



May 8-10, 2025
25th anniversary edition
Disseny Hub Barcelona

OFFF COLLABORATIVE PROJECTION MAPPING GUIDE

To celebrate OFFF's 25th anniversary, we invite artists to create an art piece, animation, digital mural, or 3D mapping lasting either 15, 30 or 60 seconds.

Animations should follow a click track set at 125 BPM to ensure synchronization. This means:

- A 15-second animation will have 384 frames.
- A 30-second animation will have 768 frames.
- A 60-second animation will have 1536 frames.

This frame structure helps maintain a consistent rhythm across all animations and aligns seamlessly with the DJ set, which will be mixed at 125 BPM.

Feeling extra creative? You're welcome to extend your animation beyond these durations—just make sure to keep the 125 BPM tempo in mind!

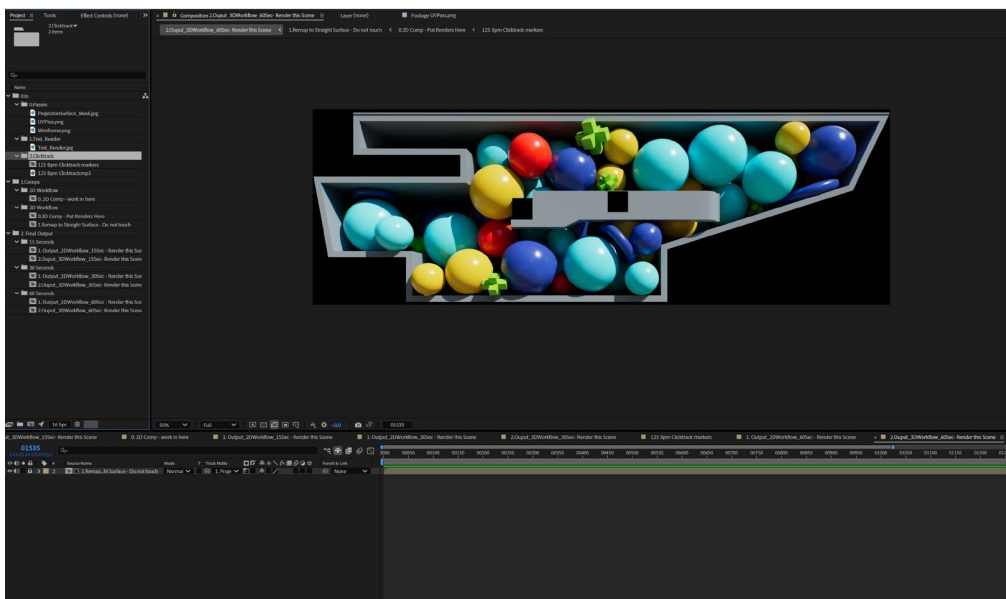
Once you've downloaded the creator kit, you'll find two folders:

Let's begin with the **DissenyHub_Projection_Template** folder:

Before opening the After Effects file, be sure to download the free **Pixmap plugin**. This is a donation-based plugin, so consider supporting the developer if possible:

<https://wunkolo.itch.io/pixmap?download>

The After Effects file in this folder is the one you'll use for your work and final rendering and will look like this:



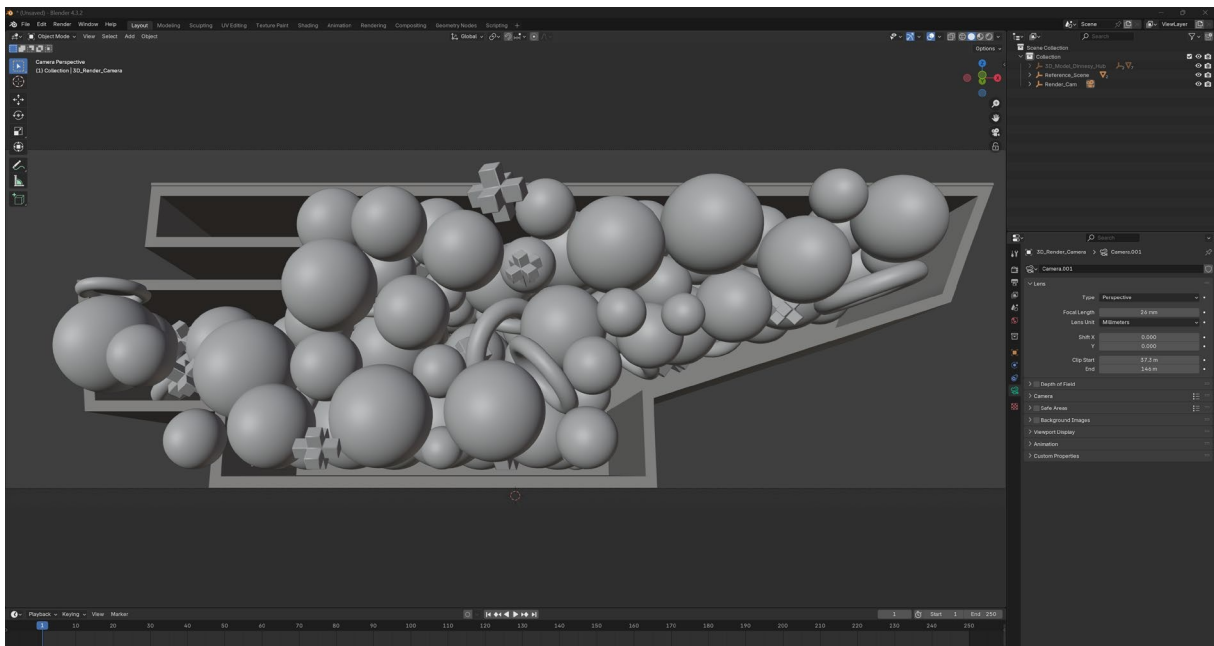


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2D Artists will work within the composition named **0.2D Comp – Work In Here**. This composition provides an orthographic representation of the mapping surface. The duration of the compositions corresponds to their 15, 30 or 60-second length. Do not change the duration of these compositions.

3D artists should place their renders in the composition titled **0.3D Comp – Put Renders Here**. A 3D model of the Disseny Hub can be found in the **3D Model** folder.

Upon opening the FBX file, it should appear like this:



- The render output is set to 3840 x 1300.
- The camera settings cannot be changed.

Additionally, you'll find:

- A reference scene for visual guidance.
- A 3D model of the projection surface of the Disseny Hub.

Your 3D renders can be imported into your After Effects project under **0.3D Comp – Put Renders Here**.

The Pixmap plugin we installed earlier ensures that your perspective view is straightened to an orthographic view in a non-destructive way. This allows for consistent exports between artists using the 2D and 3D workflows.



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Final Output:

Once your artwork is complete, export your scene using the Final Output compositions in your After Effects file.

2. Final Output	Folder		
15 Seconds	Folder		
1. Output_2DWorkflow_15Sec - Render this Scene	Composition	25	00000
2.Ouput_3DWorkflow_15Sec- Render this Scene	Composition	25	00000
30 Seconds	Folder		
1. Output_2DWorkflow_30Sec - Render this Scene	Composition	25	00000
2.Ouput_3DWorkflow_30Sec- Render this Scene	Composition	25	00000
60 Seconds	Folder		
1. Output_2DWorkflow_60Sec - Render this Scene	Composition	25	00000
2.Ouput_3DWorkflow_60Sec- Render this Scene	Composition	25	00000

Naming Convention and Export:

Before uploading your file, ensure it follows the appropriate naming convention:

OFFF_2025_ProjectionMapping_YourName(s).mp4

Export your file in MP4 format.

Keep in mind:

- Your work must be animated and designed for a large-scale outdoor display. Ensure that your animation can be visually striking at a large size. **Please use the provided template to facilitate content creation.**
- Content should be suitable for all audiences, with no explicit, violent, or offensive material.
- Please note that if the artwork contains sound, it will not be played.
- We will seamlessly integrate all contributions to produce a continuous loop for a collective show.
- The projection will be displayed on the Disseny Hub outdoor facade, overlooking Plaça de Santiago Pey.