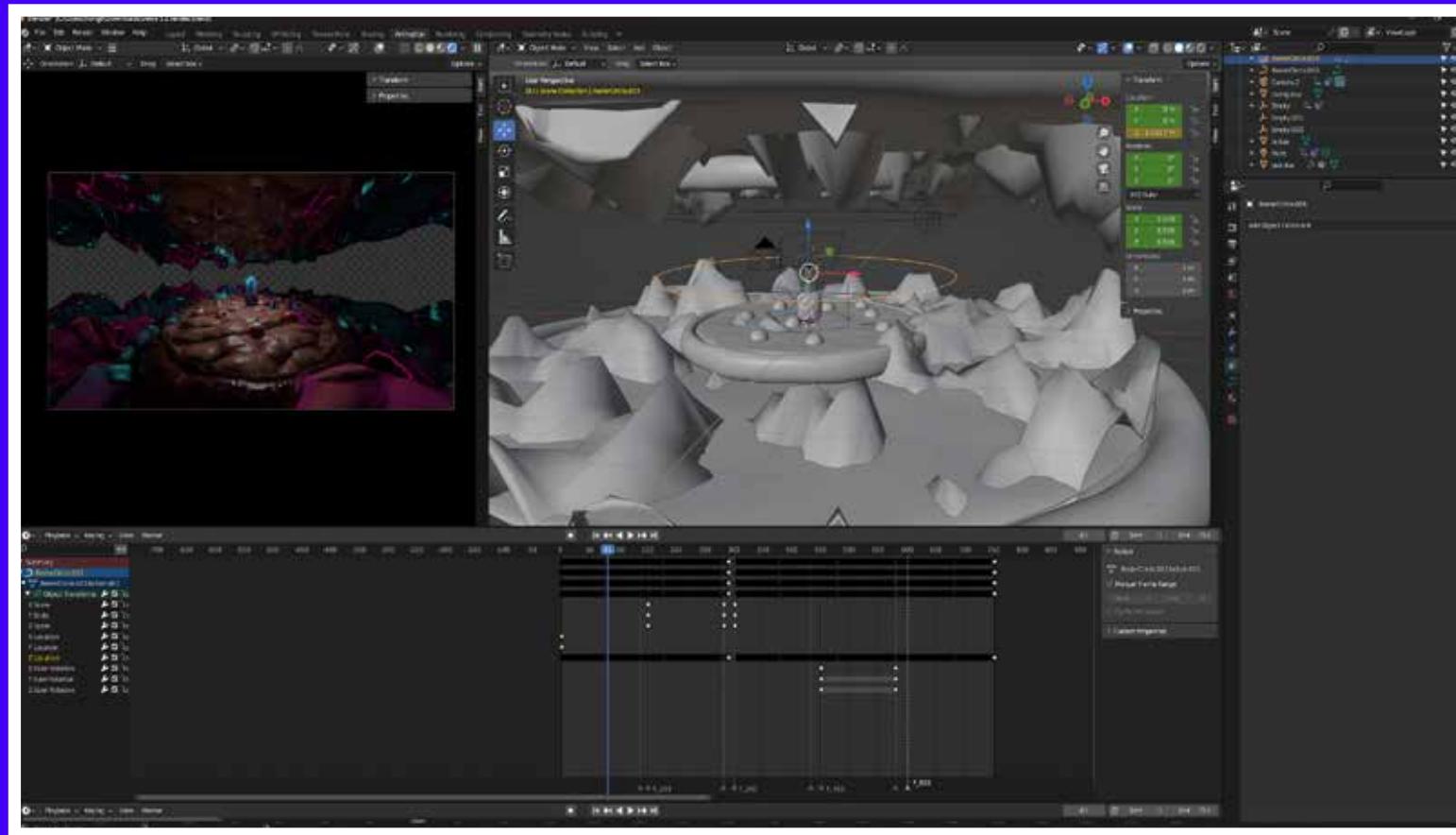
WE ALSO RENDER DIFFERENT PINEAPPLE TEXTURES ON DIFFERENT PIZZA TEXTURES TO MAKE IT CHANGES WHEN IT ROTATES.

