

***School of Computing - NUS***

**Vision and Graphics for Special Effects**

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**PROJECT PROPOSAL  
MAGICAL CHESS**

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**Submitted By  
Sathakkathullah (HT052557B)  
Manjula Paul (HT052509X)  
Jenty (HT052559Y)**

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## Project Progress Report 2

### 1.1. Summary Report

We have done the following tasks:

- Live Video Shooting & Editing
- CG Character
- Virtual Camera
- Morph

The following sections give details of what we have done on these tasks.

### 1.2. Progress

#### 1.2.1. *Live video shooting & Editing*

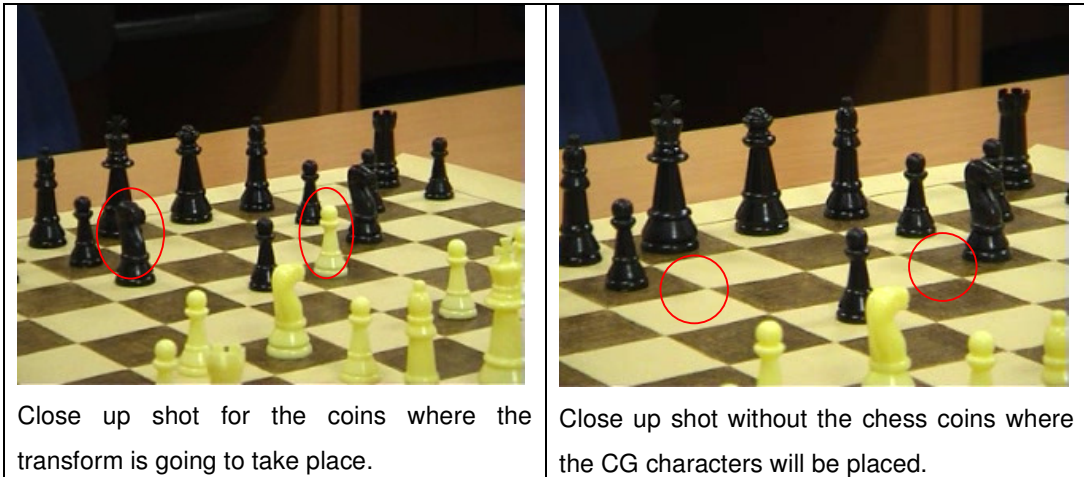
- Based on our learning on mock up shooting, we have corrected the camera angles and changed our chess movements. We changed some of our camera positions for some scenes to make the scene more impressive. We are also very careful in lightning of the scenes
- We edited the video and arranged sequences appropriately. The real footage comes around 42 seconds and the special effects scenes will come around 16 seconds (remaining may be for title).



Shot where the Actor B about to leave.



Shot where the actor A moves the coin where the actor B is missing.



### 1.2.2. **Creation of CG Character**

This is for the main effect, where the chess knight will slowly transform into a CG knight. The transformation will be done using morphing technique, which will be shown under *Section Error! Reference source not found.*

For the creation of the CG knight, we have imported the wireframe skeleton from the DVD that we borrowed from the school, by DOSCH Design. The skeletons were in 3D Studio formats (\*.3ds). But since we have been spending a lot effort familiarizing Maya, we imported the 3ds format into Maya using a separate plug-in (3dsimport.mll).

Figure 1 below shows the imported wireframe skeleton of the knight in Maya. Figure 2 shows the different parts of the CG knights.

