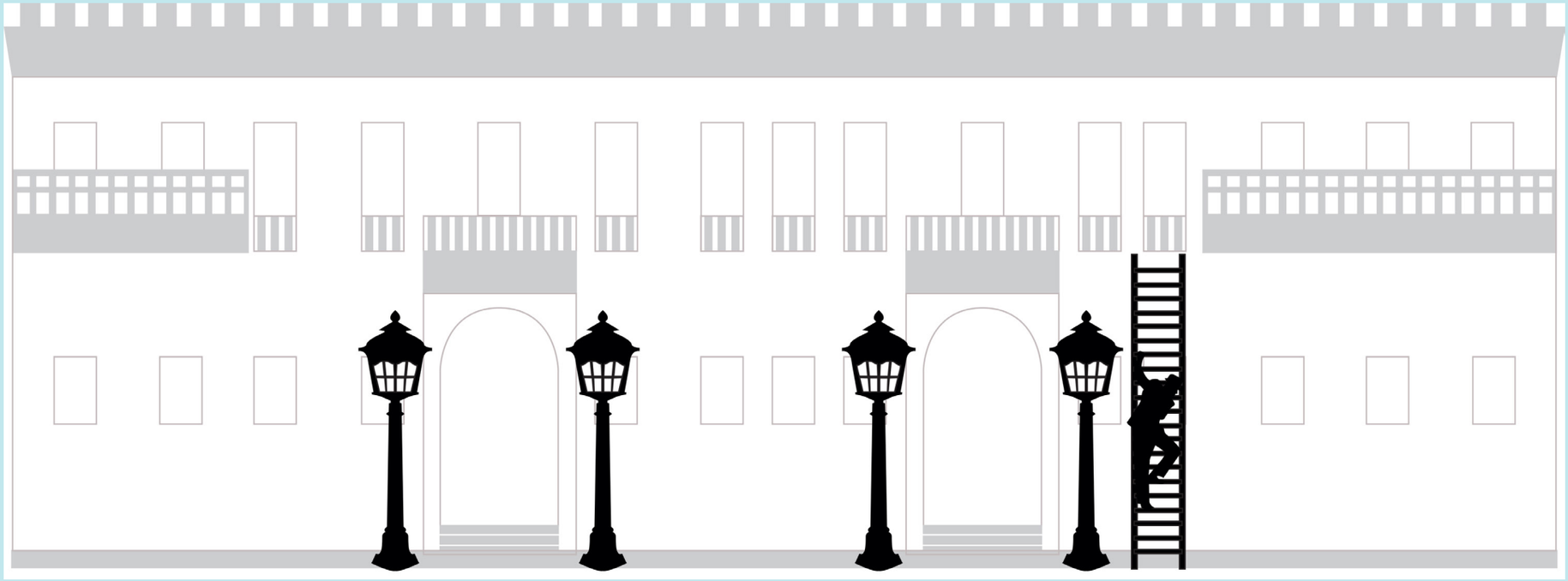
Festive Palace

Scene 1

1. Pitch Darkness
2. Man with long rod (looking very realistic) with flame at the top leaning a tall ladder against the palace
3. The man lights up the lanterns which are next to each window
4. The palace is starting to show with the shadows of the lanterns
5. Silhouettes of individuals moving shown in windows
6. Silhouettes are not seen anymore and building outlines start forming (shadow like)



