Blender chess animation

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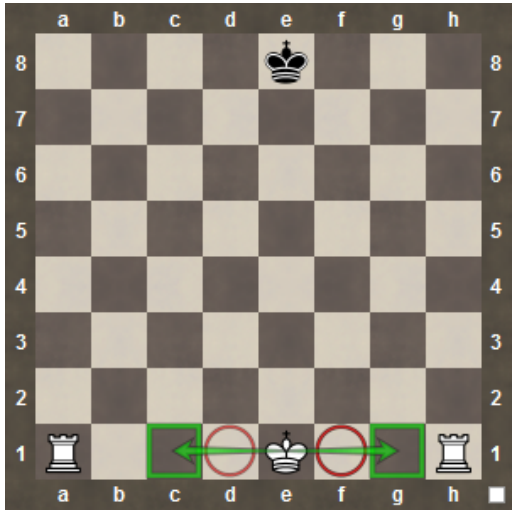
Source code

`https://github.com/Jake-Moss/blender-chess` All source code is available at the repository above.

Games

- Vladimir Kramnik vs Garry Kasparov 2001
  `https://www.chessgames.com/perl/chessgame?gid=1210753`
- Magnus Carlsen Plays Bongcloud Opening Against Hikaru Nakamura and They Laugh While They Are Playing
  `https://www.youtube.com/watch?v=zVCst6vyV80`

Limitations



Not compatible with chess960

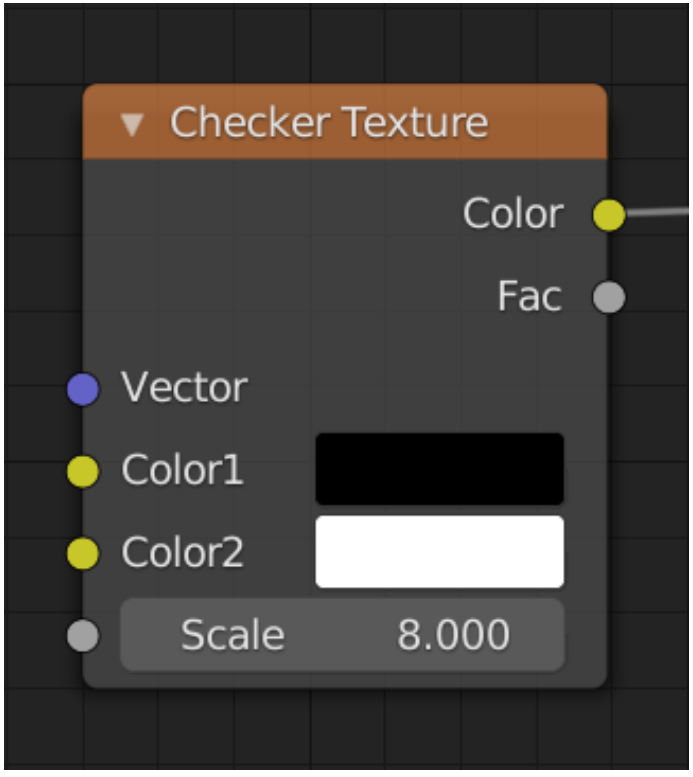
```
if board.is_castling(move):
    if board.turn: # White
        if board.is_kingside_castling(move):
            array[chess.H1].move(chess.F1)  # move rook
        else: # queen side
            array[chess.A1].move(chess.D1)  # move rook
    else: # Black
        if board.is_kingside_castling(move):
            array[chess.H8].move(chess.F8)  # move rook
        else: # queen side
            array[chess.A8].move(chess.D8)  # move rook
```

Incompatibility

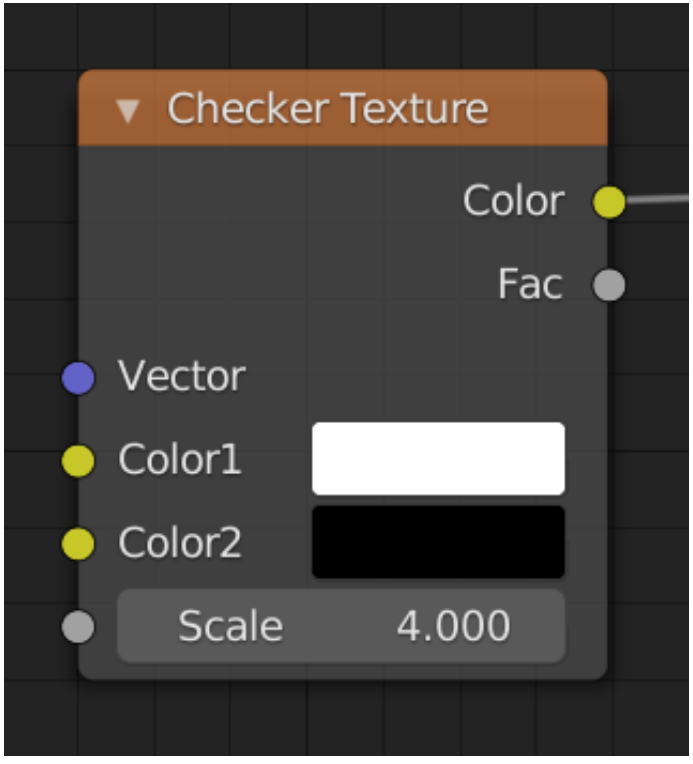
Incompatibility

Checker texture fix

Eevee



Luxcore



Disco chess!

https://github.com/Jake-Moss/blender-chess/blob/master/Videos/disco_luxcore.mp4

Comparison between Eevee and Cycles output.

https://github.com/Jake-Moss/blender-chess/blob/master/Videos/Marble_stacked_higher.mp4