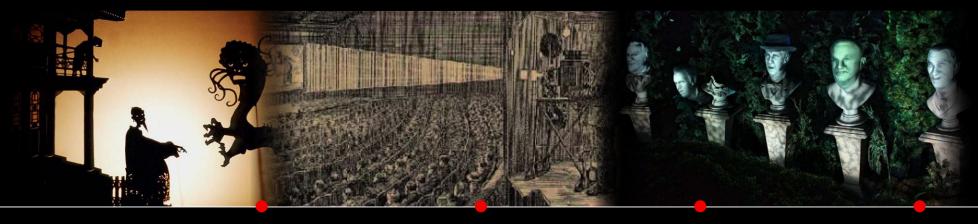


Then



1800 1900 1950 2000

The creative use of light, images and canvasses can be found even in the earliest examples of story-telling entertainment, like shadow puppetry or phantasmagoria shows with magic lanterns.

During the technological revolution of the 19th century, projection was introduced to the larger public with movie screenings. The first to present projected moving pictures to a paying audience were the Lumière brothers in 1895.

Soon cinema projection became a medium of mass entertainment and narrative communication.

With the arrival of televisions, and the ability to watch movies from the comforts of their own homes, audience expectations grew and the entertainment industry moved towards more immersive experiences.

The Disney company was a pioneer in the use of projectors to bring stories to life in a unique and immersive way. From the 360° Circarama theater to the first real example of 3D projection mapping. I.e. in the 1960s, the images of human faces were projected onto animatronics in the Haunted Mansion ride to make the lifeless busts look animated.

