CS5245 First Project Progress Update

Team Members: Liu Shenyan, Rong Fang & Justin Wong

Title

The Special Mahjong Player

The Effect

- Texture Synthesis

The Story

The scene opens with the camera zoomed in on 1 of the mahjong tiles. The camera then zooms out, revealing all the tiles on the table and tilts to show the players. The camera rotates to show the players taking turns to pick the tiles. When it comes to Justin's turn, he realizes that he has a bad hand. He decides to meditate. During this time, his skin begins to take the texture of mahjong tiles, starting from his head until the ends of his fingers. He then waves his hand across his set of tiles and they magically change into a winning hand.

What is the Input?

- Picture of mahjong tiles arranged very closely together
- Video frame of the winning hand

What is the Output?

- The creeping motion of the mahjong texture as it slowly covers the skin
- The morphing of the poor hand into the winning hand

How Many Layers?

2 Layer
- Mahjong texture
- Video frame of the winning hand

Who will do what?

Proposal: Everyone
Filming: Everyone
Texture Synthesis: Shenyan
Morphing   :   Rong Fang
Compositing :   Justin

Revised Timeline

- Week 9   Filming
- Week 10 to 11   Texture Synthesis and Morphing
- Week 12   Compositing Post Production
- Week 13   Project Presentation

What has been done
- Filming

Difficulties remaining
- Writing the algorithm to take a matte of Justin against a non-uniform background
- Writing the algorithm to do the creeping texture synthesis

How to overcome difficulties
- Search for research papers on the above-mentioned topics
- Contact the authors of the papers if necessary

Images of work done

Storyboard