

CS5245 Project – Super Roller Skater

Progress Update

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.

Effect Overview:

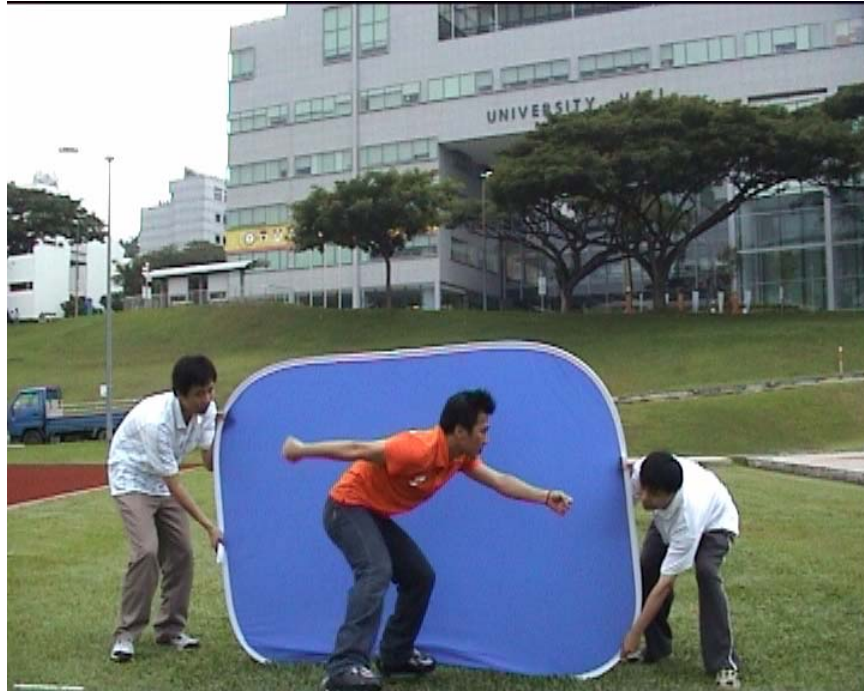
In our video the student is racing through cars on AYE, which is not possible to happen in the real life or too dangerous to realize by real person. When the student hits the car, he is thrown into the sky.

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.

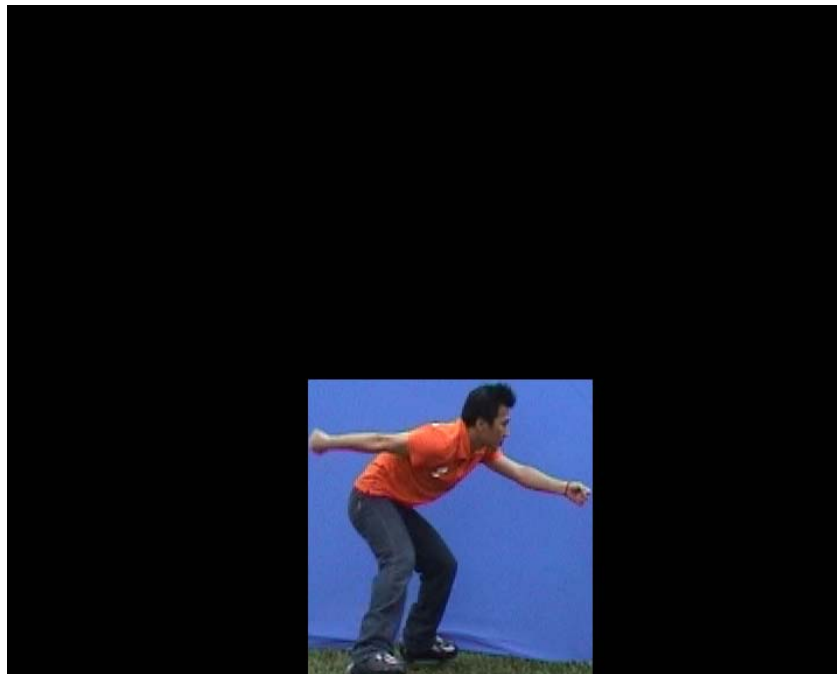


2. Video sequence of student from side view. The student in roller skate gliding forward was shot from side. He pretends to dodge and overtake fictitious cars.



Edit Image:

1. Extract the student from the background scene by add a mask



2. Replace the grass pixels with blue background pixels, and fill up the black region with blue color.

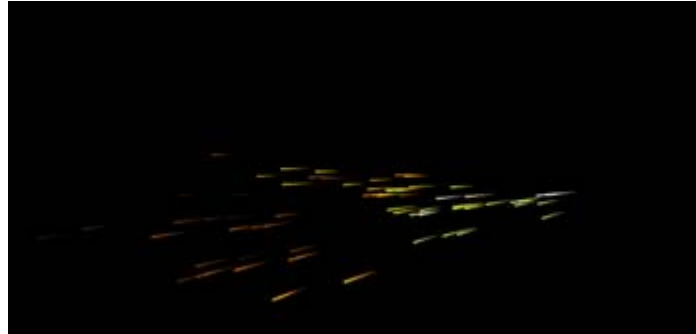


3. Blend the student image to the side view AYE image.



Sparkle Effect

We use MAYA to generate the sparkle when student is doing sharp turning. The following image shows the initial result.



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 refraction 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.
5. When we add the sparkle effect, we have to match the move of student and camera.

Updated Task Assignment:

Feng LiangZhu	Gao Jiong	Guo XinYu
<ul style="list-style-type: none">• Shooting video• Video editing• Motion tracking• Maya• Digital composition	<ul style="list-style-type: none">• Directing• Video editing• Motion tracking• Blending• Digital composition	<ul style="list-style-type: none">• Directing• Acting• Video editing• Blending• 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