

CS5245 Project Progress Report

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Title: “Just Do It”

Problems:

1. No access to rooftop of tall buildings.
2. No access to even high floors of skyscrapers.
3. Modeling of skyscrapers too time consuming and no freely available realistic downloads.
4. Schedule has been delayed slightly due to changes in storyboard and site.
5. Limited filming equipment (e.g. dolly).

Research:

1. Have decided on new site (25th floor of a HDB flat).
2. Altered details of storyboard to cater for new site.
3. Researched on incorporating particle effects in the landing scene.




Filming:

1. Finalized filming schedule and have selected the actor.
2. Determined the camera positions and transitions in each scene.
3. Have filmed a trial run without special effects, to get a feel of the whole process and as a dry run for the real thing.

Effects:

1. Tryout on keying of the falling scene has been done (as shown below in scene 5).

Altered Storyboard (with live preview):

 <p>A man in a tan shirt is seen from behind, looking at a lift door. A yellow sign with the word "Maintenance" is attached to the door. The lift is under maintenance.</p>	<p>Scene 1 - At HDB top level</p> <p>An over the shoulder shot of the actor looking at the lift. The lift is under maintenance.</p>
 <p>A view from a high floor looking down at the ground floor. The camera follows the actor in an over the shoulder shot.</p>	<p>Scene 2 - At HDB top level</p> <p>The actor walks towards the edge and looks down to ground floor to check the height. Camera follows the actor in an over the shoulder shot.</p>
 <p>A low-angle shot of a tall HDB building. The camera zooms out from the top floor to show the height of the building. Actor moves to the start point of the run. Then camera zooms back in to the top floor, and using special effects, further zooms in (camera has to virtually move to the top floor and change direction) to an extreme close-up shot of the actor's head. Actor's head is bent down facing the floor now.</p>	<p>Scene 3 - At HDB Ground Floor</p> <p>Then camera would be positioned at the ground floor. The view zooms out from the top floor to show the height of the building. Actor moves to the start point of the run. Then camera zooms back in to the top floor, and using special effects, further zooms in (camera has to virtually move to the top floor and change direction) to an extreme close-up shot of the actor's head. Actor's head is bent down facing the floor now.</p>



Scene 4

- At HDB top level

Then the actor lifts his head and body up to a ready-to-sprint position.

The actor sprints off and the camera translates (hopefully with a dolly) along to capture the side view. This would be shown in slow motion.



Scene 5

- At Edge of building

Actor jumps off the building and falls through the air. His hands and legs are fully spread. The camera will capture the fall in a top-down shot.

Then about $\frac{3}{4}$ down the fall, the camera transits to a bottom-up shot from the ground floor to capture the pre-landing scene.



Scene 6

- On ground somewhere on the road

Scene transits to a side wide view showing the landing and some tar fragments flies off the ground hitting the camera lens with some of it stuck on the screen.

Camera zooms in to the logo on the shoe the actor is wearing.

MIKE



Just Do It



Don't Try
This at
Home

Scene 7

- Advertisement Spoof

Screen blends into a screen filled with the words:

MIKE

Just Do It

Then the tick logo changes to a cross and words change to "Don't Try This At Home"