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Group Members:

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Title:

Tentative: The Light of Miracle

The Effect (Summary)

We intend to apply a combination of digital composition and special effects, together with motion tracking. We will likely be employing the use of blue screen and masking to create the desired effect. We would like to apply electric bolts generated through Maya and composited onto the motion picture. We would then like to make the character disappear through the use of blue screen effect, and we would track the position of his clothes, which would remain behind after the special effect completes.

What is the Input?

We will film an actor interacting with a faulty light bulb. The camera view will remain fixed, or with little movement to increase its difficulty. The actor experiences an electric shock on touching the light bulb. The actor shudders. The view is held for a few seconds to accommodate the first special effect, which is electricity running through his body, and at the same time, his bones would be showing. The actor recovers and tries again, experiencing the same shock. This time, however, he disappears. His clothes will remain behind in mid-air. We would like the contours of his body to remain when the actor disappears. Hence, we will need to use blue screen effect and clever masking. We will also film the actor in the same position, either with his arms and face painted, or the actor be dressed in a color easily extractable from the original scene.

What is the Output?

We will use Maya to achieve most of the graphical effects. Bolts of electricity will revolve around the actor's body. One possible way of creating this effect is to have a scene animated with electric bolts revolving around a cylinder. The animation will be made transparent and composited onto the actor. If time permits, we would like his skeleton to collapse on the floor in pieces, reassembles itself, and finally being replaced by the actor as he is recovering from the shock. In the second shock scene, we will likely be dressing the actor in yellow or blue, covering his head arms and ankles. We will digitally remove him from the movie, masking out the colored parts, warping the mask if necessary. The final scene is for the clothes to fall down on the floor freely. The animation and composition will be done in post-production.

How Many Layers?

We will be using at least 3 layers, namely the clean plate, the actual actor and the animated sequences. More layers will be created as necessary during the production process.

Effects Mock Up

The below pictures serve to illustrate how the special effect is to be implemented. A picture of a girl is cropped from the original, then composite onto a common background. A second picture is created using the same methodology, but with her arms and head removed. As this is a single frame, this effect is achieved in Adobe Photoshop. In the actual movie, however, Adobe After Effects will be used to composite the moving pictures. It will be a challenge to maintain her shape while her physical body is missing.



Figure 1. Figure 2

Story Line / Board

It has been rumored for a long time that there is a certain light in the School (of Computing?!) that cannot be lit up for some reasons*. Two inquisitive and daring students had been searching for it for a long time, eager to dispel the enigma surrounding this mystery. One stormy night, these brave young lads were once again challenging the rumors, ever determined to find the answer. They chance upon a small, badly-lit room which appeared to be abandoned. There, they saw a light bulb flickering, and it went dead before they could ever take another vivid glance at it. Semi-conscious and exhausted, they wanted to retire for the night, but not before they fix the bulb. The first guy came in with a ladder while the other climbed up to meddle with the bulb. He was rewarded with a nasty electric shock. He cursed repeatedly at the bulb, still not quite recovered from the shock. His friend coaxed him to try again, giving him ample encouragement and support. The determined lad made a second attempt at the stubborn bulb. And so he climbed the

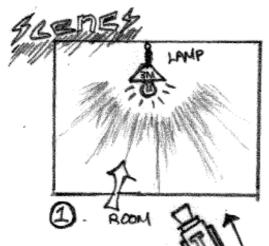
ladder again. With a pounding heart and trembling hands, he reached out to touch the bulb. At first, nothing happened as he observed with his delicate hands on the bulb this time. As he rotated the bulb, his friend was stun in amazement, and then horror eventually overcame him. There stood his friend on the ladder but he was nowhere to be seen with only his clothes as evidence that indeed he was truly there. His friend finally screamed. The clothes that were hanging in the air began to drop on the desperate fellow and finally on the ground... We never know what happened to that poor fellow and his missing friend. Some said he vanished with his friend too, but we think he was more likely to drop off from his course and never to return. And so as the story goes on, the rumor survived, who will be the next savior of the School of Computing to climb ... the ladder.

