SUSTAINING THE TRADITIONAL SHADOW PUPPET PLAY VIRTUALLY

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Abstract

Shadow puppet play, a popular storytelling tradition in much of Asia has nowadays become less popular due to the difficulty in learning and attracting the young generations to this traditional show. The problem is exacerbated by the lack of expertise in performing the show, the high cost of maintaining and producing the show, and proliferation of new media entertainment. In this paper, we give an overview of the architecture of a software tool for performing the shadow puppet play in the virtual world. Our tool allows the user to create storylines and play the puppets directly in real-time using a special device including with the help of an intelligent instructional tool. The system architecture consists of three major components - intelligent instructional tool, real time animation and special effects of 3D virtual puppets, and multi-puppets controlling and performing. The result of the preliminary evaluation of a prototype system of the tool has shown encouraging responses and feedbacks from the experts and non-experts alike. This storytelling application is deemed to be an essential tool in sustaining the traditional art with the help of computing and virtual technologies.

Keywords: Shadow puppet play, Virtual puppet, Virtual storytelling