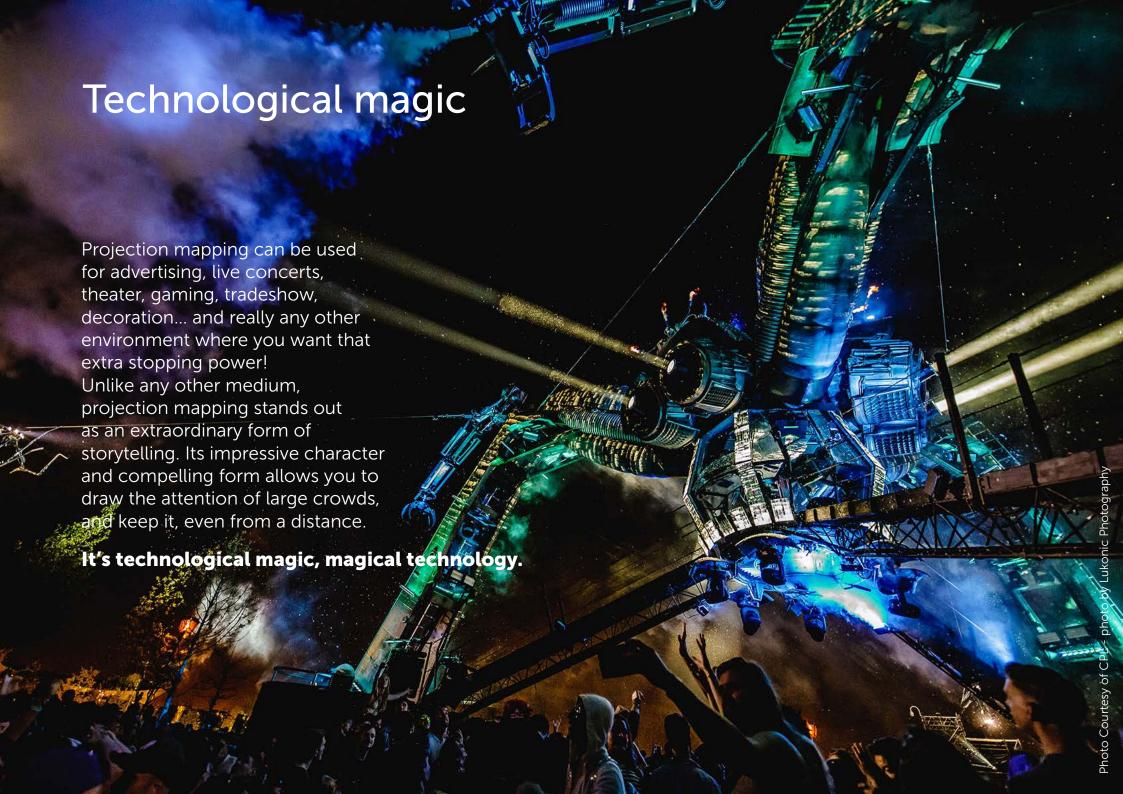
Now



Since then, projection mapping found its way into various entertainment applications. Interactive dark rides, immersive museum exhibitions and spectacular theater staging. As the technology and projectors became more powerful, so did the ambition of the designers. The projections grow in scale and complexity.

Today projection mapping is especially popular as an urban art technique using public buildings and iconic landmarks as canvasses.



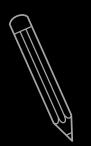


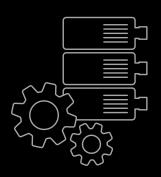
From idea to stage

From start to finish. From idea to stage. This is how a projection mapping comes about.

IDEA > DESIGN > SET-UP > STAGE









Everything starts during the first brainstorm with that one person who says: "Hey guys, what if we project a gigantic dancing teddy bear welcoming the children to the new toy museum". Or "What if we visualize the city's history on a mountain in the dessert?".

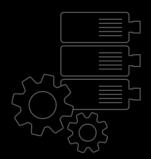
Let your imagination run wild.

And then you're off! Turning those 'what ifs' into memorable realizations.