Verse 54



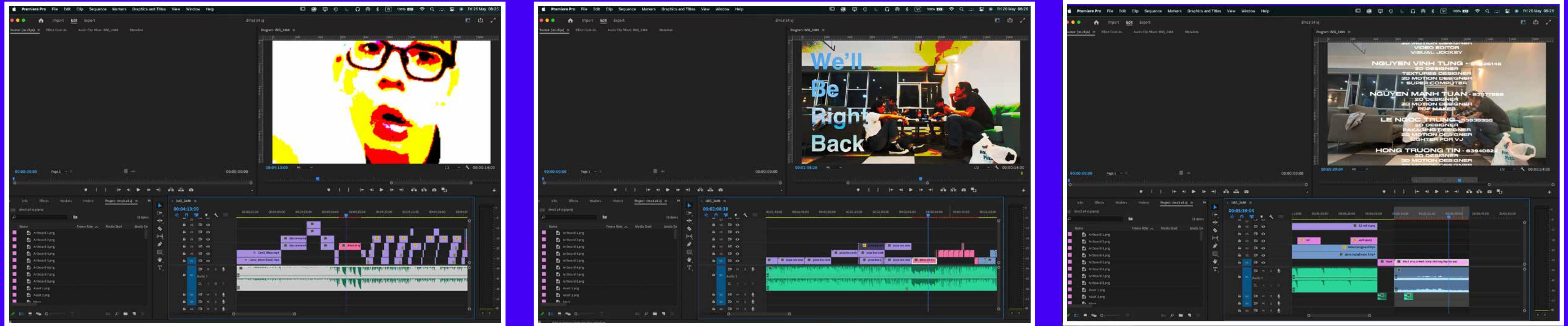
WE FOLLOWED THE “BLENDER IS GETTING CRAZY” TUTORIAL TO MODEL AND ANIMATE THE PEPPERONIES. WE ALSO BAKED SOUND TO F CURVE IN THE EDITOR TO MAKE THE MOVEMENT SYNC WITH THE BEAT. AFTER THAT, WE IMPORTED IT IN PREMIERE AFTER THAT AND ADDED AN OVERLAY OF DISTORT VIDEOS WE MADE USING YOUTUBE FOOTAGES AND EDITING THEM ON AFTER EFFECTS

