

Series Editor
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Image Beyond the Screen

Projection Mapping

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Color section



Figure 1.1. Evolution of the queries of the keyword “video mapping” in French on Google from 2004 to 2019 (source: Google Trends, 2019)



Figure 2.1. *Laterna Magika, Cube*, director Pavel Knolle, National Theater of Prague, Czech Republic (source: photograph by Benjamin Peguero)



Figure 2.2. Creative KAOS Management, *Celebremos Campeche* projection mapping on El Palacio Centro Cultural, Campeche, Mexico (source: photograph by Justyna Łabądz)



Figure 5.1. The resident is equipped with an eye-tracker during a work session (source: Chloé Rougier)



Figure 6.1. Launch of Modulo Kinetic Designer, at ISE (photo credit: Holymage, 2017)

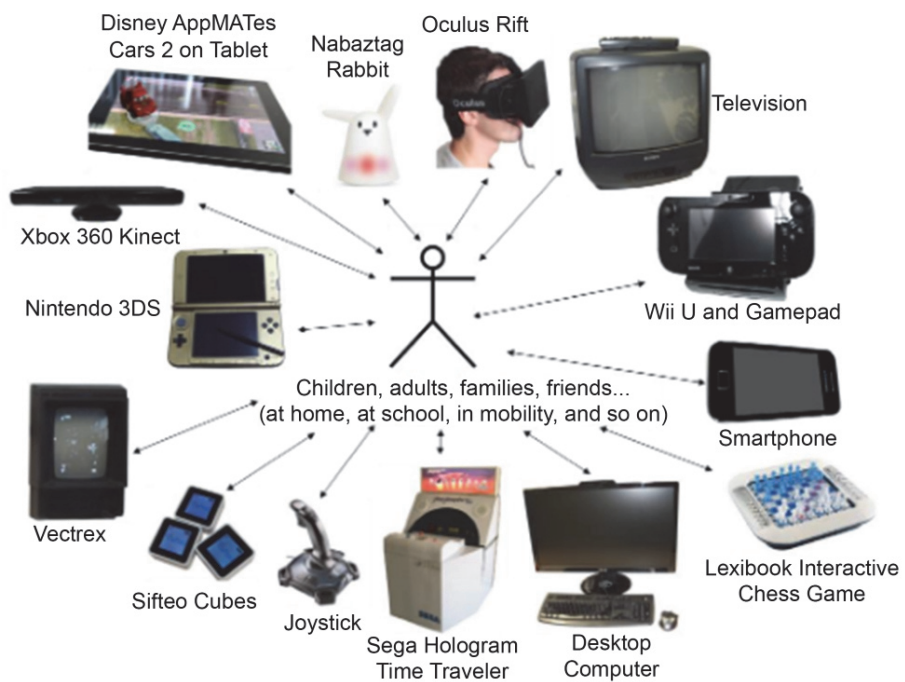


Figure 7.1. Different types of displays associated with video games
(source: Alvarez et al. 2014)



Figure 7.2. Game console: Projector Mega Video Game/Light Games
(source: Playtime 1988)



Figure 7.3. RBG Racers (source: Play-Foul 2014)



Figure 8.1. *The rotary table (source: Nicolas Lissarrague)*



Figure 8.2. *The control box (source: Nicolas Lissarrague)*



Figure 8.3. *The complete system during a shooting session (source: Nicolas Lissarrague)*

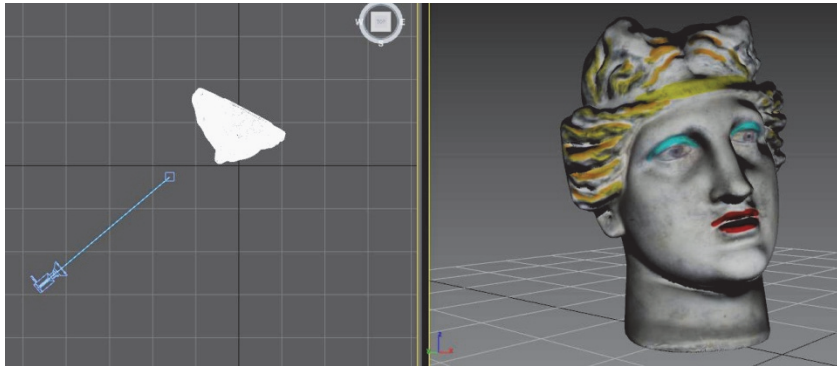


Figure 8.9. *Projection of the Diffuse texture retouched (left: view from above of the position of the 3D object and the projector; right: visualization of the result)*
(source: Nicolas Lissarrague)



Figure 10.1. *The "factory of the future" approaches in the world*



Figure 10.2. *The “factory of the future” approach in Europe*



Figure 10.4. *Steve Mann and the Eye Tap (source: Steve Mann Photo: Richard Howard; Time Life Pictures; Getty Images)*