IDEA > DESIGN > SET-UP > STAGE

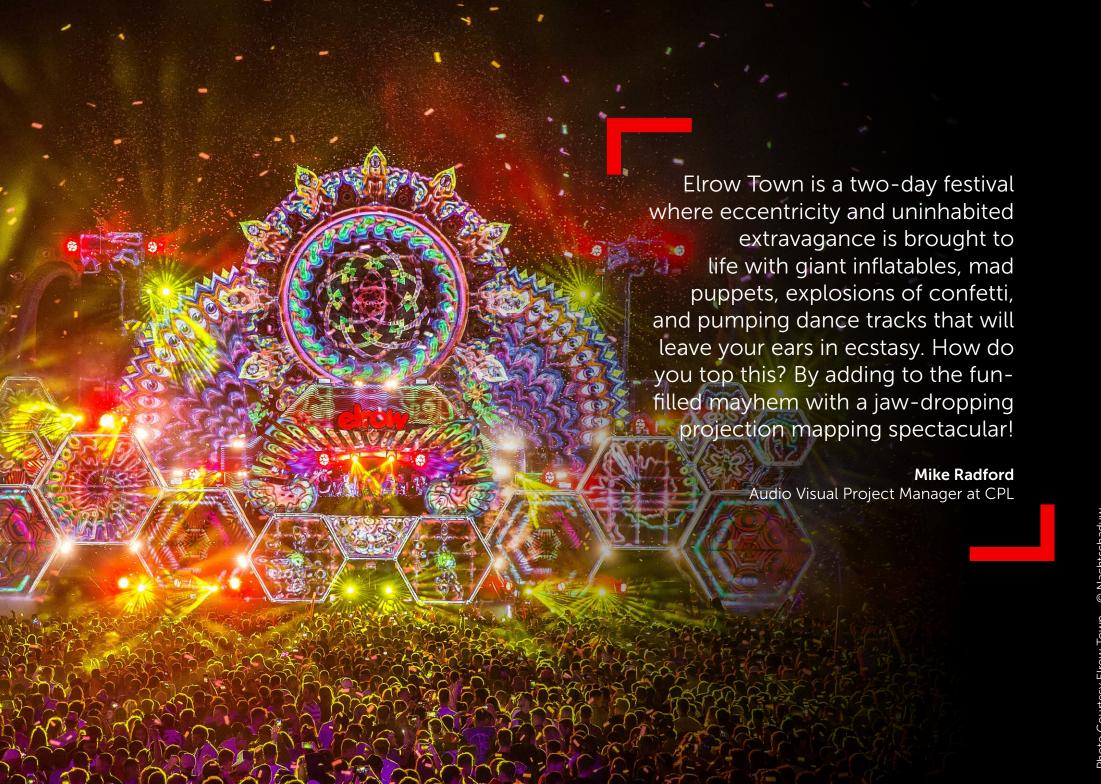






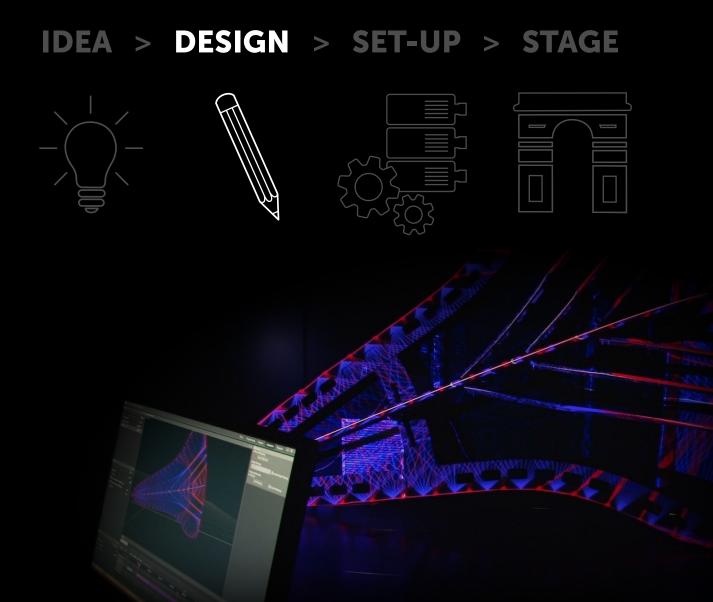






It goes without saying that there's a significant difference between projecting a 2D image onto a flat and uniform screen, and projecting onto medieval façades or monumental constructions which can vary in form, color, structure, etc. That's why projection mapping requires specialized software for content creation and previsualization.

The software integrates all necessary data of the imaging object and the surrounding to build up the project virtually. The previsualization teaches you a lot on how the light falls on certain angles and what the content looks like from different perspectives. This might save you lots of time and effort during the set-up itself.





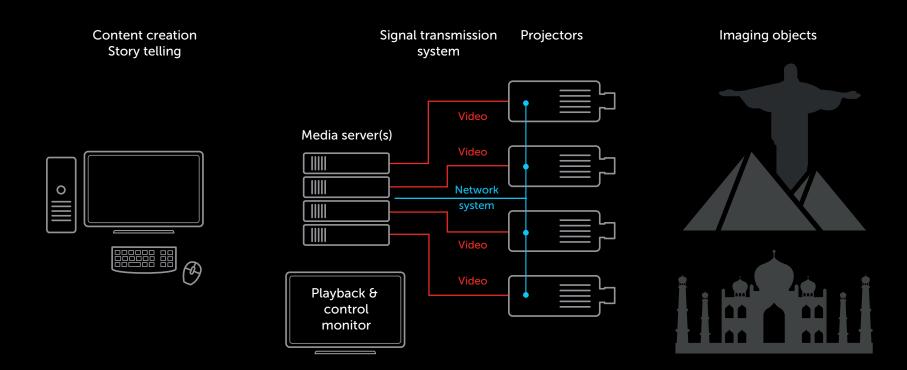
And then it's time to scale it up. First, you'll need a processing system or media servers. These devices make sure the live projection mapping goes as planned, and the content hits the imaging object on all the right spots.

And ultimately, after putting all this hard work (and money) into show design and content creation, you need superb projection hardware that does justice to your efforts and brings your projection mapping to life in the best possible way.