Verse 52



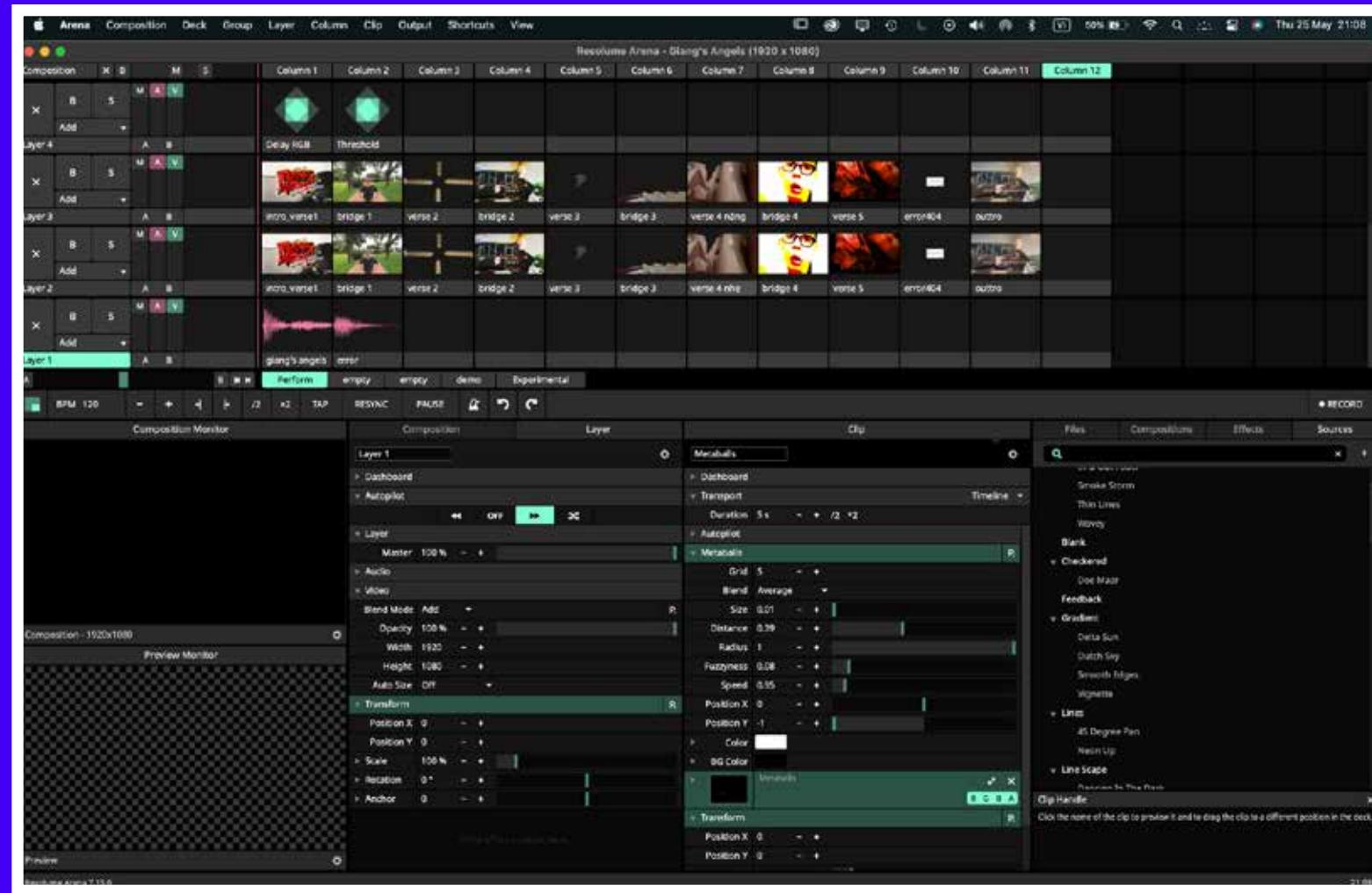
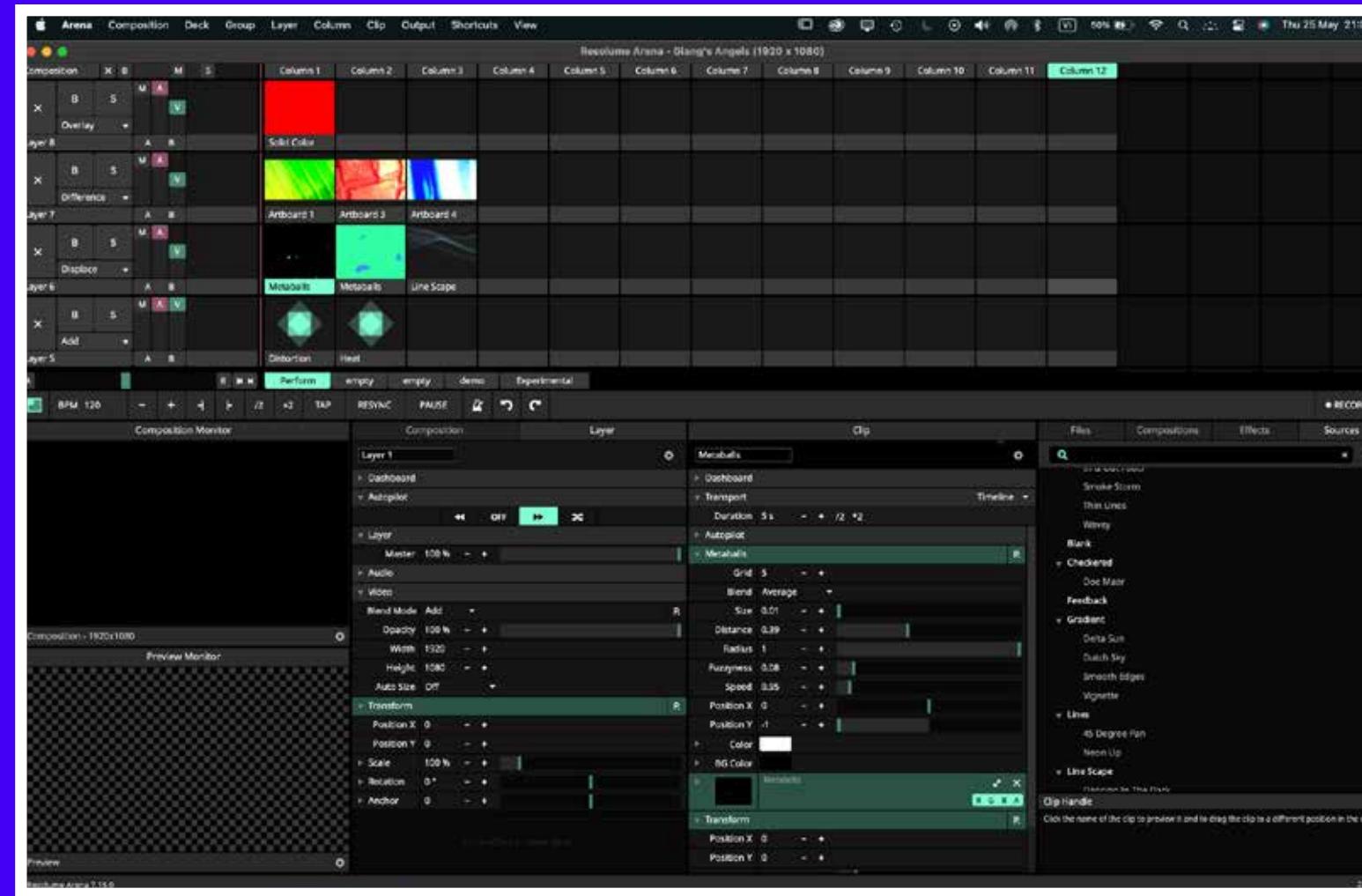
THIS SCENE IS A COMBINATION OF ALL THE ANIMATION TECHNIQUES, TEXTURES WE HAD TO MAKE FOR THE FINAL SCENE. WE USED THE CAMERA MOVEMENT, THE PINEAPPLE DISPLACEMENT, THE PIZZA DISPLACEMENT FROM SCENE 4 AND APPLIED DIFFERENT TEXTURES TO DIFFERENT OBJECTS. THE DISTORT VIDEOS WERE ADDED BEHIND THE 3D SCENE IN PREMIERE.

