

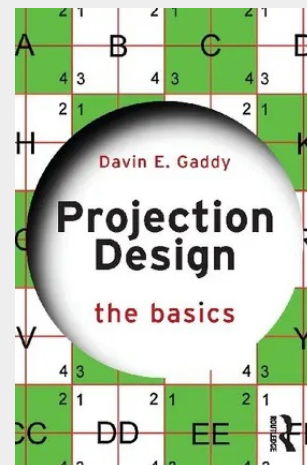
Gaddy

Projection Design

The Basics

Projection Design: The Basics explores the concepts of visual elements in live entertainment. It provides a conversational view of the fundamentals of projection design, from production meetings and the elements of visual design to the equipment necessary to make it all happen. This text examines the themes and theories universal to a wide range of topics, to provide a foundation for anyone interested in using video for their live production or those who are looking where to start as a designer. Topics covered include: - Methods of extracting visuals from a script and communicating them to production staff - Basics of visual design - Understanding human perception and how this influences design - How to choose the right equipment to build a system With a detailed glossary, basic formulas, and comprehensive explanation from start to finish, Projection Design: The Basics is an ideal primer for Projection Design courses, and will be of interest to anyone entering the field of projection and media design for the first time.

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