

# How to create a **projection mapping**

## 1 MAPPING OF THE OBJECT

The building facade or similar is mapped to **obtain the structure of the object** onto which the show will be projected.

## 3 GENERATE THE IMAGES

The artist's imagination determines what happens on the surface - **movements, colours and effects** - to transform it into a world of fantasy.

## 2 DO THE MODELLING

Once the structure is mapped, it is **reconstructed using a 3D design program** that takes proportions, irregularities, gaps, etc. into consideration.

## 4 SYNCHRONISE THE PROJECTION

The 3D animation is projected on the surface and is adjusted **to give the illusion** that what we are seeing is real.