Finalization in Premiere



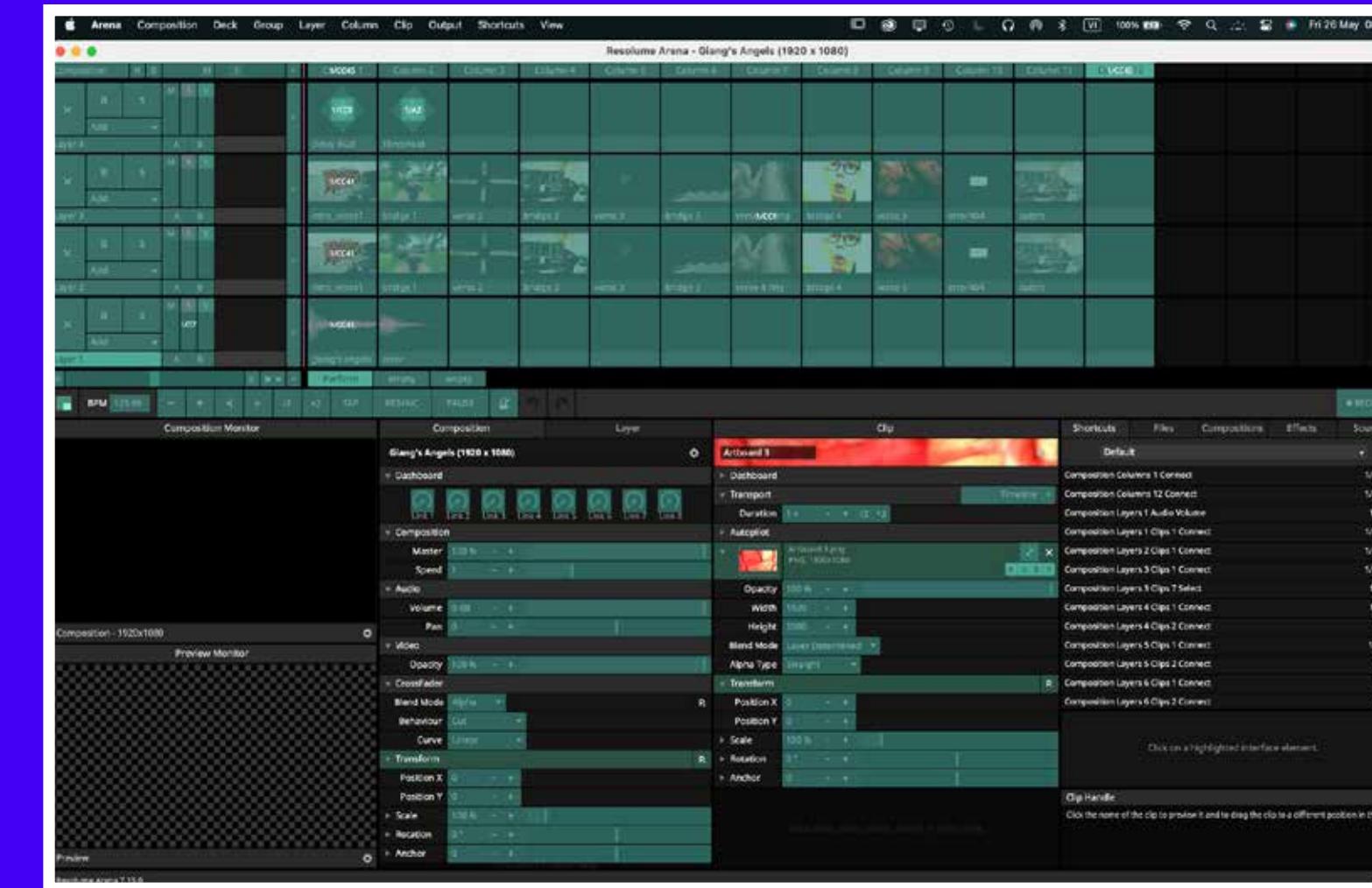
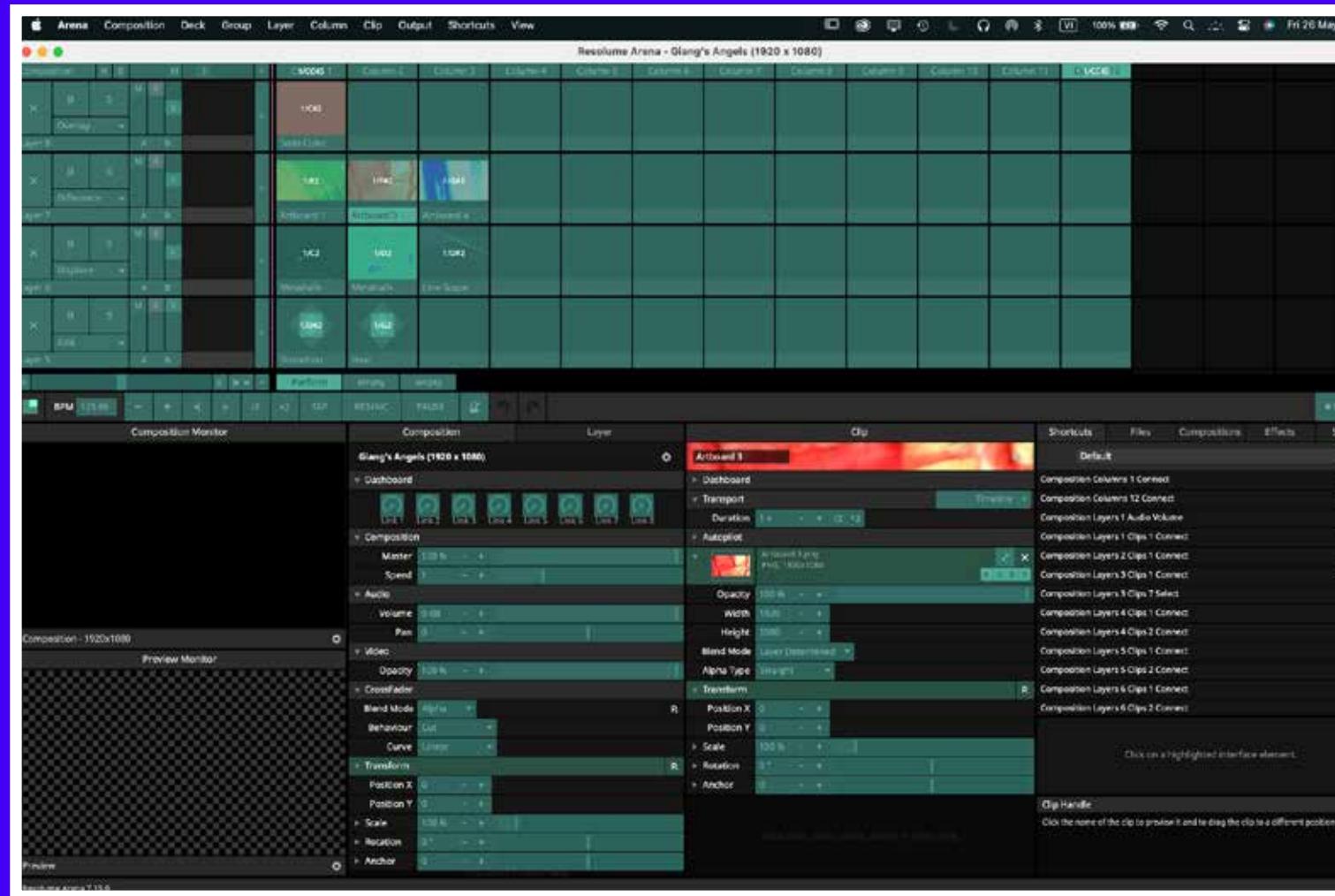
AFTER EXPORTED ALL THE ASSETS, WE IMPORTED THEM ALL IN PRIEMERE. WE ALSO MADE REAL VIDEOS USING THRESHOLD FOR THE DIALOGUE AND THE CREDIT VIDEOS IN AFTER EFFECTS. ONE OF THE THRESHOLD VIDEO WERE MADE FOLLOWING THE TUTORIAL "DAME DA NE MEME TUTORIAL" USING OUR FRIEND FACE. WE ALSO ADDED A CREDIT SCENE AT THE END OF THE VIDEO.