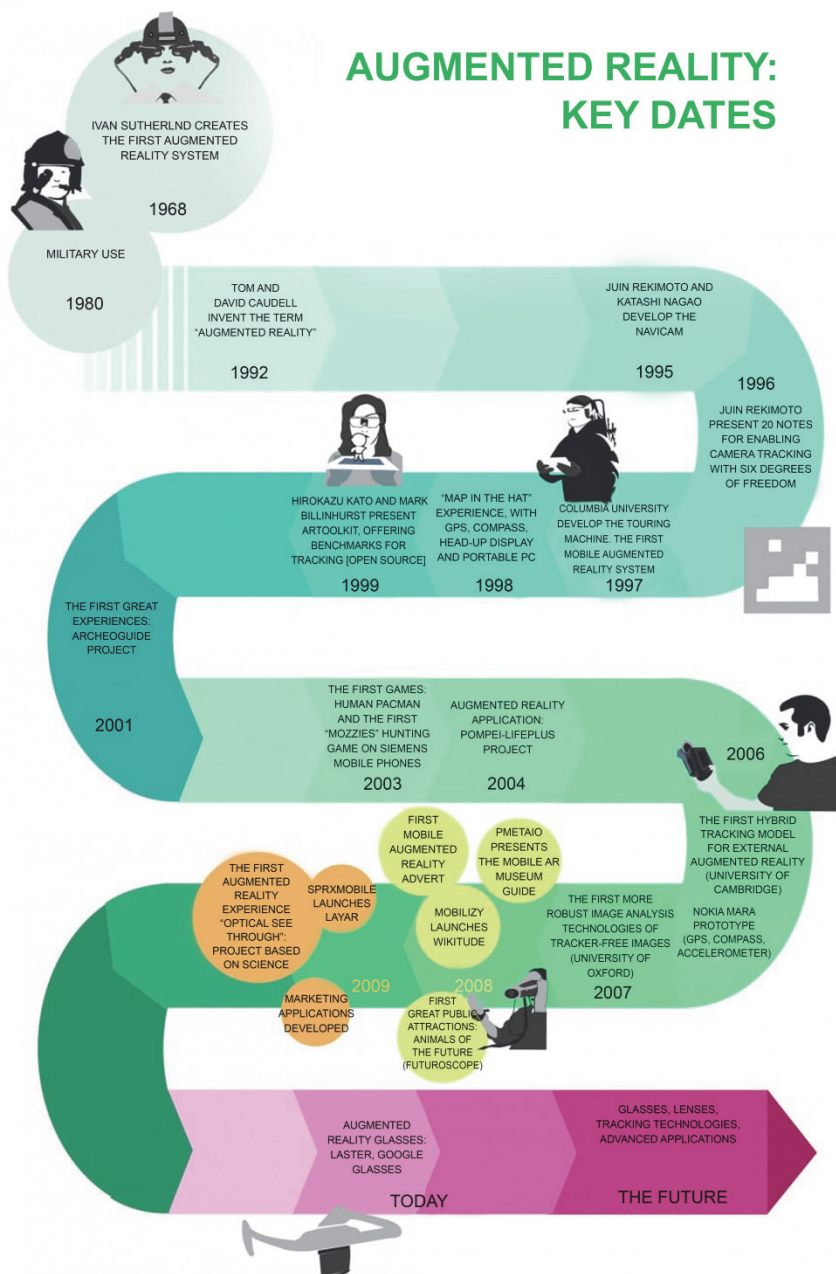


Figure 10.6. Some key dates in augmented reality (source: computer graphics by Manon Boschard and Lucas Zapata)



Figure 10.7. *Three views of a video mapping assembly device for a motorcycle engine*



Figure 10.8. *Airframe assembly video mapping*



Figure 11.1. *Cité Mémoire, a Montreal project. Various projections illuminate the urban heritage, public spaces and even trees (source: Montreal en Histoires; photo: Jean-François Gratton)*

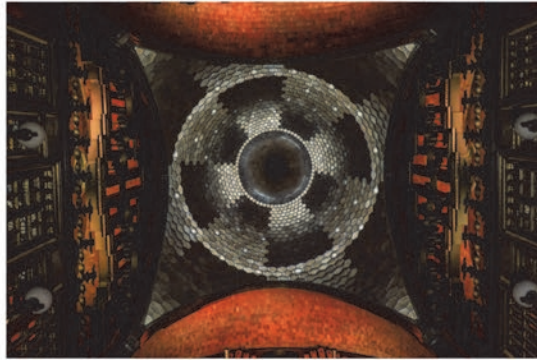


Figure 11.2. *Parabolic Gaudí at Palau Güell, 2018 (source: Playmodes Studio)*



Figure 11.3. *Frescos of the apse of the church of Sant Climent de Taüll, in Catalonia, reproduced in the Taüll mapping 1123, 2013 (source: Playmodes Studio + Burzon*Comenge)*



Figure 11.4. *Terracotta warriors rediscover their colors in the exhibition "The First Emperor – China's Terracotta Army". at the Moesgaard Museum, 2015 (source: CAVI, Aarhus University)*



Figure 11.5. *Memory Collector highlights the structure of the first collector sewer built in North America as well as the memory of Montrealers, while providing an experience for visitors to the Pointe-à-Callière Museum in Montreal (source: Moment Factory)*



