

# Video Mapping WorkShop

NIMk / Amsterdam

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## Making a map

Basic Procedure is: place the beamer, fix the position and take a picture from an observation point as close as possible to the beamer's one.

Set picture resolution to 1024 or anything else that matches the width resolution of the mixer. Overlay the picture to the object and make sure that all edget matches; make a coloured calibration image that highlights different parts in different colors, this can be also an image where different elements are separated in different layers.

As different layers can be color highlighted, overlaying and adjusting the images and projection you can make sure that the details are taken care of.

## List of Free Software

Here below a list of free and open source software applications that you can use in order to do Video Mapping:

Name	Function	Url
Gimp	Pixel image manipulation	<a href="http://www.gimp.org">http://www.gimp.org</a>
InkScape	Vector image manipulation	<a href="http://www.inkscape.org">http://www.inkscape.org</a>
Synfig	2D vector animation	<a href="http://www.synfig.org">http://www.synfig.org</a>
Blender	3D scriptable animation	<a href="http://www.blender.org">http://www.blender.org</a>
Animata	Real-time animation	<a href="http://animata.kibu.hu">http://animata.kibu.hu</a>
VeeJay	Interactive VeeJay	<a href="http://www.veejayhq.net">http://www.veejayhq.net</a>
FreeJ	Scriptable VeeJay	<a href="http://freej.dyne.org">http://freej.dyne.org</a>
KeystoneP5	Processing Video Language	<a href="http://keystonep5.sf.net">http://keystonep5.sf.net</a>

To have a GNU/Linux system up & running in minutes on your computer check the distributions pure:dyne and dyne:bolic, also inside your host operating system using VirtualBox.