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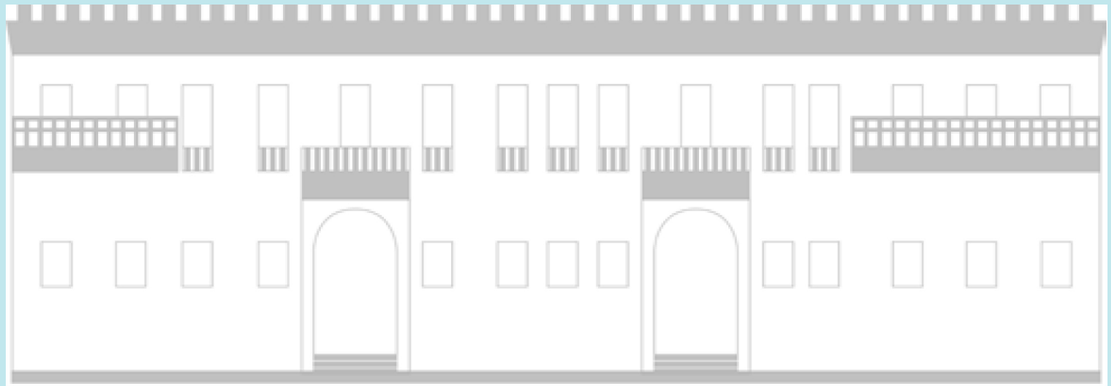
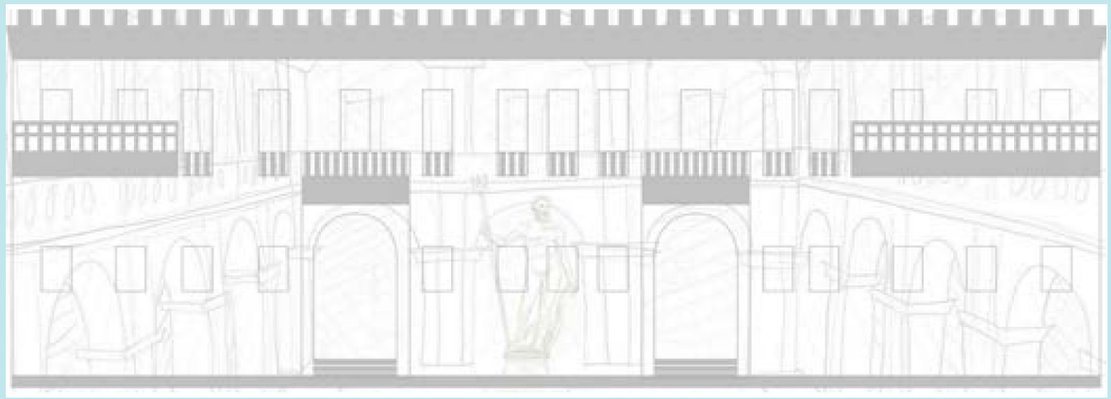
Scene 2

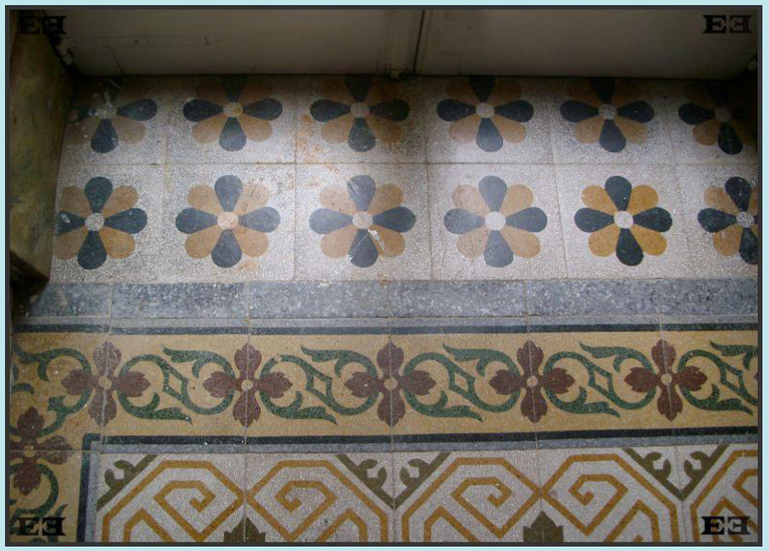
1. All windows break continuously and start transforming into tunnels
2. The tunnels will be guiding the audience inside the palace by moving downwards (showing first floor going down to show ground floor)
3. Through these tunnel Poseidon will be showing
4. Camera zooms in to Poseidon
5. Splashes of water coming from Poseidon which start to splash on camera
6. Camera screen is covered with water