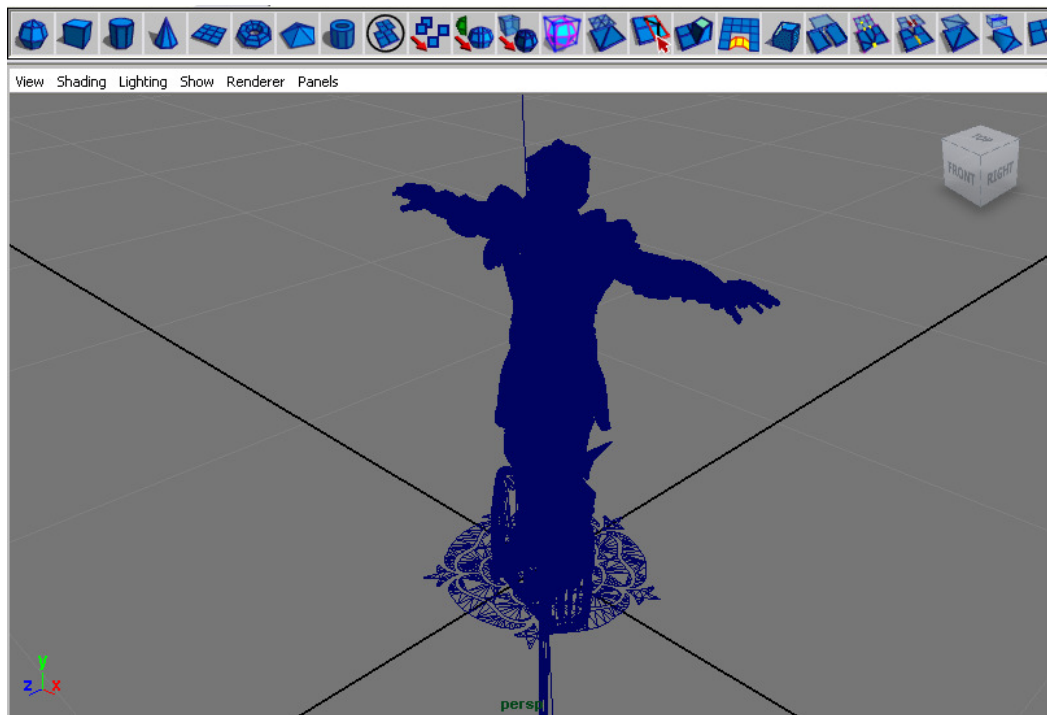


Figure 1. CG Knight – Wireframe Skeleton

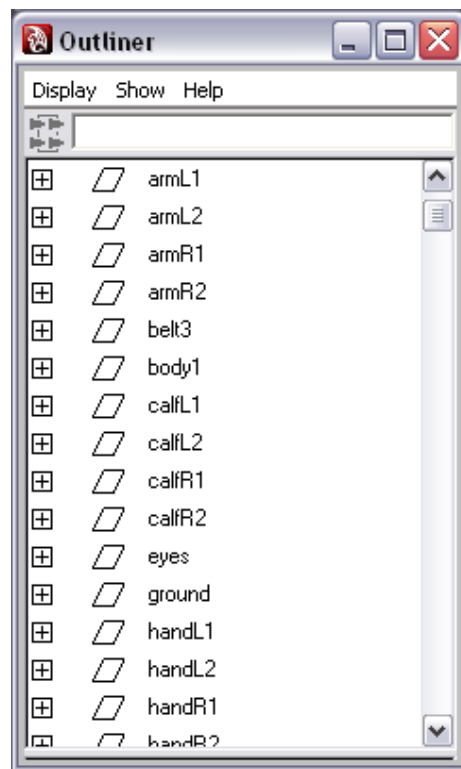


Figure 2. CG Knight - Outliner

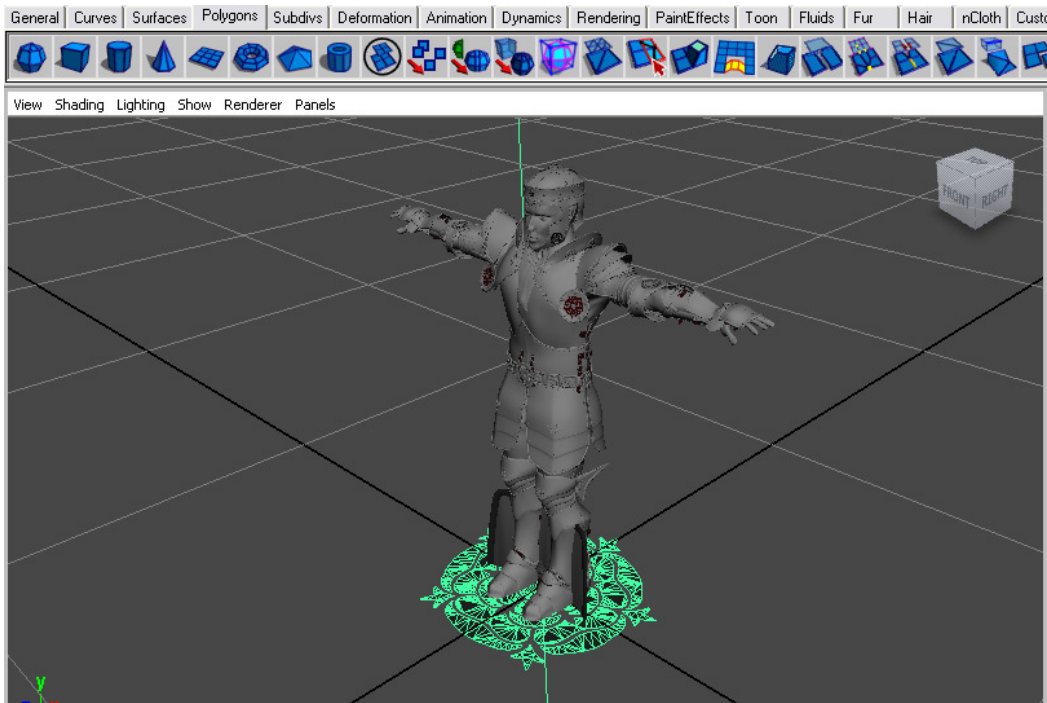


Figure 3. CG Knight - Shaded

**1.2.3. Morphing real chess knight into CG knight**

Currently we are doing the morphing of real chess knight into CG knight.

**1.2.4. Virtual Camera settings**

Currently we are working with match moving software to capture the camera parameters from real footage and import into Maya.

**1.2.5. What is next?**

We are behind our schedules. We suppose to finish our animation and morphing.

But we are confident that we could be able to meet the dateline.

Here is the remaining schedule (adjusted according to current status).

Week	Description of Task
Week of 3 Apr	Project Progress report Animating Creature, Virtual Camera and animating Morph Compositing and final editing.
Week of 10 Apr	Final editing, "making of" video, presentation preparation
17 Apr	Project presentation