

How to Use the Production Templates

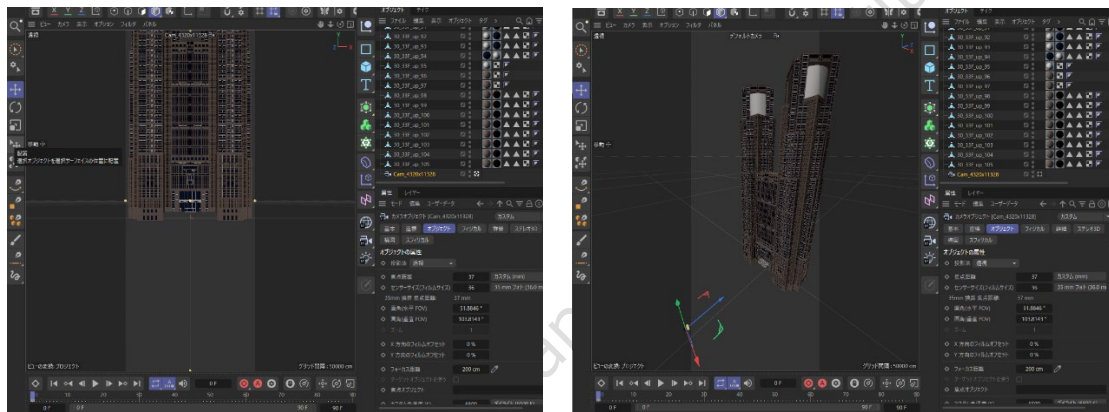
This competition offers both 3D and 2D templates for creating your work.
Please use whichever format best suits your production environment.

■3D Template (FBX / Blender / 3dsMax / Maya)

Resolution: 4320 x 11328 pixel

You may use the **FBX (universal format)** or the software-specific files provided.

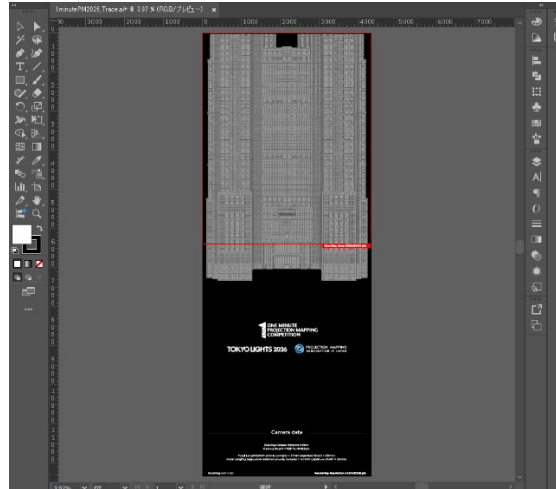
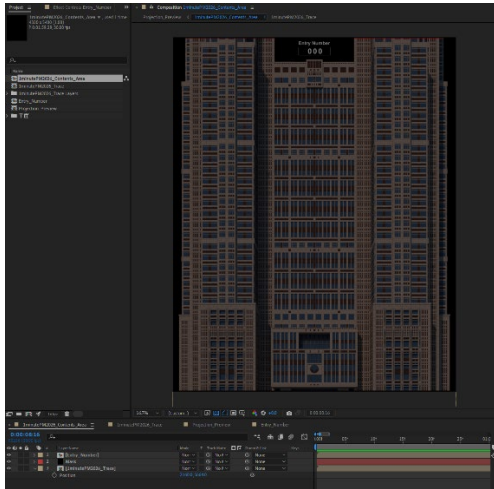
※The image below shows an example of how the file appears when opened in Cinema 4D.



■2D Template (After Effects / Illustrator)

Templates for **After Effects** and **Illustrator** are also available.

Please use them for asset creation, compositing, and final output.



■ Compositing (After Effects)

Please use **After Effects** for the final render.

The 3D data already includes an optimized camera position to prevent perspective distortion.

Because there is empty space at the bottom of the building, after importing your 3D-rendered footage into After Effects, please adjust it to the final resolution using the “1minutePM2026_Trace” composition. Please use **After Effects** for the final render.