IDEA > DESIGN > SET-UP > STAGE



What's included in a typical set-up?



Relying on our track history of four decades in projection technology, the following pages of this e-book will be dedicated on the projection requirements to make your projection mapping successful.

For more indepth and technical information on how to set-up a professional projection system for mapping, read our whitepaper.

If you're interested in more details on the other aspects of the chain, don't hesitate to reach out and we can put you in touch with one of our partners.

Here it is: your imagination come to realization.

From the creative design of mesmerizing video content, to the preliminary virtual renderings and intricate preparations of the installation, and eventually to the jaw-dropping live performance. When each part of the chain supports the other, it lifts your projection mapping to the next level.

IDEA > DESIGN > SET-UP > STAGE

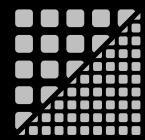




Challenges when dealing with a million of pixels

Here are four important elements to keep in mind when choosing the right projector for your projection mapping. **#1. BRIGHTNESS**

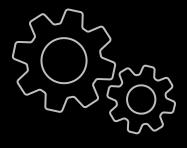
#3. RESOLUTION



#2. COLORS



#4. PROCESSING



Fight light with light

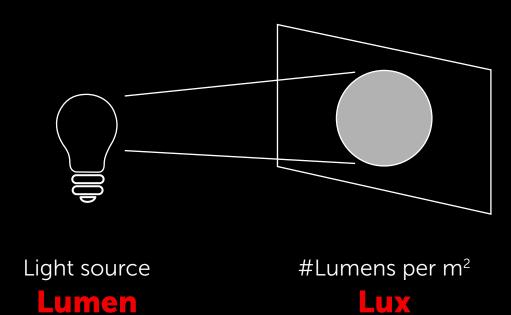
Most outdoor projection mappings take place in the evening. Why? Because the sunlight affects the projection quality significantly. The external light conditions of your projection environment play a big part in the decision process. A high amount of ambient light will increase the request for more projector brightness.

For other applications in more dark environments, like indoor mappings on theatrical stages, brightness is less crucial, but nonetheless still an important criterion.



Lumens vs lux

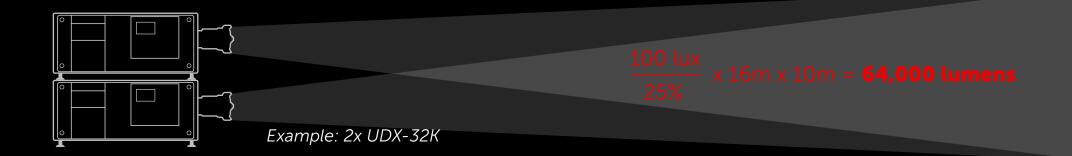
Lumens is the amount of light emitted by the light source. But also not unimportant in deciding on the brightness of your projector is the projection distance and canvas width. That's when we talk about lux, which is the amount of light spread on the projection surface. In short, it's lumens per square metre.



How bright should you go?

You can calculate the basic need of light output for your projection with following formulae. In order to reach sufficient brightness you might have to stack multiple devices.

$$projector\ light\ output = \left(\frac{requested\ lux\ level}{\%\ surface\ reflectivity}\right) x\ width\ x\ height\ of\ projection\ area$$



See the light

Projection mappings are all about exposure. They're out there to impress everyone watching. Everyone! That is the live spectators standing open-mouthed in front of the canvas, but also viewers watching a recording online or on their television.

Taking in to account the basic viewing and broadcasting conditions, a higher projector brightness will get you better results. Notwithstanding, there are also other factors influencing the on-camera performance of your projection.

#2. Colors

Cover colors with more colors

A classic projection screen is typically white, because this reflects the projected light optimally. The image objects of projection mappings, however, come in all kinds of colors!

Now imagine trying to project an amazing bright blue underwater scenery on an industrial red brick façade. Your projector will need a high color performance to overrule the original colors of the building.

