

CS5245 Project Presentation

Super Roller Blader

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HT055434B

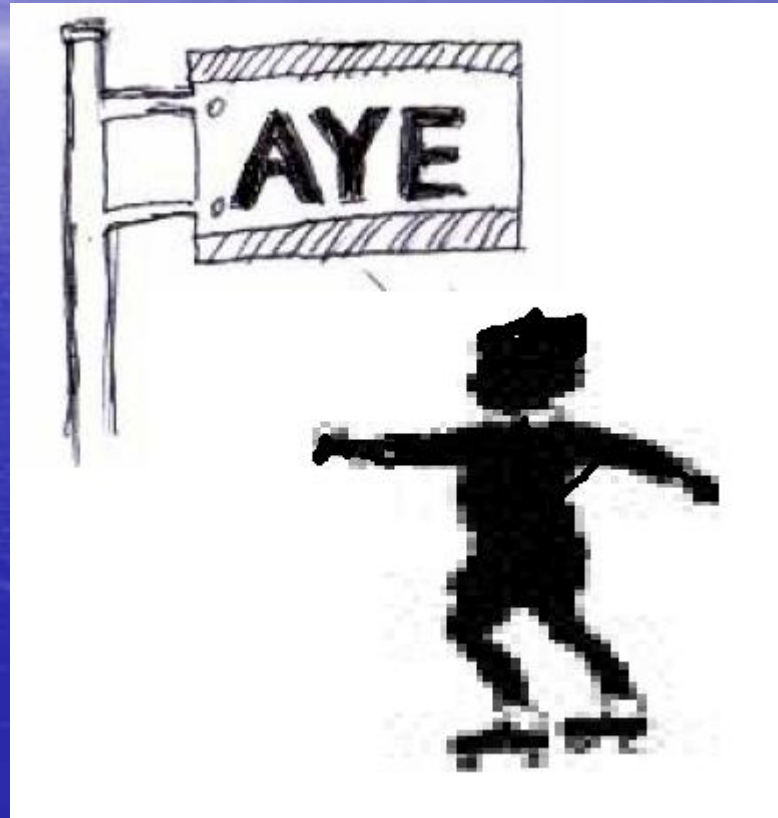
Gao Jiong

HT040850Y

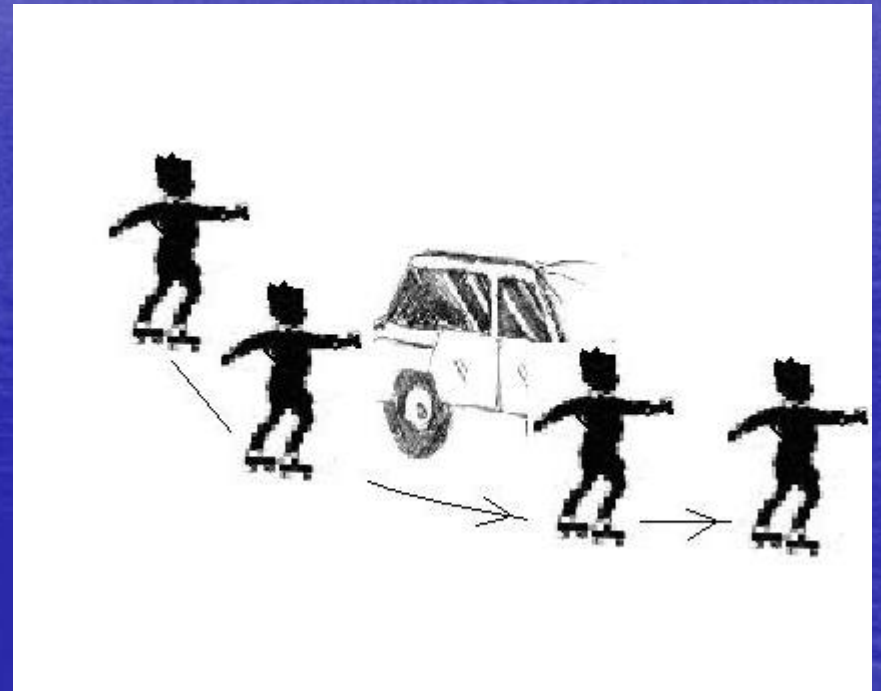
Guo Xinyu

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