CS 91R: The Computational Image

Assignment 12: Projection

DUE April 29th at 11:59 PM

In this lab we will project one of our sketches from this semester onto the real world. We'll use the `p5.projection` library to transform one of our sketches for a custom projection surface.

1 Tasks

- Pick one of the previous labs and project it onto two custom projection planes (and show Keith).
- Report the homographies of the projection surfaces (inspect `mat.mat`).
- Work on your final project!

2 Challenge Problem

Use `p5.mapper` to project onto multiple surfaces at once.

3 Learning Objectives

- project onto the real world
- use homographies for keystone correction
- use `p5.js's` `applyMatrix`

4 Deliverables

1. Add your code to `sketch.js`.
2. Write about what you were able to accomplish and report your various homographies in the reflection (as a markdown document named `reflection.md`).