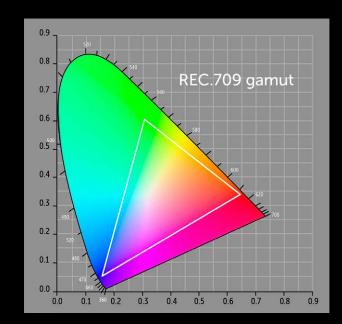


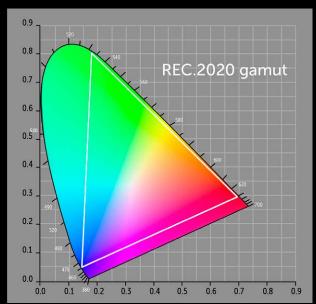
#2. Colors

Color gamut explained

The term color gamut is used to indicate how accurately a device can reproduce a certain range of colors from the entire color spectrum.

The most used way to represent color accuracy is by comparing color gamut triangles on the chromaticity diagram. The bigger the area that is covered by the triangle, the better the visualization device is at (re-)producing colors. For projection mappings a wide color gamut (REC.709 or more) is recommended for a realistic color reproduction of your content.





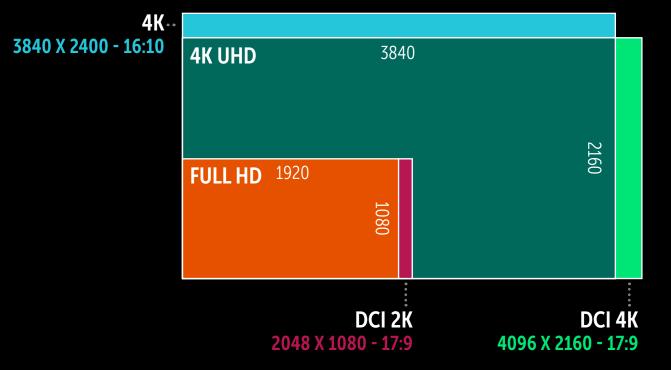
#3. Resolution

More pixels, more details

Higher resolutions convey more details and better image quality. Especially for indoor mappings, where audiences are often closer to the imaging object, a high resolution and accurate details are important to improve the overall experience.

Important to remember is that the resolution of your content is always limited to the maximum resolution of your projector.

A WUXGA device will simply never be able to reproduce a 4K video. So resolution is definitely worth taking into consideration to realize the envisioned results.



#4. Processing

A perfect mix of virtual images with the physical world

There are limits as to how much canvas one projector can cover. You can't project on, for example, the 420.000m² surface of the Hoover Dam with just a single projector. No. In many projection mapping cases, you will need multiple projectors. That's more pixels and more lumens for a truly immersive 3D effect.

And that's when things get critical, because you want those projectors to align perfectly and build a seamless image. As discussed earlier, preliminary studies on 3D models and a perfect physical set-up of the projectors certainly help, but what's really key here is relying on the right blending and warping software.



#4. Processing

Edge blending

Edge blending is the alignment of the projectors to remove the visible borders of the overlapping images for a seamless viewing experience.

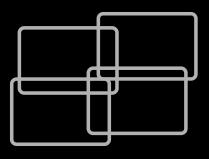
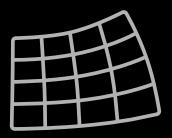


Image warping

Projector warping, also called geometric correction, is the process of digitally manipulating the image data to make it look correct on the specific projection surface or shape.







Checklist: How to choose the right projector?

BRIGHTNESS
COLORS
RESOLUTION
PROCESSING CAPABILITIES

For more technical details on projectors, check our <u>projection mapping whitepaper</u>.

Barco solutions

Projectors

With a wide range of **brightness** and **resolutions**, and incredible **color accuracy** our projectors are able to cover varying surfaces.