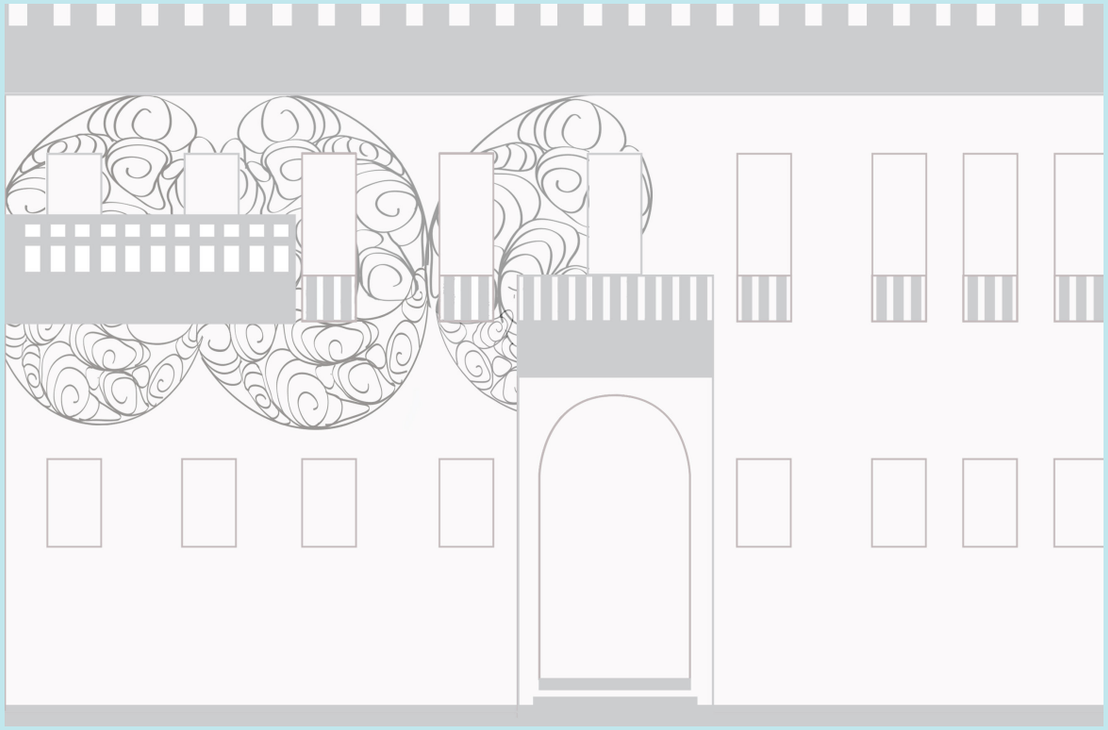
Scene 3

1. Camera is back outside the palace showing water leaking from windows and all of the building
2. Where the water touches it transforms into the flooring tiles of the palace
3. The windows will turn into flooring circular pattern
4. Random grandmasters are shown into these circles which they will also be moving
5. These circles start rotating round the building and other grandmasters are displayed
6. The circle's movement increas in speed and causes cracks in the tiles on the building ('shortage')



Scene 4

1. The debris fades out
2. Skeleton of the building starts forming made out of filigree
3. National plant starts growing from the filigree
4. The national bird flies out from the windows when they open
5. Christmas Phrase is shown / Count down starts



