Augmented reality in public spaces. Basic techniques for video mapping

Donato Maniello

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This book, the first in a series, dedicated to New Technologies for the Arts, is aimed at all digital arts students (PC and MAC users) who want to try video mapping for the first time. Thanks to a course of reading that alternates theoretic concepts and practical exercises - explaining from how to take a photograph to how to request permission, from the layer masks to 2D and 3D animation, up to the final projection and warping - the reader will be able to project a video mapping event. Topics discussed • The history of video mapping • The choice of video projector • Layer masks in Illustrator® • After Effects® and video mapping • Cinema 4D®, 3D scenes, Camera Calibration ... • Audio-video editing • Resolume Areana®, real time content and warping • The architectural survey • Mapping methods • Video mapping and bureaucracy

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