Resolume Workspace



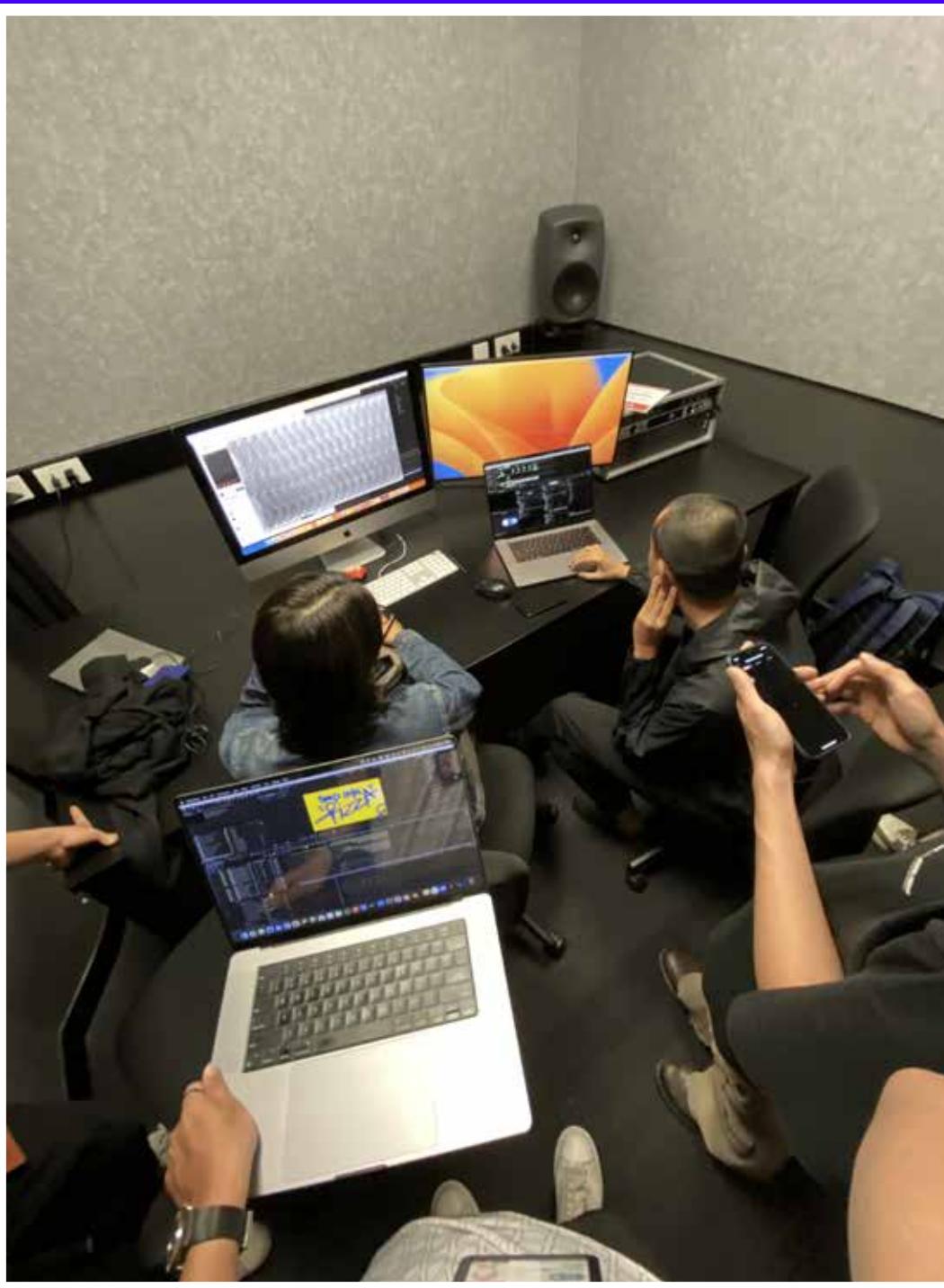
WE IMPORTED THE VIDEOS WE EXPORTED FROM PREMIERE IN RESOLUME. BECAUSE WE APPLIED KEYFRAME MANUALLY AND PUT THEM IN ORDER ON PREMIERE, WE USED AUTO-PILOT TO MAKE THEM RUN IN ORDER ON THE ROW. MOREOVER, WE ADDED 3 BACKGROUND WE EDITED ON PHOTOSHOP TO WORK AS AN OVERLAYBACKGROUND AND SOLID COLOR TO WORK AS A STROBE.