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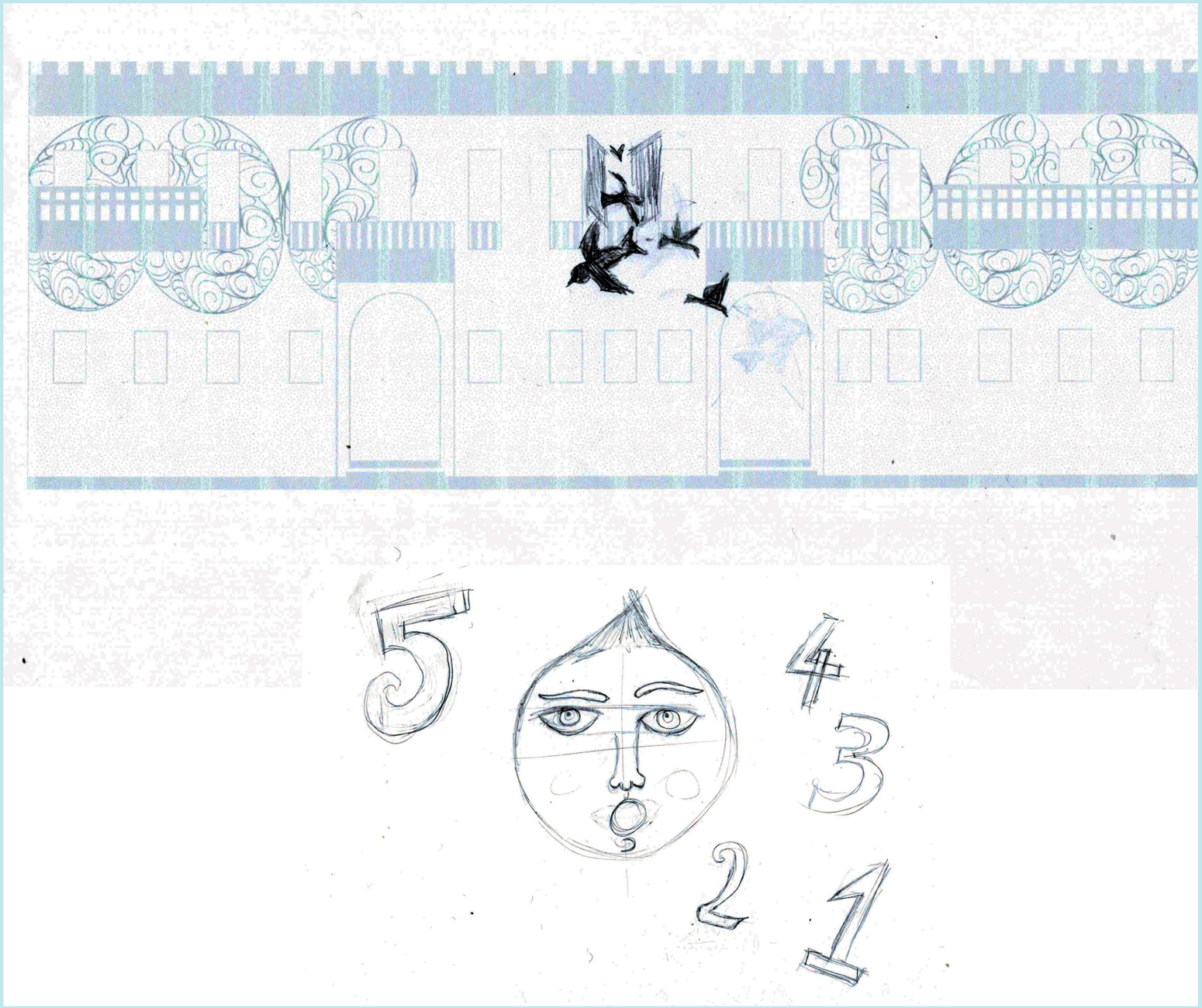

Constraints

1. Ideally the canvas would be similar to the building's colour meaning not white
2. Some of the audience might be tall and would interfere with the projection
3. Other non-related lighting such as Christmas decorations in Valletta can cause the projection to lose some of its effects and purposes
4. The projector has to be set to the proper height and position
5. No small details included in the projection since they might not be displyaed properly

Solutions

1. A beige canvas must be used in order to cover the building
2. Make use of boundaries and barriers / Placing the projectors as high as possible / Include silhouettes in the projection
3. Switch non-related lighting off (contact local council) / Cover them / Set a timer to the decorations
4. Needs to make use of scaffolding on roof
5. Create large graphics when detail needs to be included

The End