Figure 12.1. *Museum of Scientific Arts, Singapore* (source: <https://archibat.com/blog/3179/>)



Figure 12.2. *Vuitton Foundation*



Figure 12.3. *Remains of Timgad (source: Araibia Amine)¹*

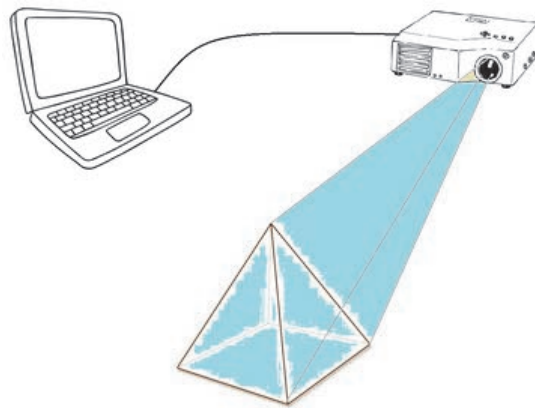


Figure 12.4. *Projection mapping (source: A. Pogoda)*

¹ Timgad or Thamugadi (Marciana Traiana Thamugadi colony in Latin), nicknamed the “Pompeii of North Africa”, is an ancient city located on the territory of the eponymous municipality of Timgad, in the wilaya of Batna in the Aurès region, in northeast Algeria.

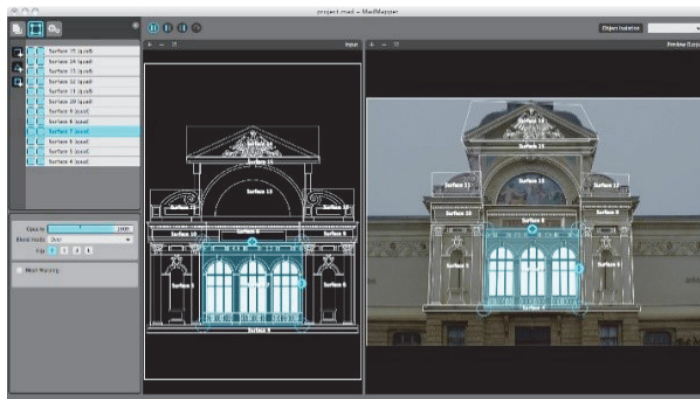


Figure 12.5. *Madmapper, projection mapping software²*



Figure 12.6. *Celebration of lights in Lyon³*

² Source: www.legatomusiccenter.com/store/madmapper.

³ Source: ww.lonelyplanet.fr/sites/lonelyplanet/files/media/article/image/hotel-ville-lyon_0.jpg.



Figure 12.7. *The Lexus advertising campaign*



Figure 12.8. *Lyrical perspective in Lyon (source: 1024 Architecture)*



Figure 12.9. *Projection mapping on the astronomical clock in Prague*
(source: 1024 Architecture)



Figure 12.10. *Mapping on the works of the painter Murillo in Seville*



Figure 12.11. *Projection mapping of Seville City Hall*



Figure 13.1. (a) Overview of the various contest projects at the Circle Light Festival 2017. From left to right: Julia Shamsheieva, Global Illumination, Shuka Studio, Romera, VJ Fader & Players, Chema Siscar, Antaless Visual Design, Ouchhh, Skgmedia



Figure 13.1 (continued). (b) Overview of the various contest projections at the Circle Light Festival 2017. From left to right: Julia Shamsheieva, Global Illumination, Shuka Studio, Romera, VJ Fader & Players, Chema Siscar, Antaless Visual Design, Ouchhh, Skgmedia

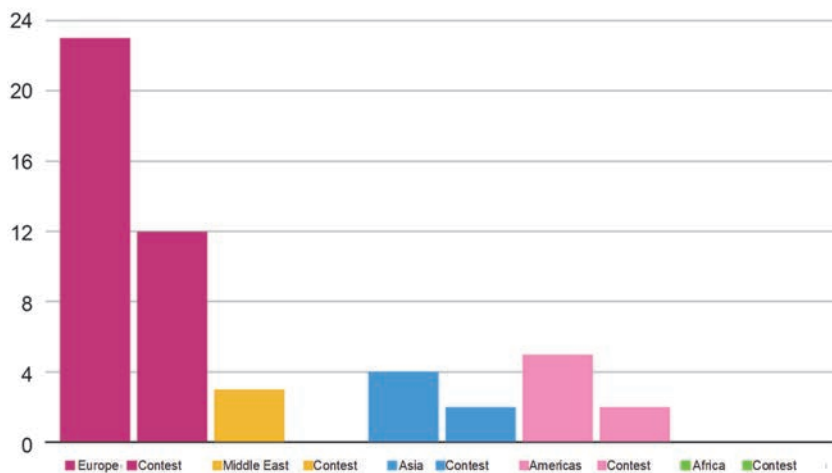


Figure 13.2. *Distribution of the number of festivals by continent in 2018*



Figure 13.3. *Nationality of the European winners in the 2018 contests*