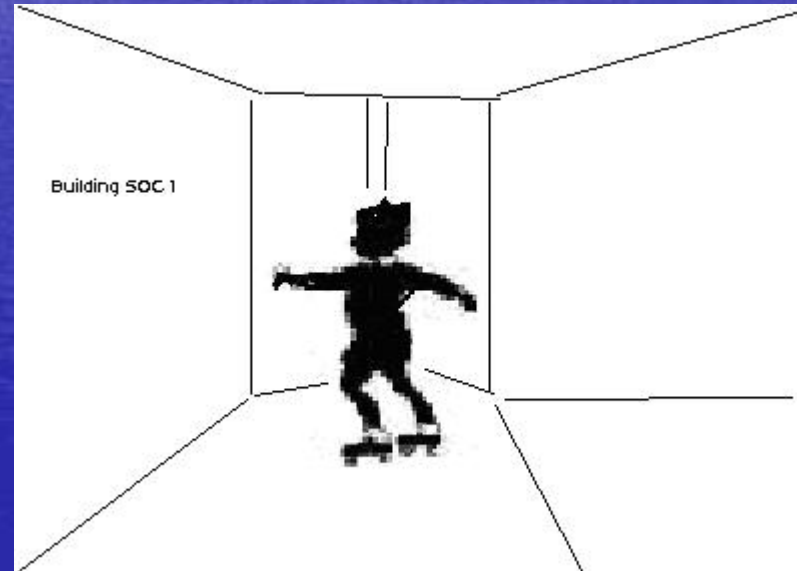
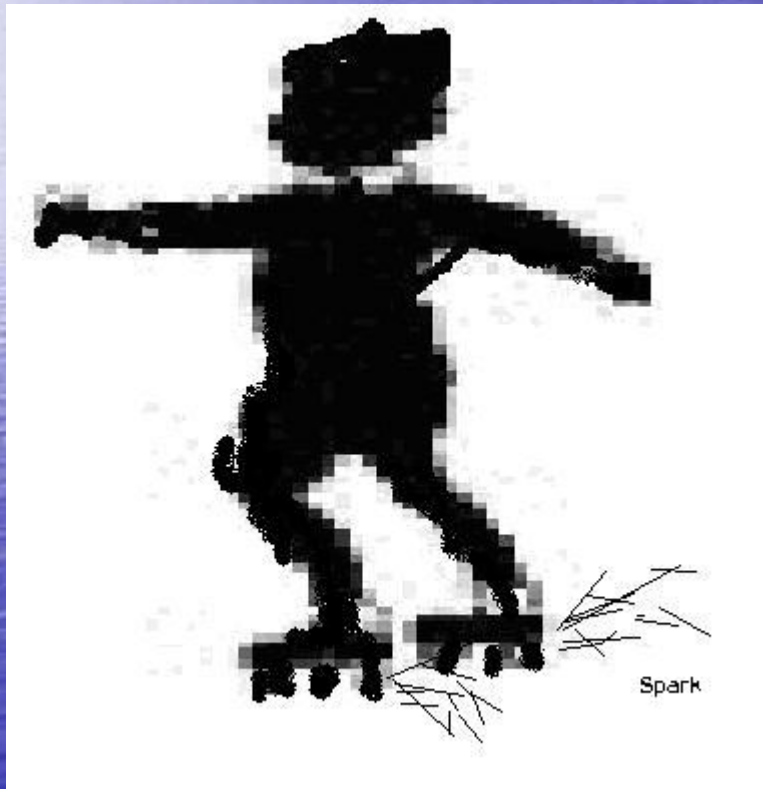
Storyboard



Storyboard



Storyboard



Main Techniques

- Blue Screen
- Mask
- Edge Blurring
- Blending
- Maya Object Model
- Artificial Shadow
- Match Movement
- Particle System