^{*:} There will be some corridor and room scenes in the introduction (not drawn in the storyboard). Main purpose of this step is to build up the mysterious atmosphere in the beginning.

The Light of Miracle (Tentative)

LG + RATING ~ HECTURER GUIDANCE IS ADVISED.





CAMERA



Bulb malfunctions & room becomes dark.

=> However, there is still some light from other sources. Not totally dark.

(at about 30° to the left 4 slightly tilted upwords 30°)

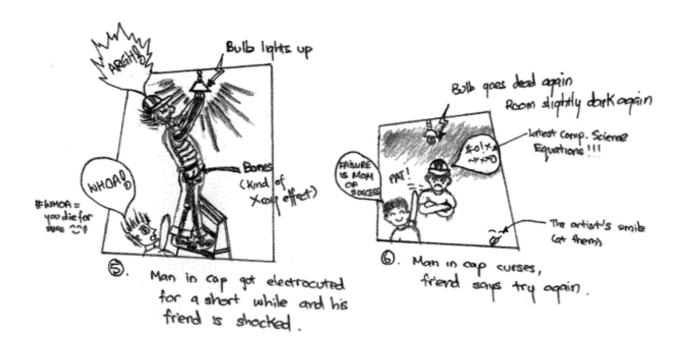


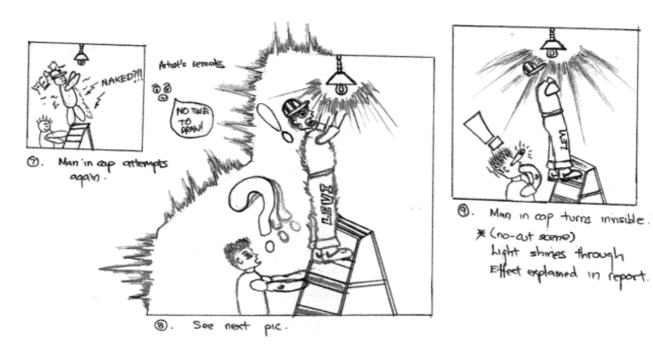
Actors come in; one displays unhappy face, the other brings in a ladder.

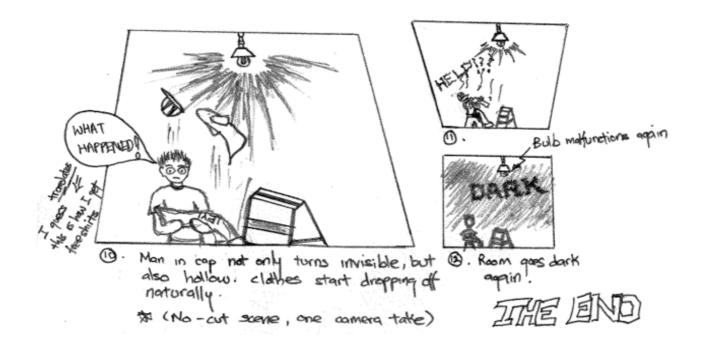


Holds onto ladder.

Non in cap climbs ladder to fix the bulb, while friend holds onto the ladder for him.







CONCLUSION: FLEASE
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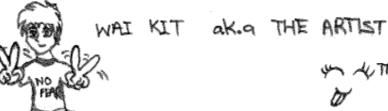
[I]

SIEW HONG aka. Man in Cop



SHEN ZHONG ak.a Friend

[III]



Allocation of Duties

Shen Zhong: Director

- Planning and execution, director of photography. Goh Wai Kit: Special Effects producer

- Motion tracking Phoon Siew Hong: Animation

-Creation of the electricity bolt and integration with video

Everyone: Image composition and processing.

Timeline

Date	Item	
10 Sep	Pre-production planning, implementation	
	discussion and methodology	
17 Sep	Shoot the video, Making of video	
24 Sep	Digital composition/ Animation	
8 Oct	Digital composition/ Animation	
15 Oct	Integration / Finishing up	
22 Oct	Post production administration	
29 Oct	Post production administration	
I Nov	Project Presentation	