1-chip laser phosphor projector

3-chip laser phosphor projectors

3-chip RGB laser projector







F80

- From 7K to 12K lumens
- Highly saturated colors that meet the Rec. 709 color space
- Versatile and ultra silent for indoor installation

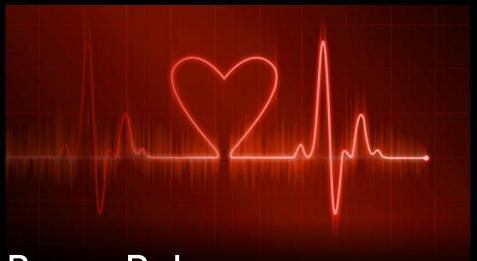
UDM & UDX

- From 15K up to 45K lumens
- Stunning colors outperforming Rec. 709 spectrum
- Compact size saves time in installation and transportation

XDL

- Up to a massive 75K lumens
- Ultra-crisp contrast and extraordinary Rec. 2020 colors
- Life-like images with native 4K resolution up to 120Hz

Our projection line is also accommodated with all the necessary tools to enable efficient ways of working.



Barco Pulse

The beating heart of our projectors

- 4K Ultra High Definition (UHD) processing
- High-quality warping and blending capabilities embedded in the projector software
- Market leading lowest latency as all image processing is done through the proprietary Barco Single Step Processing technology.
- An intuitive user interface which allows you to set up your installation quickly and easily



- **Enhanced remote fleet management**
- Cloud-based storage of projectors' usage data and their light-source run-times for stress-free administration
- Live dashboard gives real-time information on the operating and environmental conditions of the projectors for effective device analysis
- Access on any device with internet access

Lenses

We have a full range of lenses available for various throw distances.

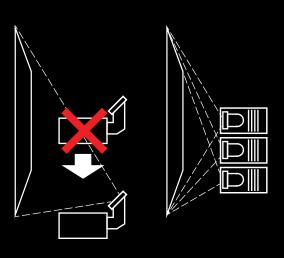
Lens shift

With our wide lens shift, you fit your equipment to the show, not the other way around.

Orientation

Thanks to the 360° orientation flexibility of our projectors, and the additional rotation capabilities of the UST lenses, stacking is a piece of cake.







Presentation switchers

With performance second to none and ultra-low latency, our video processing and presentation switchers are the benchmark in the industry for image and processing. Their modular and future-proof architecture makes them perfect for all events. Size the system to your event.



Supporting native 4K input and output, the E2 is the first screen management system to manage 4K projector blends with refresh rates up to 60Hz with full 4:4:4 color sampling and 12bit processing. A truly versatile system, it offers sixteen 4K inputs and eight 4K outputs for full show control within a single box.

The S3 is the E2 image processor's more compact sidekick. Under the hood, however, it boasts the same processing performance, image quality, flexibility and rugged durability. In short: all the tools you need to create a stunning live experience, in a single compact and roadworthy housing.

The PDS is designed to meet today's requirements for a high-quality, easy-to-use and fast seamless switching with more digital inputs at an affordable price. Thanks to its straightforward setup and operation, the PDS is a perfect fit for smaller to mid-sized setups.

Qiddiya

Saudi Arabia is an ambitious nation with a vision! More specific Vision 2030. With this national blueprint they are building on a vibrant society and a thriving economy with a strong focus on tourism and recreation. A first major realization was revealed to the public with a giant mountainside projection on the Tuwaiq mountains during the closing ceremony for the Dakar rally 2020. 84 (!) UDX-W40s were used to transform the mountain surface into a dramatic backdrop.

The challenges of projecting a uniform image on a natural canvas with an irregular structure are manifold. The key factor to success was the active collaboration between Barco and the other involved parties throughout the entire journey – teaming up together from prior studies of the mountain, to content design, projection setups with specially developed mounting kits and eventually the live show. In the end onlookers were amazed with the mind-blowing result.