Blue Screen

- Shoot skater's movement against blue screen



Blue Screen

- Extract skater from raw blue screen video



Blue Screen

- Blend skater into vehicle video sequence
 - Use mask to occlude skater at the back of vehicle
 - Blur the edge of vehicle when skater slides to its back



Shadow

- Use a 3-D object as skater model



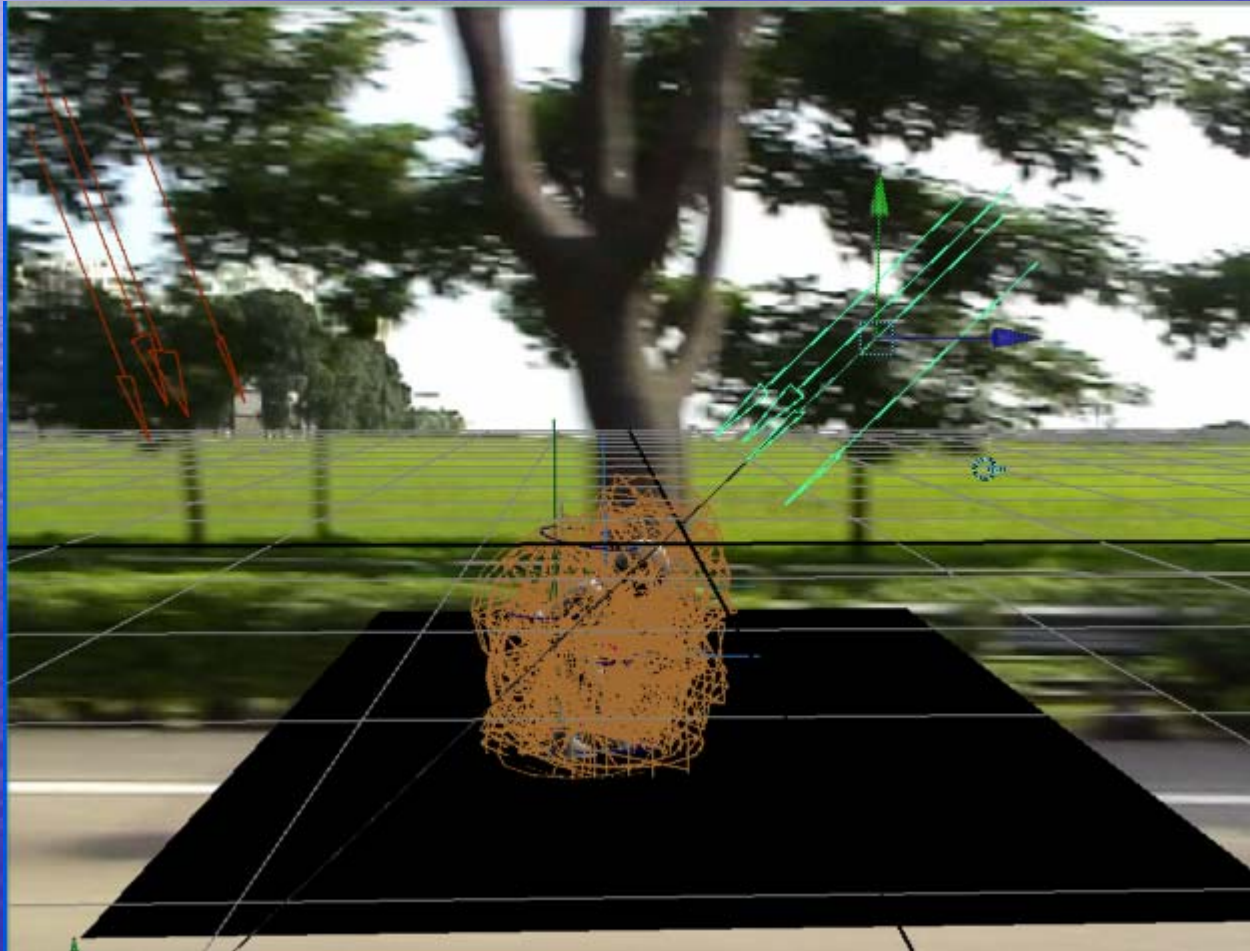
Shadow

- Simulate movement of skater in the 3-D object



Shadow

