Mural is a multi-projector edge blending and keystone correction tool. This tool may help you to create a wall of projections for digital installations, digital signages or projection mappings.

Supported features:
- Edge blending between projectors : adjacent screens can be overlapped
- Keystone correction : you can move four corners of each projection for perspective distortion
- Any size of projector matrix : any number of projections can be stacked both in row and in column

Limitations:
- It works only on Windows
- Shader target 4.0 must be supported
- The output of each projector must be in the same resolution
- Projectors must be arranged in a grid
- It doesn't support curved surfaces

Usage
1. Attach BlendingController script (in Mural/Scripts/nobnak_Blending.dll) to your camera
2. See Blending script is automatically attached and Hidden/Blending shader is assigned to Shader property (if not, manually assign the shader (in Mural/Resources/Shaders))
3. In play mode:
   a. Press B key to open Controller GUI
   b. Set screen count in row and in column (if you have 2 projectors and wish to arrange them in parallel/row, set "2 x 1")
4. For edge blending purpose:
   a. Toggle Handle mode to Blend and Output mode to OUTPUT_BLEND_COLOR
   b. Move edges by mouse dragging
   c. Make sure edges are perfectly overlapped
5. For keystone correction:
   a. Toggle Handle mode to Corner and Wireframe mode to WIREFRAME_GRID
   b. Move corners by mouse dragging
   c. Make sure the grid is not distorted and its lines are not misaligned
6. Save config data to file by clicking Save button (saved in "%USERPROFILE%\EdgeBlending_Config.json" by default)

Q&A
- How to span my application across multiple projectors?
  - Launch your application in Window Mode with "-popupwindow" option to span projectors and with "-screen-width" and "-screen-height" options to set resolution.
  - Unity Standalone Player command line arguments