▼ Preliminary Screening & Preview Submission

Use “Projection_Preview” to export the video for the preliminary screening and preview.

■ About the 3D Camera Position

If the camera position becomes misaligned for any reason, please reset it using the camera information provided below.

Camera data

Building-Camera Distance = 110m
Camera Height = 02F FL+948.5cm

Focal Length(Width priority camera) = 37mm (Aperture Width = 36mm)
Focal Length(Longitudinal direction priority camera) = 14.11mm (Aperture Width = 36mm)

Modeling unit = cm Rendering Resolution 4320x11328 pix

■ After Effects Composition Structure

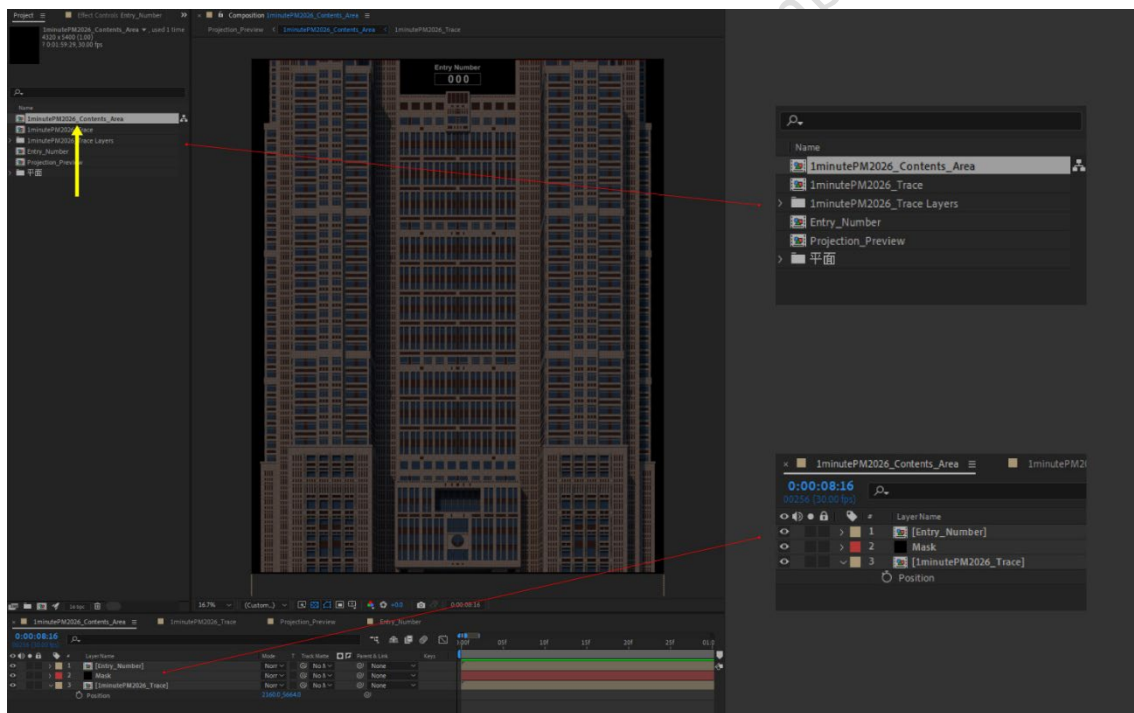
The provided project file includes the following compositions.

- ① 1minutePM2026_Contents_Area
- ② 1minutePM2026_Trace
- ③ Projection_Preview
- ④ Entry_Number

① 1minutePM2026_Contents_Area ((Resolution: 4320 x 5400 pixel)

