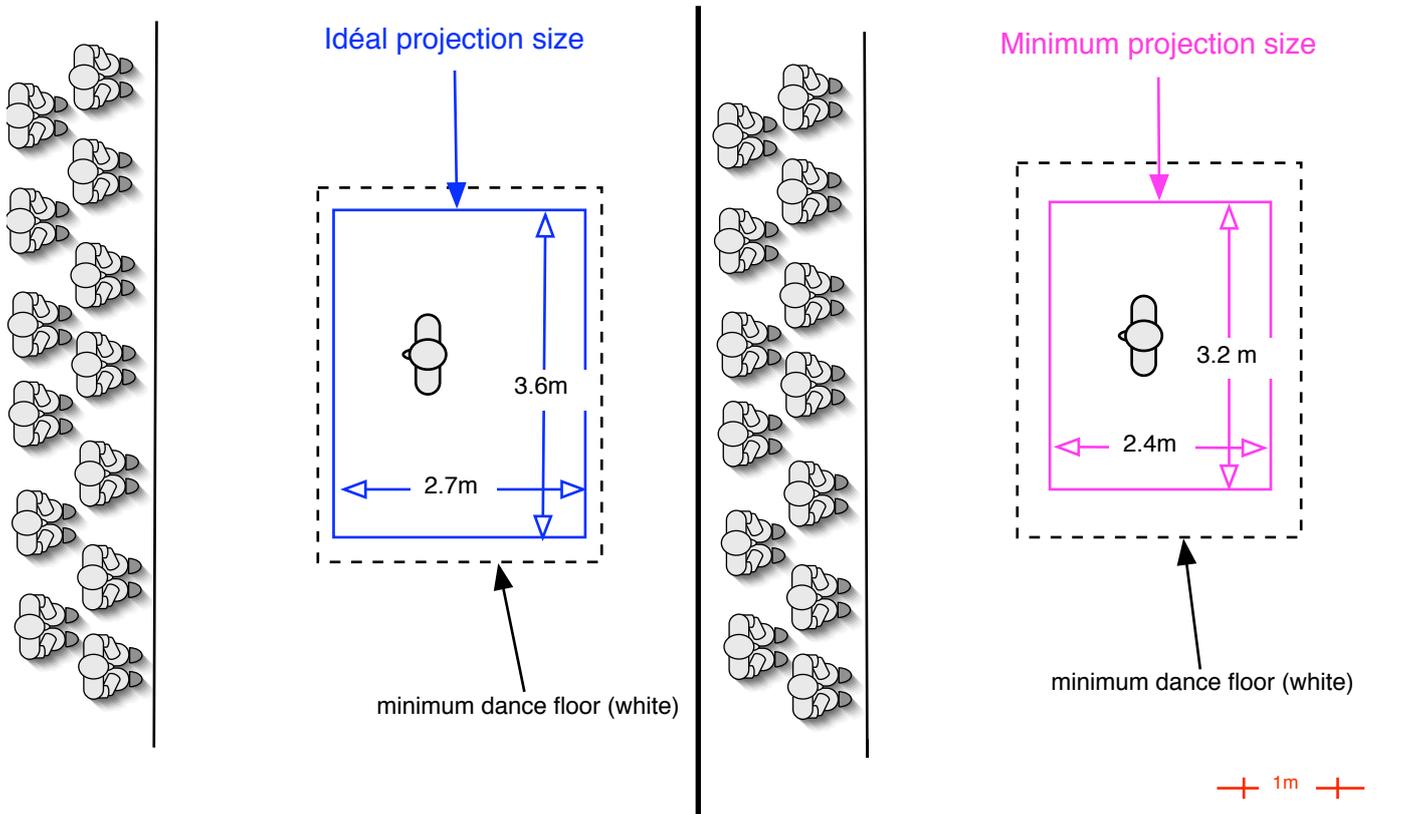


Gameplay

2. Videoprojector and camera disposition

- **Ceiling height, projection angle and mirror position to ensure minimum videoprojection size**
- Videoprojection area at least 3.2mx2.4m (**ideal = 3.6mx2.7m**) in the center of the white dance floor
- Videoprojection angle "towards the back"
- Surveillance camera attached above the center of the projection area



Projector and camera possible dispositions depending on ceiling height and projector angle

