

Under the supervision of: Dr. Mahmoud Khalil.
Organizers: Eng. Ali Osama.
Sponsors: IHub

Department: Computer and System Engineering
Team Name: B7b El-Cima
Team members:
Rawan Mahmoud Mahmed
Aladdin Mostafa
Mohamed Hussien Mahmoud
Mahmoud Hamdy
Mohamed Mohamed El-morsy

Description:

Old movies hold a lot of memories for some people that touch their hearts. they also had much information about our past. how it was looking like, how people were living, etc. and they also mark a lot of historical events so this is leading us "our team" to make an application that converts those black and white movies into a colored and nice ones.

First: a brief history of the use of colors in films.

In the beginning, color in films was only applied using manual tinting. This was a time consuming and expensive project where every object in the scene had to be tinted manually.

Colors are used not just for aesthetic purposes in movies but also for highlighting dramatic developments, or for giving a movie a certain look and feel . As early as the Wizard of Oz, directors used colors to show transition and change: Dorothy's dream was shown in color while reality was depicted in Black and White. Likewise, color symbolism in the movie Pan's Labyrinth (2006) (which won 3 Academy awards including one for the Best Cinematography), used color for showing several transitional aspects. Our project is to enhance black and white movies and pictures to full colorful to make people enjoy it more and see the beautiful old era.



Steps:

- 1- Learning from the past by discovering the attempts done to solve this problem.
- 2- Data preparation by taking colored movies and convert them to black and white. Entering black and white view as an input and colored view as the label.
- 3- Searching for papers about model can handle this problem "coloring images" and get one suitable to our problem.
- 4- Try training this model with data from our domain which is old movies mainly most of data will from Egyption movies and get .h5 files containing weights.
- 5- Test our model on old movies to see how are we doing and if our training data is enough.
- 6- Building application interface to get input movies from location and process them then show results.