Barco solution:

UDX-W40

Key benefits:

- Stunning experiences thanks to high-brightness images
- Outstanding color performances
- Robust design to withstand the outdoor desert environment

Read more >



Atelier des Lumières

Barco and Culturespaces have an impressive record together teaming up towards innovative and immersive multi-media museum experiences. In their Atelier des Lumières (Paris) they immerse visitors in an alternate world filled surrounded by images and music. Thanks to very large-format projection mappings that cover the walls, the floor and the ceiling in high definition, the art lovers walk right inside the works. About 140 Barco laser projectors are now used to depict thousands of extremely precise and detailed images on a surface area of 3,300 square metres.

- Razor-sharp quality depicting the art works in the most lifelike way possible
- Images that run 24/7
- The perfect priceperformance ratio

Read more >



The Xiahuayuan District in the city Zhangjiakou has an extensive history. It was once a Royal Garden, was home to a coal-fired power plant for many years and has also been converted into a heat-generating unit. Today, there are plans to draw tourists to the area by establishing it as a landmark. And the Local Real estate Company- Ansheng Group decided to do this with a 3D mapping show broadcast on three cooling towers. They asked Barco to help make the project come to life.

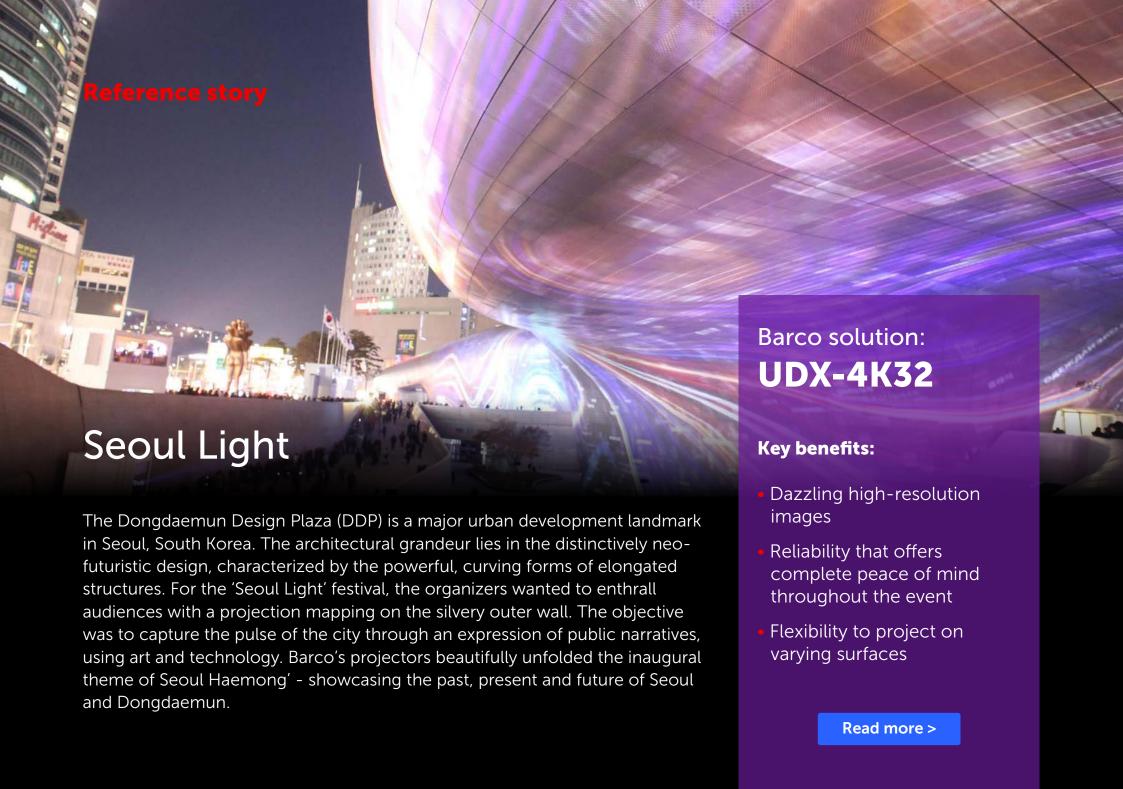
The projections included a dragon that burst out of the tower, an enormous whale in an undersea environment and tower bricks that realigned themselves at will. The outside of the tower even stretched like fabric before crumbling into dust. It all looked authentic, but once the presentation finished, the tower was still standing there, as sturdy as ever, without a single dragon in sight.