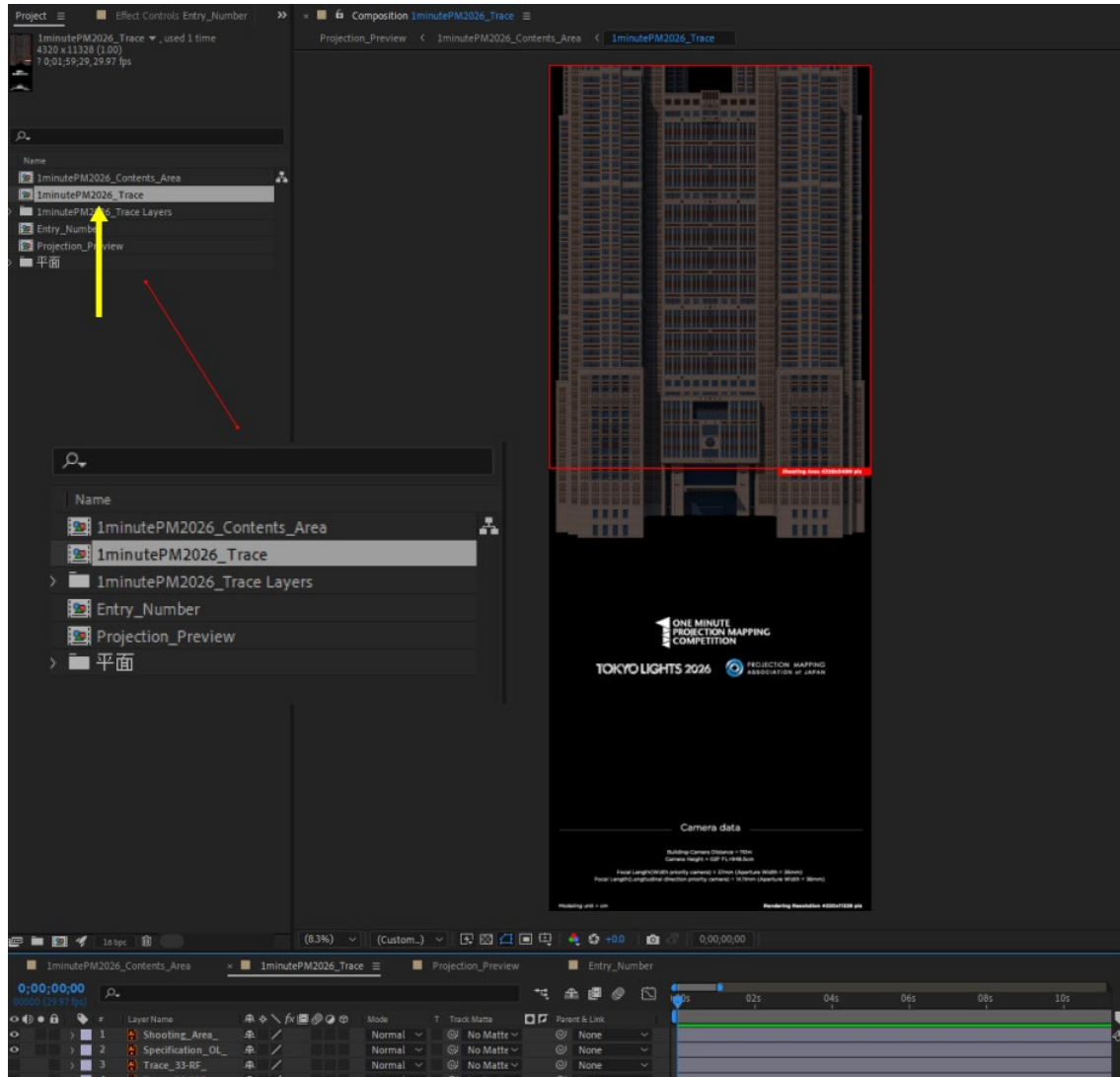
This is the base composition for creating your work, with the final output settings already applied.

Feel free to duplicate it as needed for your production.



