CS5245
Project Final Update   **24-Oct-2004**

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Title:
Workman's hazard (Formerly known as Light of Miracle)

Final Update

We have completed filming of the movie, and we are proceeding with the animation and special effects. The lightning bolt shall be developed in MAYA and controlled using MEL script. The final animation shall be composited onto the actual film. We have extracted part of the random lightning darts from Theodore Kim and Ming C. Lin's "Physically Based Animation and Rendering of Lightning", their proposed Poisson Growth Model will be useful for generating those darts which will make the lightning realistic. We hope to incorporate it into the MEL scripts.

We are also studying the likelihood of adding a blue glow that follow the lightning bolt in such a way that would reflect on the workman's body.
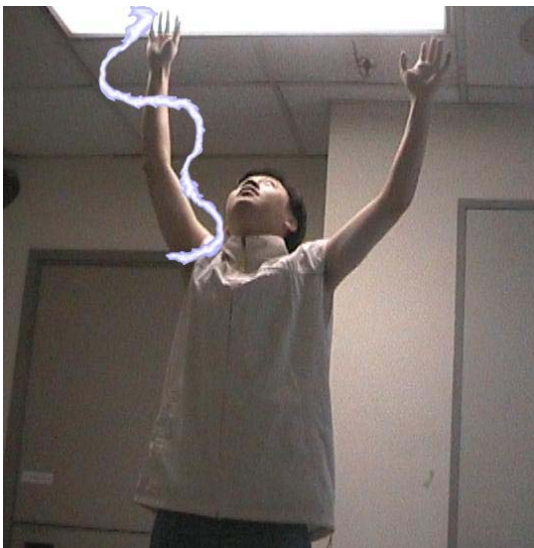
Changes
We have altered the story board to make it less confusing for our audience. Instead of having two actors, we decided to go for one so that the audience will not have to focus on so many people. We also alter the story line to be like a regular repair man, rather than the previous "Realm of Fantasy", "quest for the magical light" kind of plot. We feel that

audiences can better relate to repairmen and they won't need to guess what is the actual story is about.

Filming Process

We finished filming the regular footages without the special effects. During shooting, we carefully measured and recorded the distance of the actor, his height and the tilt angle of the camera. With the parameters we collected earlier, we reproduced the same set up in front of the blue screen. This is to facilitate composition later in the production process. We also created a makeshift model of the clothes in preparation for the final clothes dropping scene. Objects were added into the model in order for the shape to be retained prior to clothes dropping.

The transition from the time the actor touches the light, to the time when the clothes drops, we would like the actor to wiggle a little, perhaps due to the shock from the electricity. We have decided to use morphing to blend the transition instead of motion tracking, which could be difficult. We are also looking to use the matte that travels from top to bottom for the "disappearing man" effect.

What we are left to do
We have separately researched and explored methods of implementing the special effects we want to create. We will need to edit the video, implement what we have researched and integrate the video.