

CTAN 466

Projection Mapping Design & Production

Explore the art of projection mapping while learning to design and create your own projects.

Instructor - Jordan Halsey / jhalsey@usc.edu



Art & Projection

Learn techniques for projecting on 2d or 3d surfaces, on objects or in a location. We will also explore how to render in real-time with Unreal Engine.

Touchdesigner projection software is supplied free for students.

Portable HD projectors used in class can be checked out by students.

Please email instructor with any questions: Jordan Halsey - jhalsey@usc.edu