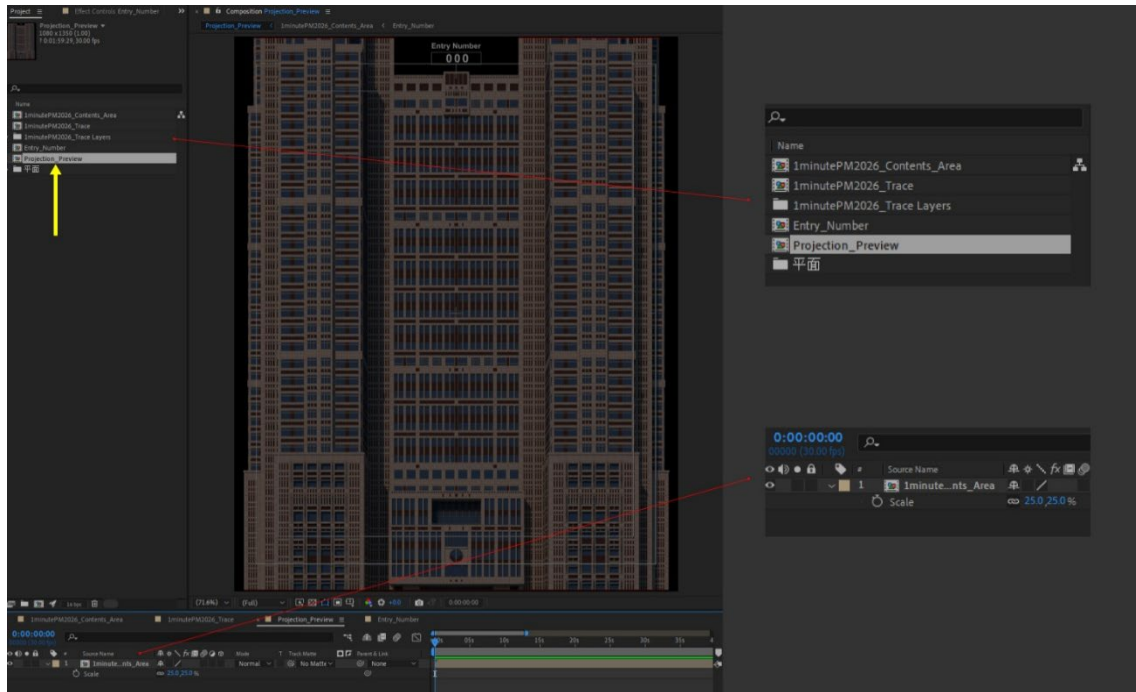
② 1minutePM2026_Trace (Resolution: 4320 x 11328 pixel)

This composition is used to align your 3D renders or Illustrator assets to the correct position.



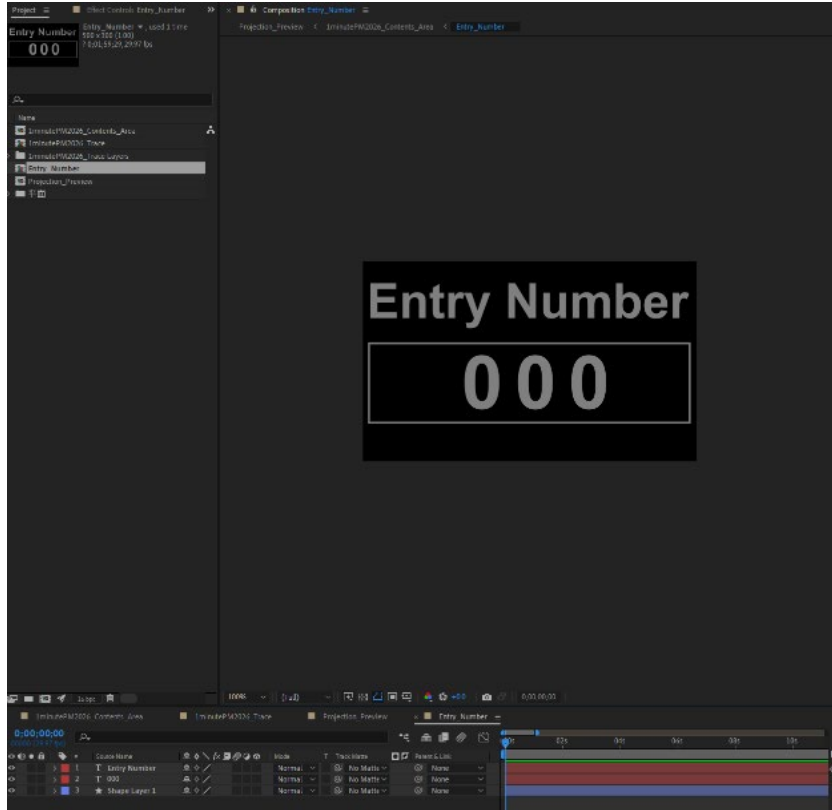
③ Projection_Preview (Resolution: 1080 x 1350 pixel)

