

Projection Mapping in MadMapper

Why use MadMapper?

MadMapper is a powerful tool for projection mapping, especially when working at large scales — like projecting onto a building facade. Unlike TouchDesigner, MadMapper isn't free, but a 30-day demo version is available. The demo is great for testing but won't let you save projects.

Our lab holds a limited number of full licenses. These cannot be installed on personal devices, but you can borrow a machine with MadMapper pre-installed — just contact us.

If you're working on a large-scale projection (anything over 3 meters), MadMapper's high-resolution output is ideal. Start by installing the DEMO version here:

<https://madmapper.com/madmapper/software>.

Software Setup

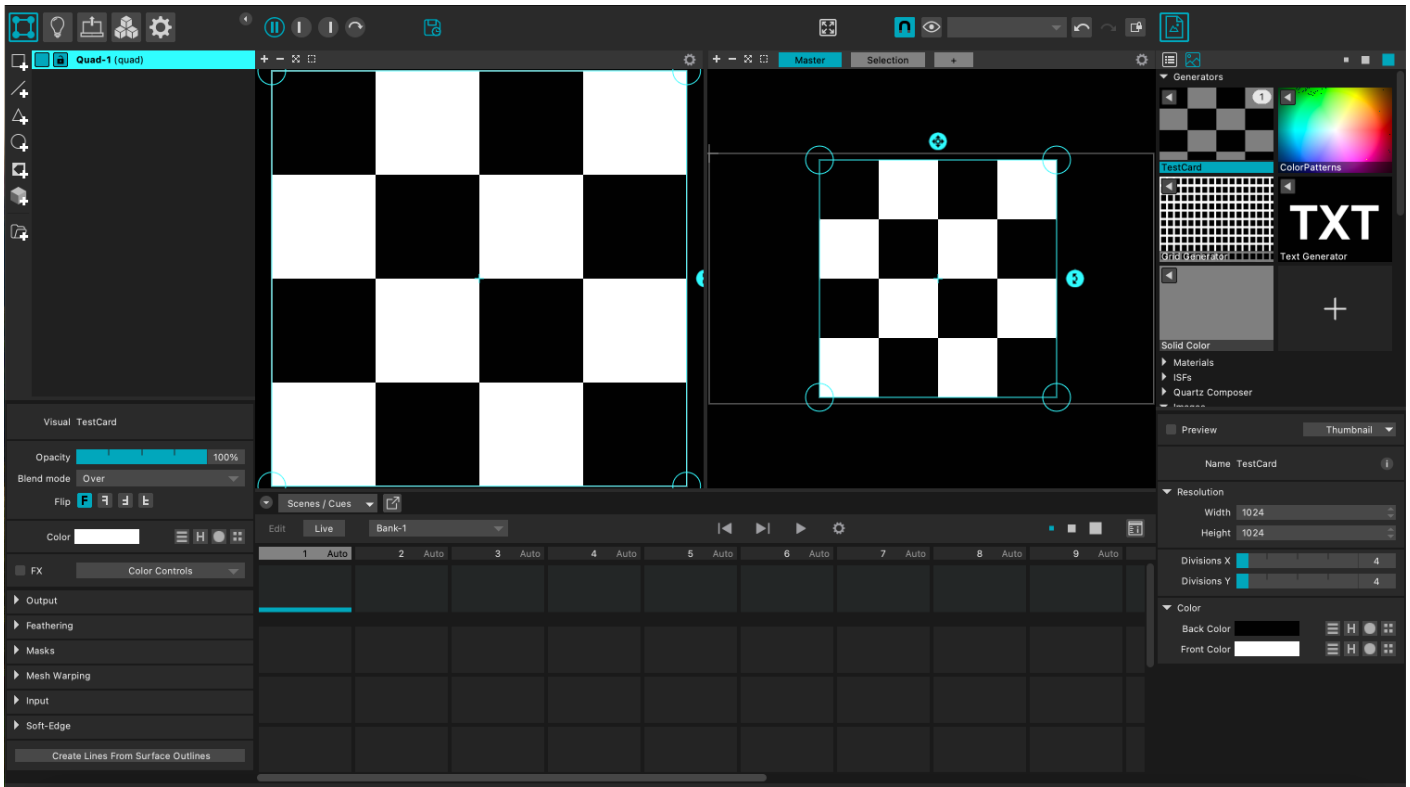
Before launching MadMapper, make sure your displays are not mirrored:

- macOS: Go to *System Preferences > Displays*, and uncheck "Mirror Displays".
- Windows: Go to *Display Settings*, and choose "Extend these displays".

Import your content

MadMapper comes with a few built-in visuals, but to add your own:

1. Click the + icon on the right side to import images or videos.
2. You can also use Syphon or webcams as live inputs.
3. Drag your imported content into the empty area on the left to start working with it.



Adjusting and Transforming

MadMapper's interface is split into two key areas:

- Left side: Edit content—resize, crop, rotate, etc.
- Right side: Map the content—adjust corners, apply masks, and shape your projection surface.

Project your output

- Click the **projector icon** (top left).



- Choose your projector from the list under **Output Destination**.
- Adjust the **Output Size** if needed, or let it auto-adapt.
- Enter **Fullscreen mode** via the *Output > Fullscreen Mode* menu or by pressing **Cmd + U** (use **Cmd + T** to exit Fullscreen).

More resources are also available here: <https://madmapper.com/madmapper/tutorials>.

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