

School of Computing - NUS

Vision and Graphics for Special Effects

**PROJECT PROGRESS REPORT 1
MAGICAL CHESS**

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Project Progress Report

1.1. Changes on Project and Plan

After we received the comments for Magical Spectacles, we planned to change the project. Thus, we come out with the project Magical Chess!. And we also revised our schedule. The new schedule is one week behind the original schedule.

Here is the revised schedule (which we submitted with the new proposal, Magical Chess!).

Week	Description of Task
Week of 6 Mar	Mock up video shooting, Self learning on Maya and After Effects
Week of 13 Mar	Project Progress Report Live video shooting, CG Character
Week of 20 Mar	Animating creature, virtual camera and animating morph Animating morph, compositing creature animation into video
Week of 27 Mar	Compositing creature animation and morph animation into the video
Week of 3 Apr	Project Progress report Compositing and final editing.
Week of 10 Apr	Final editing, "making of" video, presentation preparation
17 Apr	Project presentation

1.2. Progress

Though, we start late due to the switch of the project, we still keep the whole things progress smoothly. So far, we have done the following tasks:

- We identified the actors, locations.
- We have decided on the camera positions and the angles to be shot.
- We planned the entire chess movements, from the beginning of the video and to the end of the video. We also decided on which movement the cgi animation should happen.
- We took the pilot shooting of the video, with two cameras.
- For practice, we also did the compositing of the videos taken by two cameras to find out the interesting mixture of these videos. So that we can able to give the experience of watching a live chess tournament. (that means, when the actor A moves the chess coin, camera will be facing A's face. When the actor B moves the chess coin camera will be focusing on B's

facial side. Thus each shot need to be changed. The following image shows this.)



1.3. Review of Pilot Video

- After mixing the videos captured by two different cameras, we found that the lightning does not mismatch. Thus, we have to work out to avoid that difference.
- The background and the near by objects behind the two actors plays the great role on the visual experience. Thus we planned to make sure both are in line for the real video shoot.
- Position of both the cameras need to be adjusted so that both the cameras gives the same visual experience when shows each actor moving the chess coins.

1.4. What is next?

The coming weeks we need to finish most of the things to catch our deadline. We are confident that we could be able to do that. Here is the remaining schedule.

Week	Description of Task
Week of 13 Mar	Project Progress Report Live video shooting, CG Character
Week of 20 Mar	Animating creature, virtual camera and animating morph Animating morph, compositing creature animation into video
Week of 27 Mar	Compositing creature animation and morph animation into the video
Week of 3 Apr	Project Progress report Compositing and final editing.
Week of 10 Apr	Final editing, "making of" video, presentation preparation
17 Apr	Project presentation