

School of Computing - NUS

Vision and Graphics for Special Effects

**PROJECT PROPOSAL
MAGICAL CHESS**

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CS5245 Project Proposal

1.1. Title

Magical Chess! (Tentative)

1.2. Team Members

Sathakkathullah Abdul Kafar (HT052557B)

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1.3. The Effect

Two actors (say black and white) play chess. During the game one actor(say white) go out to attend the call. The other actor (black) moves the coin. That time the coins on the opposite actor (white) start playing itself automatically.

We have the following effects in our proposal.

- Both white and black coins are real at the beginning. After the white actor goes out the White knight turns to CGI character. When the black coin moved, then the white CGI horse automatically hits the black coin.
- The white knight makes some animations with some exaggerations to make the video more interesting.

1.4. How the effect can be achieved?

First we will prepare the following input set.

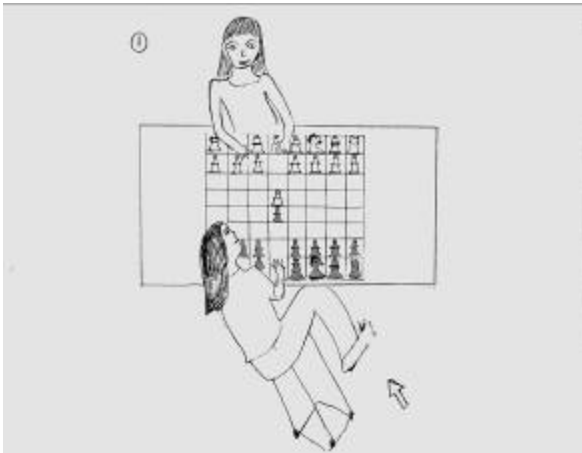
- A video sequence with the actors playing the chess and one actor goes out is captured.
- A video sequence with the actor coming back is captured.
- Another video sequence with no actor and no chess coins also captured (to be used as a clean plate)
- A CGI knight to be animated in the chess board is created.

After preparing the input sets, we will apply the composite techniques to prepare the output video.

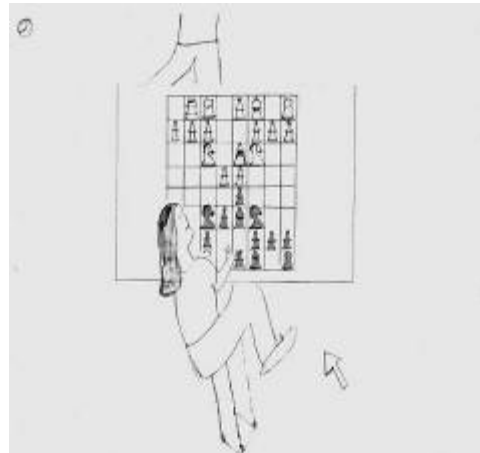
1.5. The Story

Actor W and B are playing chess game. Actor W receives call and goes out to attend the call. That time B got bored and starts moving one soldier. This time, the knight of W, turns to be a CGI knight and kicks out the soldier of B. The knight turns to normal chess coin when the actor W enters into the game again.

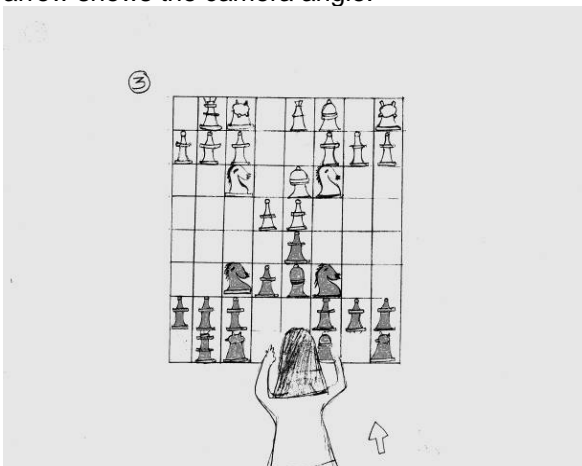
1.6. The Story Board



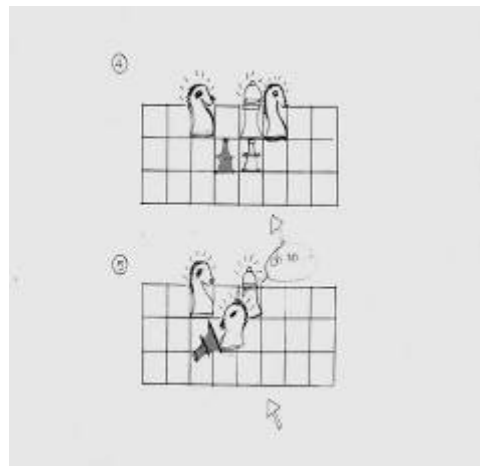
The two actors, W and B, playing the chess, the arrow shows the camera angle.



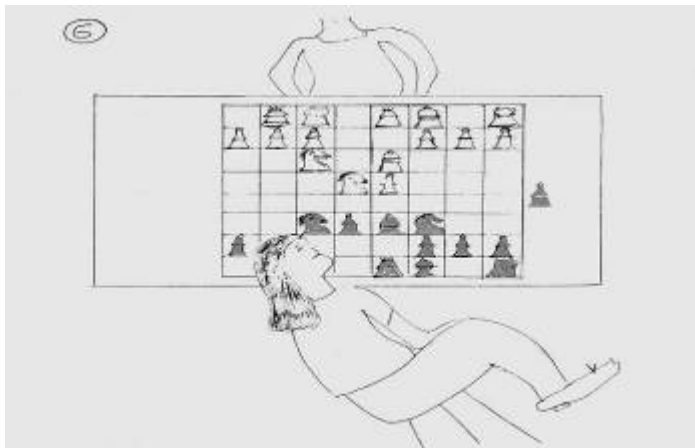
Actor W goes out to attend a phone call.



The camera gets closer to have a closer look at the white coins. The Actor B moves the soldier to knock down the white soldier.



Once the black soldier (of B) takes new position, the knight (of W) is turned to CG character. The knight gets ready to knock down the black soldier. Here the camera zooms to view the CG characters. And then the knight kicks out the black soldier(of B).



The fun ends once the actor W returns back to her position.

1.7. Roles of the Team Members

Sathakkathullah	Manjula
<ul style="list-style-type: none"> • Shooting Video • Compositing animations into video. • Helping Morph & Animation. • “Making of “ video clip 	<ul style="list-style-type: none"> • Shooting Video. • Animating Knight’s image morph into CG character. • Animating CG Knight’s character. • Helping compositing animations into video. • “Making of “ video clip

1.8. Schedule

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