- Add in sunshine direction and intensity



Shadow

- Render image sequence of shadow without 3-D object



Shadow

- Blend shadow into skater's video sequence



Sparkle

- Shoot close shot of roller blade's movement

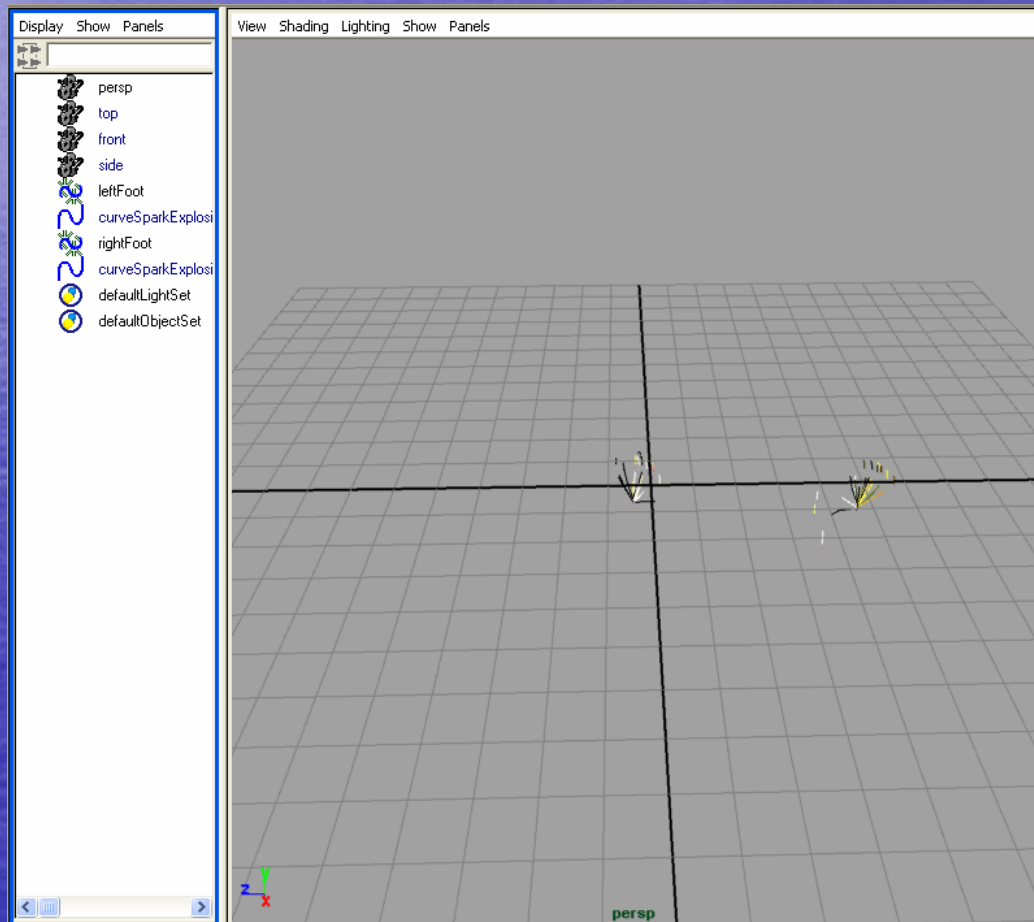


Sparkle

- Manually reconstruct the route of blade's movement
 - Lack of software support
 - Every 10 frames readjust the position of object
 - Then reconstruct the overall movement of object

