CS5245   Project – Super Roller Skater

Progress Report

Team Members:

Name	Matriculation Number
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Story Summary:

In the story, a student gets up late; he puts on a roller skater and rushes to school. On AYE, he dodges and overtakes cars at a very high speed. Unfortunately he hits a car and is thrown into the sky.

Changes of Plan:

1. The student will be wearing a roller skate to race on AYE in stead of riding on a bicycle.
2. New shooting angles are added.
3. New shooting sites are selected.

Effect Overview:

In our video the student is racing through cars on AYE, which is not possible to happen in the real life or too dangerous to realize by real person. When the student hits the car, he is thrown into the sky.

Raw Footage:

1. Video sequence of AYE from side view. A scene of car flows on AYE, the camera is fixed in a car and the car overtaking other cars on the highway.

2. Video sequence of student from side view. The student in roller skate gliding forward was shot from side. He pretends to dodge and overtake fictitious cars.

3. Video sequence of AYE from a top-down shot. A scene of car flows on AYE from top-down view.

4. Video sequence of student from a top-down shot. A scene of student in roller skate gliding forward on a road with no cars, the camera is positioned on an overbridge. Student pretends to dodge and overtake fictitious cars.

Preliminary Editing:

We obtained the clean plate view of shooting site, and we took the student out from the video sequence shot above, removed the background and preparing to blend the student's motion into cars flow sequence.

Technical Challenges:

1. During the side view shot, we need to zoom cameras carefully in order to reflect the accurate size proportion of student and car in all sequences. This is the same for the top-down view shot.

2. The video sequence shot on AYE incurs a lot of turbulence due to the road condition, when we blend the video sequence of student into the car flow scene, we need to do match move to stabilize the move of student and car flows.

3. Set student video as foreground and AYE video as background. However the student will have overlapping effect sometimes. This results in the shadow problem, which can be solved by motion tracking.

4. We will have wide and close up shots of student video. The wide shot involves shadowing problem, but the close up shot involves the refection problem. So we will shoot the student with a static car in front of the blue screen, and blend them into the background as one object.

Updated Task Assignment:

Feng LiangZhu	Gao Jiong	Guo XinYu
• Shooting video • Video editing • Motion tracking • Computer graphics • Digital composition	• Directing • Video editing • Motion tracking • Computer graphics • Digital composition	• Directing • Acting • Video editing • Computer graphics • Digital composition

Timeline:

(Completed) 10th September – Finalize storyline, shooting scene, action sequence and learn techniques of shooting.

(Completed) 17th September – Finish shooting video, preliminary editing of video sequence.

(Completed) 3rd Oct – Progress Report

17th October – Compositing layers of video sequence, add computer graphics effect, and come out 1st draft product.

24th October – 2nd draft product, polish effect. Progress Report

3rd November– Finalized Version of video out.

Week 13 – Project Presentation