

First Attempt to Automate Sri Lankan Traditional Puppetry: Rookada

R Gamage, B Hettige

*Department of Computer Engineering, Faculty of Computing, General Sir John Kotelawala Defence University,
Ratmalana, Sri Lanka*

Abstract. Traditional puppetry is a popular source of entertainment around the world and, it is popular among Sri Lankans. With the digitalization of the world traditional puppetry fade away from the culture. Not only that not enough puppeteers are also caused by the disappearance of this valuable art in Sri Lanka. There are only a few families able to carry the traditional puppetry from generation to generation. But with an insufficient income, they will also give up on their job. And the huge cost of a puppet play makes people not interested in puppet shows. But we can use the technology for our benefit. To uplift the Sri Lankan traditional puppetry, we can suggest an automated approach for prevailing manual Systems. Without affecting the cultural values, we can automate puppetry using an automated marionette by replacing the puppeteer. The only change that happens is to replace the puppeteer. Throughout the project, we will be discussing how the manual traditional puppetry goes and their traditional way of doing this. And where can we apply our technological part for the project without harming or changing the prevailing tradition? Through the project, we expect to give a solution cost-effectively and accurately.

Keywords: *Marionette, Puppetry, Puppeteer, Automation, Choreography*