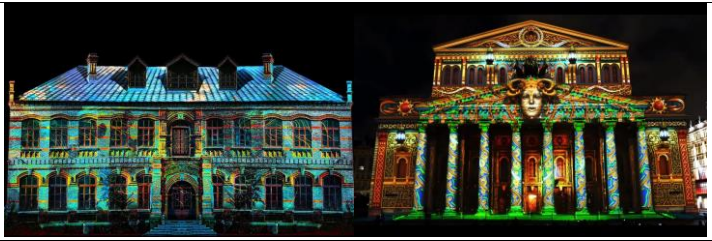


DMAF 2026 Online Lecture Video Curriculum

*Unreal Engine Version: 5.7v

Subject	Lecture Content	Duration	Learning Objectives and Example Outcomes
Introduction to Digital Media Art	Media Art and Projection Mapping	26:28	Creating projection mapping content using MadMapper 
	Introduction to the MadMapper Interface	32:09	
	Connecting Output Devices to MadMapper	08:21	
	Flat Surface Mapping	19:38	
	Line and 3D Object Mapping	16:52	
	Showcase Mapping	14:18	
	Creating Anamorphic Content	20:40	
	On-site Projection Mapping	10:11	
Unreal-Based Level Design	Basic Level Environment Setup	09:46	Designing 3D Spaces Using Unreal Engine 
	Landscape	20:57	
	Landscape Practice and Application	07:51	
	Applying the Water Plugin	29:18	
	Landscape Patch	14:16	
	Creating Landscape Materials	23:56	
	Setting Up Distance-Based Landscape Materials	36:08	
	Landscape Material Blending	18:40	
Character Animation Using MetaHuman	Basic MetaHuman Environment Setup	15:49	Creating Character Animation Using Unreal Engine Character Creation Tools 
	Creating a MetaHuman	20:18	
	Applying Clothing to MetaHumans and Setting Hair LOD	22:42	
	Retargeting & Body Animation	16:15	
	Facial Animation	12:50	
	MetaHuman Identity	14:53	
	Organizing Clothing with Chaos Cloth	35:08	
	Applying Cloth Physics	33:00	
Anamorphic Content Using nDisplay	nDisplay Rendering	21:50	Creating 3D Visual Content for Dimensional Displays Using Unreal Engine 
	Anamorphic Content Using Interior Spaces	19:27	
	Anamorphic Content Using Frames	13:48	