Resolume Workspace



THE EFFECTS THAT WE APPLIED ARE DELAY RGB, THRESHOLD, HEAT, AND DISTORTION. THESE EFFECTS ARE USED TO MAKE OUR VIDEO DISTORT AND CORRUPT. WE ALSO ADDED SOME SOURCES LIKE METABALL AND LINE SCAPE. WE USED THE MIDI KONTROL 2 AND PAD TO PERFORM. MOST OF THE MIDI ARE THE EFFECTS WE GONNA PLAY TROUGH OUT THE VIDEO.

Teamwork



Teamwork



Reflection

- KHANH

AS A DIGITAL MEDIA STUDENT, I DON'T HAVE MANY OPPORTUNITIES TO WORK IN A GROUP, THEREFORE, A LOT OF NEW OBSTACLES THAT WAIT FOR ME TO ENCOUNTER LATER. AS A RESULT, I AND MY TEAMMATES HAD A LOT OF STRUGGLES SUCH AS FILE MANAGEMENT, TEAM MEETING AND BRAINSTORMING. BUT LUCKILY, WE FIND A COMMON VOICE AND DECIDED TO GET NUTS FOR THIS ASSIGNMENT. EXACTLY LIKE THE NAME OF THE COURSE, WHICH IS DMS3: EXPERIMENTATION, AS WELL AS THE CHOSEN THEME, IS PIZZA AND PSYCHEDELIC, EVERY ASSET WE'VE DONE WE ALWAYS TRIED TO ADD SOMETHING NEW OR UNCOMMON TO THAT. ADDITIONALLY, THIS IS THE FIRST TIME THAT WE WERE INTRODUCED TO ARENA RESOLUME AND THE MIDI CONTROLLERS WHICH ADD MORE FUN, EXPERIMENTAL AND JOY TO THE ASSIGNMENT. OVERALL, THIS ASSIGNMENT IN SPECIFY AND THIS COURSE, IN GENERAL, OPENS A NEW HORIZON IN MY VIEW OF PROJECTION MAPPING AND VJ.

