

## **L5 MMP**

### **VIDEO PRODUCTION**

#### **HOMEWORK**

1. Analyze how projection mapping differs from traditional flat-screen projection in terms of surface usage and visual impact.
2. Examine how different applications of projection mapping (events, architecture, advertising, art installations, product launches) influence content design and technical requirements.
3. Analyze the benefits and challenges of projection mapping and explain how these factors affect planning and execution.
4. Analyze how surface geometry (flat, curved, irregular, dynamic) affects the choice of mapping technique and software.
5. Examine how material properties such as reflectivity, color, and texture influence projection brightness, clarity, and color accuracy.