Course Unit Descriptor

Study Programme: Architecture

Course Unit Title: 3d projection mapping

Course Unit Code: AD0023

Name of Lecturer(s): Tepavčević Bojan

Type and Level of Studies: Master

Course Status (compulsory/elective): elective

Semester (winter/ summer): summer

Language of instruction: english

Mode of course unit delivery (face-to-face/distance learning): face-to-face

Number of ECTS Allocated: 4

Prerequisites: none

Course Aims:.

Enabling the students to generate mapping visual content with projection technology on 3d shaped surfaces

Learning Outcomes:
The outcome of the course is to master the technique of projection mapping and to apply acquired knowledge in the further professional work

Syllabus.
Introduction. Definition the term 3d mapping, projection mapping and video mapping. Projection mapping techniques. Video mapping, spatial augmented reality. Software tools for 3d mapping: CGI, video compositing, VJ and mapping softwares, generative tools (visual programming languages). Hardware for 3d mapping. Spatial levels of mapping: object, interior, exterior. Basic tools in mapping software environment (Resolume/Madmapper)

Required Reading:
Relevant literature in English, tbd

Weekly Contact Hours: 2	**Lectures: 2**	**Practical work: 0**

Teaching Methods:
Teaching is conducted through lectures and computer+ projector exercises. During the exercises the student is required to do practice-oriented tasks. Knowledge check takes place through the exam, where student is required to do the 3d projection mapping instalation

Knowledge Assessment (maximum of 100 points):

Pre-exam obligations	points	**Final exam**	points
Attendance			
Computer exercises			
Tests (4x)			