

Blending and Mapping in After Effects

Normally, you'll use AE to create your pre-blend map and raster - but, if you're a psychopath, you can bake in your blend / map / distortion in After Effects.

There is a workflow for that. It is:

- Plug the projector into the computer. Set it as an external monitor (not mirrored). Set Rez to native on projector and computer.
- Mac: turn off the menu bar (toggle system setting "displays have separate spaces" and reboot)
- After Effects: New Comp Viewer on comp that is the same rez as projector raster / default rez.
- Place that comp viewer on the projector screen.
- Lock the comp viewer so that whatever precomp you navigate to, it stays locked to the correct comp.
- Make Comp Viewer full quality (not half or quarter)
- Full screen that shit.
 - Press Command+\ for full screen
 - Press Shift+/- to make it 100%
- Here's a [forum thread about it](#). Again, some weird guy is posting about this who seems super smart, successful, and handsome.

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