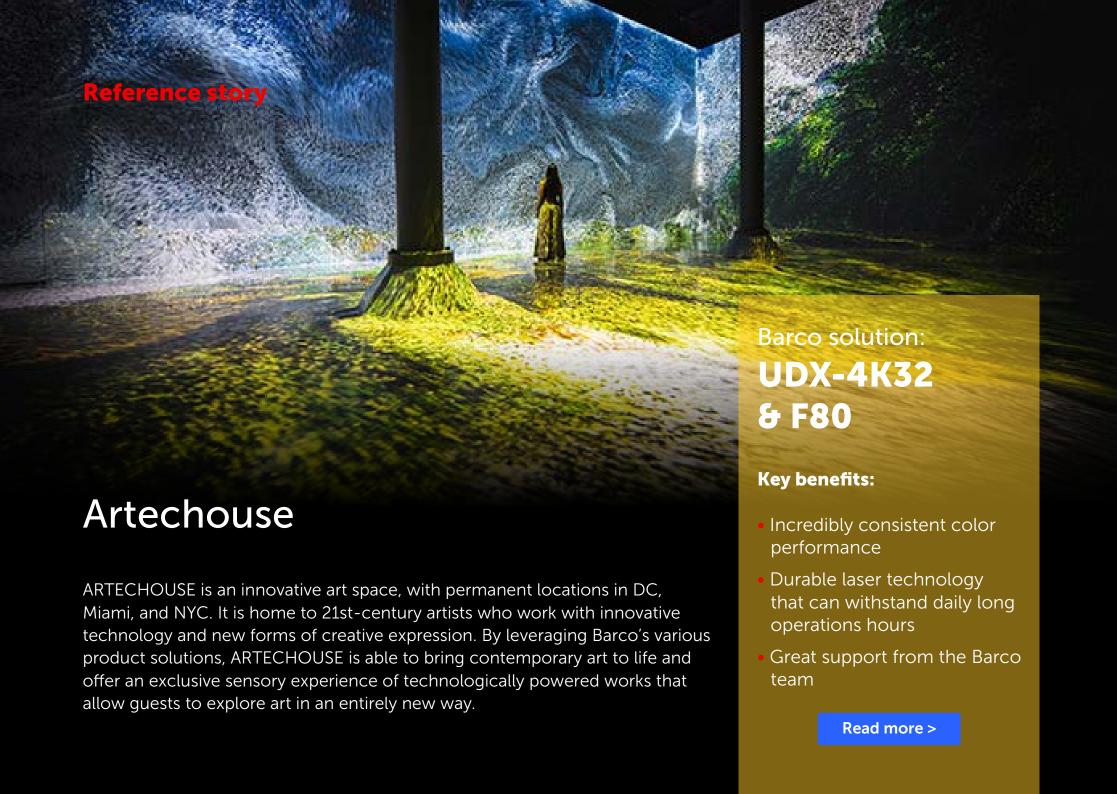


Key benefits:

- Constant brightness and the widest color spectrum
- Breathtakingly sharp and focused images
- Professionalism, service and speedy response of the Barco team

Read more >





Conclusion

Projection mapping is the key towards strong storytelling, innovative marketing and just all-round entertainment. However, it does require skills and well-thought-out planning to create that visual feast you envision.

Only by using the right technology, can you do justice to your specifically designed breathtaking content. And with equipment that excels in flexibility, no set-up is too challenging.

Thanks to Barco's visualization solutions you can let your creativity run free and get that mind-blowing result you had in mind!

Discover our solutions at www.barco.com/projection-mapping

Or <u>get in touch</u> to discuss how Barco can help you with your next projection mapping.