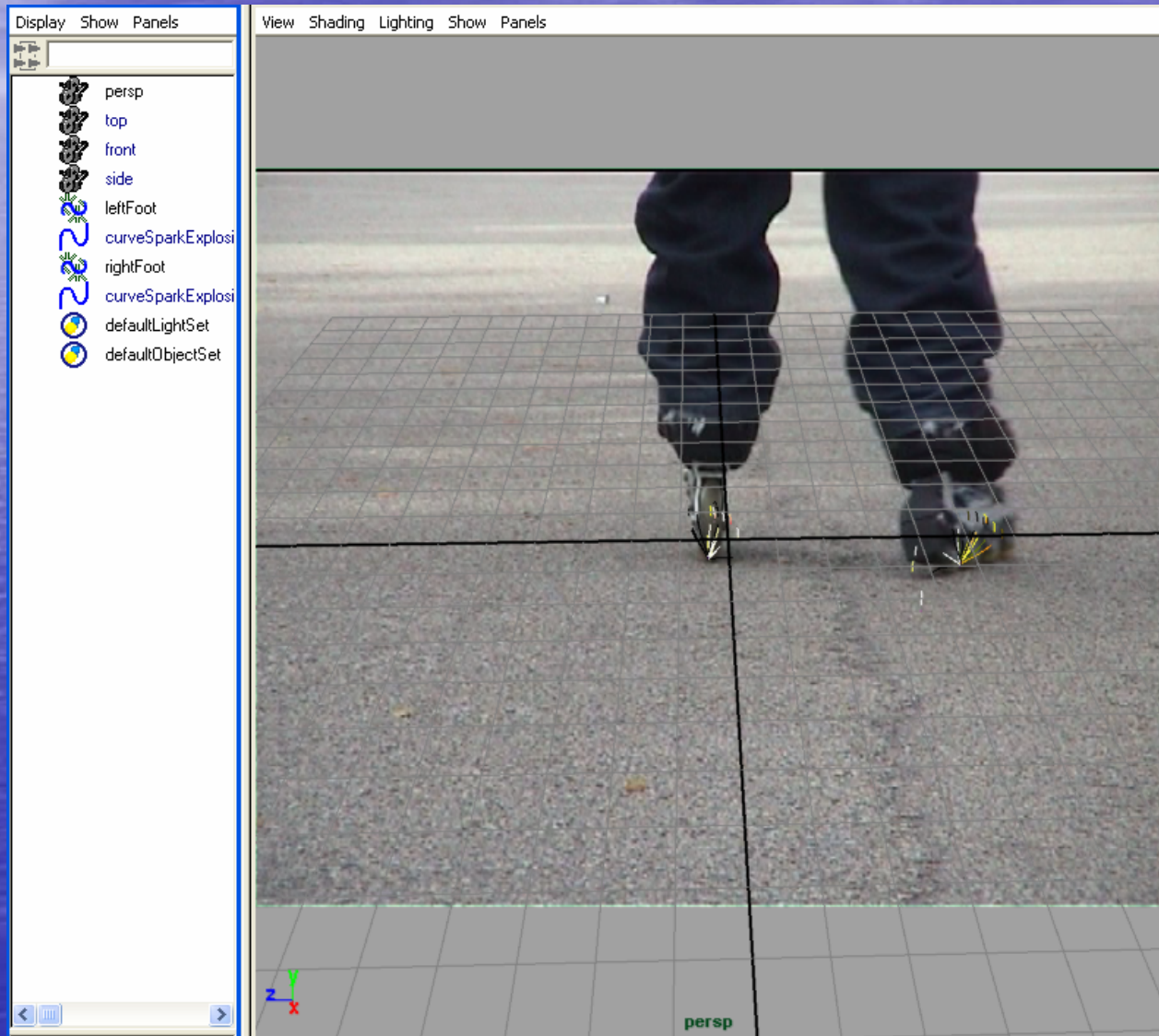
Sparkle

- Construct two particle systems to simulate the sparkles ignited by left and right foot



Sparkle

- Attach sparkles to the route



Final Product



Final Product





Thank You!

The background of the slide is a serene landscape. The top half shows a bright blue sky with wispy white clouds. A thin, bright white line representing the horizon separates the sky from the bottom half, which is a deep blue ocean. A bright, shimmering reflection of the sun is visible on the left side of the water, extending towards the horizon.

Q & A