CS5245 Project Proposal

Title:

Super Bikeman

Project Team Members:

Feng LiangZhu

Gao Jiong

Guo XinYu

The Story Summary:

In the story, a student who gets up late rushes to school, he rides a bike to AYE, he dodges and overtakes cars on the highway. Unfortunately he hits a car is thrown into the sky.

The Effect:

High speed motion and 3D shape distortion.

Input:

1. A video sequence of AYE highway, the camera is fixed in a car. The car is overtaking other cars on the highway, this serves as a clean plate shot. No student and bicycle appear in this sequence

2. A video sequence where a student riding a bike with the blue background, pretending to dodge and overtake fictitious cars. This will be composed with above sequence to create the scene where the student rides a bicycle to overtake cars on AYE highway.

Output:

 A composed video sequence having the final effect.

Method:

1. 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.

2. We will have wide shot and close up shot of student video. The wide shot only 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.

Number of Layers:

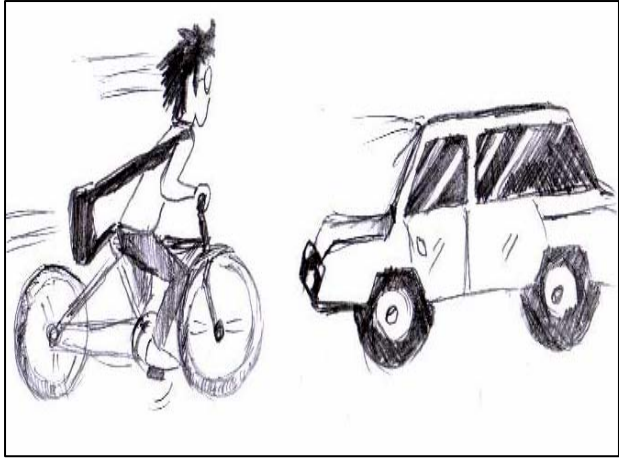2 Layers, the AYE highway shot with cars running and isolated actor shot.
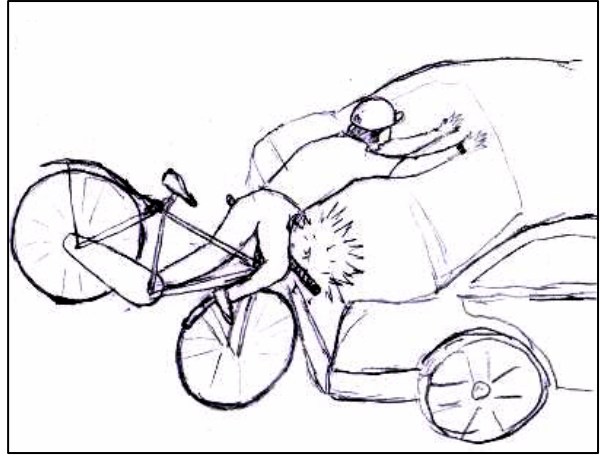
Storyboard:

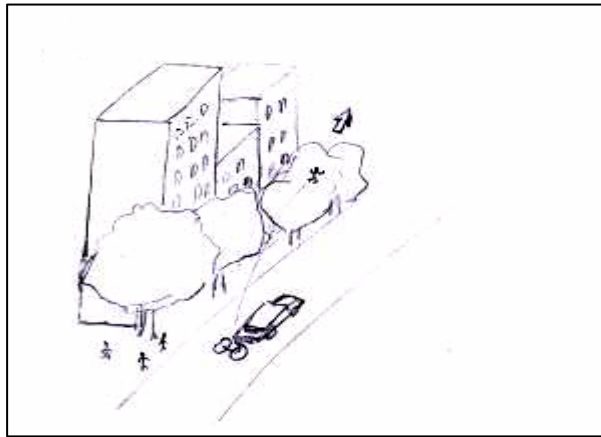1. The student gets up late

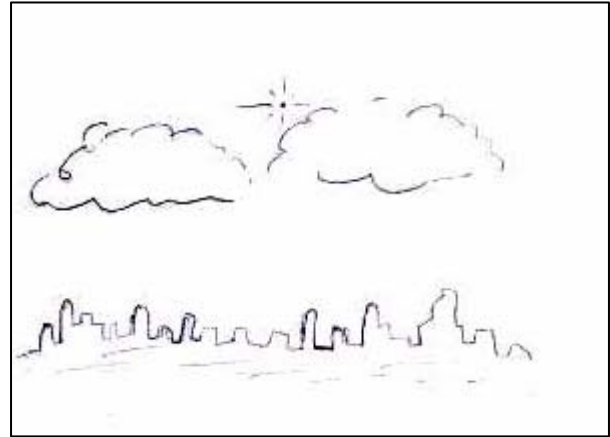2. The student rushes to AYE on his bike

3. On AYE, the student overtakes other cars and avoids clashing in the meantime

4. The student can't dodge well enough to run into a car

5. The student is thrown into the sky

6. Eventually he disappears in the sky as a star

Task Breakdown:

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:

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

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

24th September – Submit Progress Report

15th October – Compositing layers of video sequence, add computer graphics effect, and come out 1st draft product. Submit Progress Report

22th October – 2nd draft product, polish effect.

29th October – Finalized Version of video out.

Week 13 – Project Presentation