CS5245 Project Proposal

Title: "The Escape"

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Summary:
A little monster kept inside a box accidentally escaped and created havocs in its master's room. It tried to escape, but failed.

The Effect:
3D model of monster is super imposed on the real life scene. Lighting and shadow should blend with the environment to create realistic appearance. Interactions between the monster and the real environment (leaving footsteps, knocking onto object) could be added to make it more convincing.

Techniques required:
Motion tracking of real environment is needed to obtain the desired transformation in order to place the graphics on the scene correctly. This will be done using marker based tracking as shown in Figure 1.

Digital compositing is then applied to blend the real environment video and 3d graphics and removing rigs.
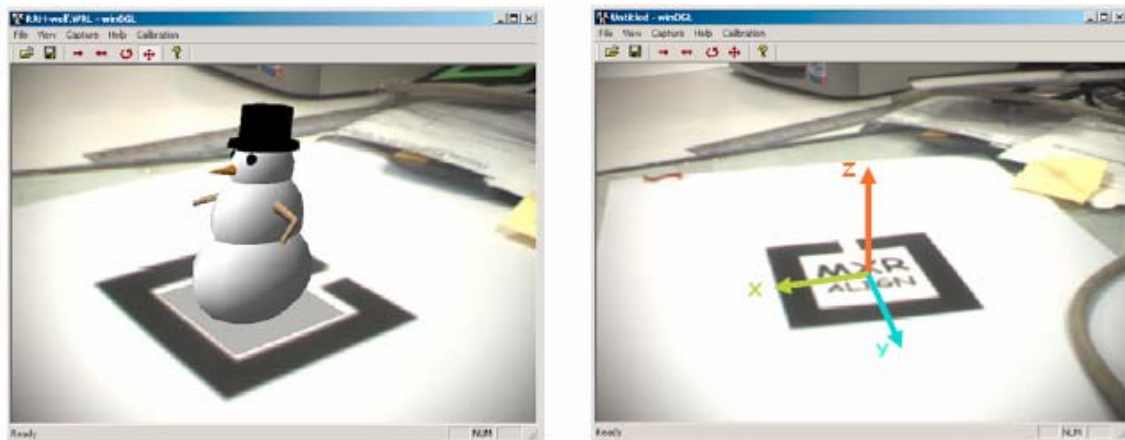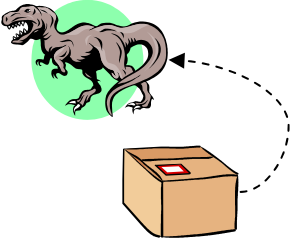

Figure 1: Marker based tracking and superimposing 3D graphics

Storyboard

The box containing the monster began shaking	The monster escaped!	House in chaos…
Seeing the outside view, the monster tried to escape	Turned into flying dragon to escape	Bangs into the window, and fainted. Master got back and scooped it back

Timeline
Week 4   : Proposal submission
Week 5-6   : Real footage shooting, MAYA modeling
Week 7-9   : Special effects making and composition
Week 10   : Integration
Week 11   : Presentation