Use this composition to export your preview video and the video for the preliminary screening.



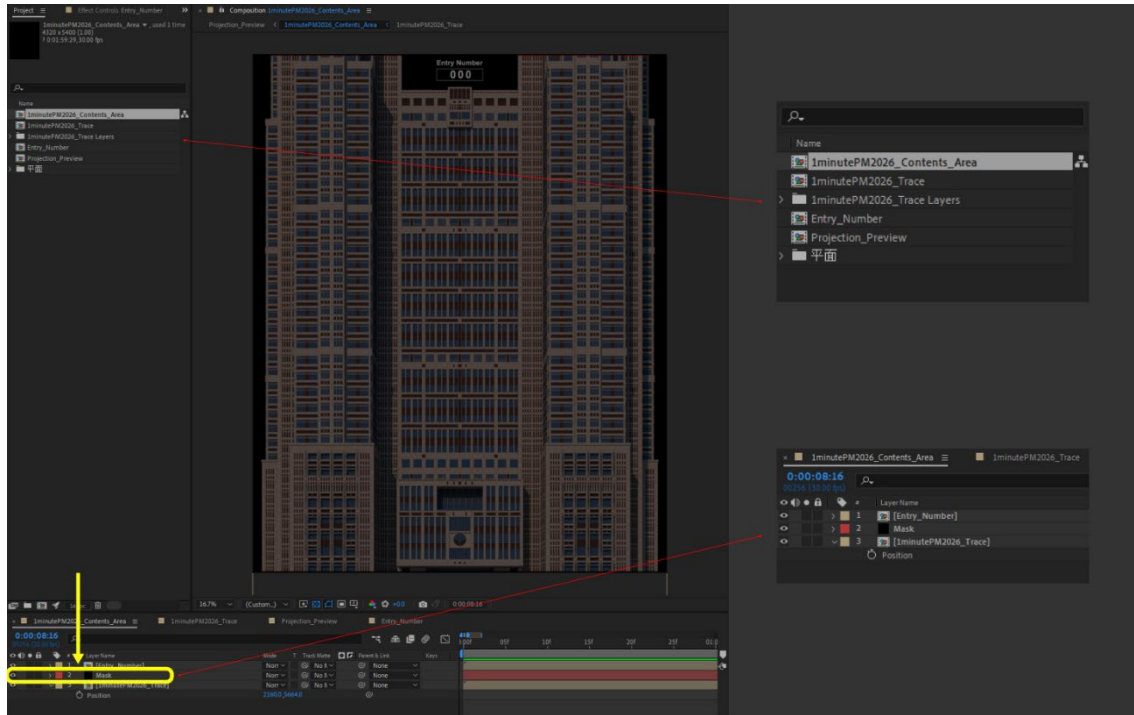
④ Entry_Number

This composition is used to insert your entry number into the video when submitting your work.



■ About the “Mask”

When exporting your submission video or capture image, please enable the **Mask** layer included in the After Effects project. After Effects project.



Final Notes

We hope this guide helps support your production workflow.

If you have any questions, please refer to the purpose of each composition and use them accordingly.

A video tutorial explaining how to use the templates will be released on YouTube at a later date.

Please subscribe in advance using the link below.

■ Projection Mapping Association of Japan – YouTube Channel

<https://www.youtube.com/@PMAJchannel>

■ Inquiries About Entry

<https://survey.zohopublic.com/zs/04ERsO>