- TRUNG

IN THE THIRD ASSIGNMENT, WE ARE REQUIRED TO PRODUCE A VIDEO WITH GRAPHIC ELEMENTS THAT SYNC WITH THE MUSIC. AT FIRST, I THOUGHT I WAS UNABLE TO COMPLETE IT IN TIME; HOWEVER, FOR THIS TASK, WE DID IT IN A GROUP OF FIVE PEOPLE. IN THE BEGINNING, WE STRUGGLED A LOT TO MAKE DECISIONS ABOUT THE PATHWAYS THAT WE WERE GOING TO STICK TO. AFTER A FEW ROUNDS OF BRAINSTORMING AND GIVING OUT IDEAS, WE WERE ABLE TO AGREE ON ONE OBJECT. IN THIS COURSE, WE GOT OPPORTUNITIES TO EXPERIMENT AND APPROACH NEW TECHNIQUES THAT WERE GOING TO REACH OUR LIMITS FOR THIS ASSIGNMENT. FOR EVERY ASSET WE'VE CREATED, WE'VE ALWAYS TRIED TO ADD SOMETHING NEW OR UNCOMMON TO CREATE A SENSE OF UNIQUENESS IN OUR WORK. TO WRAP UP, THIS ASSIGNMENT IN SPECIFIC AND THIS COURSE IN GENERAL, FROM MY PERSPECTIVE OF PROJECTION MAPPING AND VISUAL JOCKEY, ARE REALLY FUN, AND IT COULD BE A DECENT JOB IN THE FUTURE.

Reflection

- TIN

THIS ASSIGNMENT IS DEFINITELY THE MOST FUN THAT I HAVE DONE YET. IN THE FIRST WEEK OF THE ASSIGNMENT, I FEEL LIKE OUR VISION TOWARD THE FINAL PRODUCT IS VASTLY DIFFERENT, AND BECAUSE EVERYONE IS TRYING TO RESPECT EACH OTHER, WE TAKE IN SO MANY IDEAS THAT THE FIRST CONCEPT WE CAME UP WITH BECOMES A MESS. FORTUNATELY, WE REACHED COMMON GROUND, AND THE PIECES STARTED TO COME TOGETHER. AND AS WE WORK, WE BECOME MORE LIKE A TEAM. WE TOOK A LOT OF INSPIRATION FROM MR. GIANG AND HIS EXPERIMENTAL SPIRIT TO GO WILD WITH THE VISUALS. TO EXPERIMENT AND BE BOLD ENOUGH TO CARRY OUT UNUSUAL DECISIONS WHILE KEEPING THE PROJECT AS A WHOLE IN MIND IS THE BEST THING WE LEARN IN THIS COURSE. I GREW TO LIKE TECHNO MUSIC AND COULD FALL ASLEEP TO IT. IN THE FUTURE, I WOULD REALLY LIKE TO PERFORM A VJ PERFORMANCE. THIS IS FUN.

- TUAN

I THINK THIS COURSE, ESPECIALLY THIS ASSIGNMENT REALLY MAKE ME KNOW WHAT IT MEANS BY EXPERIMENTATION. MY TEAM AND I REALLY HAD FUN WITH IT, AND IT REALLY MADE ME STEP OUT OF MY COMFORT ZONE. AT FIRST, WE HAD A HARD TIME TRYING TO COME UP WITH THE CONCEPT BECAUSE OUR IDEAS CONFLICTED WITH EACH OTHER. HOWEVER, WE AGREED ON ONE CONCEPT AND DECIDED TO GO CRAZY TOGETHER. I THINK THE BEST THING ABOUT THIS IS THAT I COULD WORK WITH MY TEAMMATES AND LEARN A LOT OF NEW THINGS FROM THEM WHEN WE WORKED TOGETHER.

- TUNG

ALTHOUGH I HAD GROUP WORK IN SOME COURSES BEFORE, THIS IS WHAT I FEEL LIKE REAL TEAMWORK. THE PROGRESS OF VJ WITH ME IS THE GREATEST TIME THAT I HAVE HAD IN MY UNIVERSITY LIFE. WITH ME, ALL MEMBERS OF THE TEAM DID GREAT IN THEIR ROLES. WE DID HAVE MANY DIFFERENT IDEAS BUT FINALLY, WE MANAGED TO UNDERSTAND EACH OTHER AND MADE FINAL DECISIONS. MY TEAM MEMBER IS CARING AND RESPONSIBLE. IN CONCLUSION, BEST TEAMMATES. HOPE THAT WE HAVE ANOTHER CHANCE FOR THE TEAMWORK OF THE 5 PEOPLE OF GIANG'S ANGELS.



ONE LAST WORD THE ANGELS WANT TO THANK YOU GIANG SENSEI FOR GUIDING US THIS COURSE AND GIVING US OPPORTUNITIES TO EXPLORE PROJECTION MAPPING.

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