

Progress Report – CS5245 Course Project

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With lecture's suggestion, the original story board is reviewed to have a better focus. More efforts will be put in on some key special effects with better quality instead of few with lower standard.

Planned Schedule

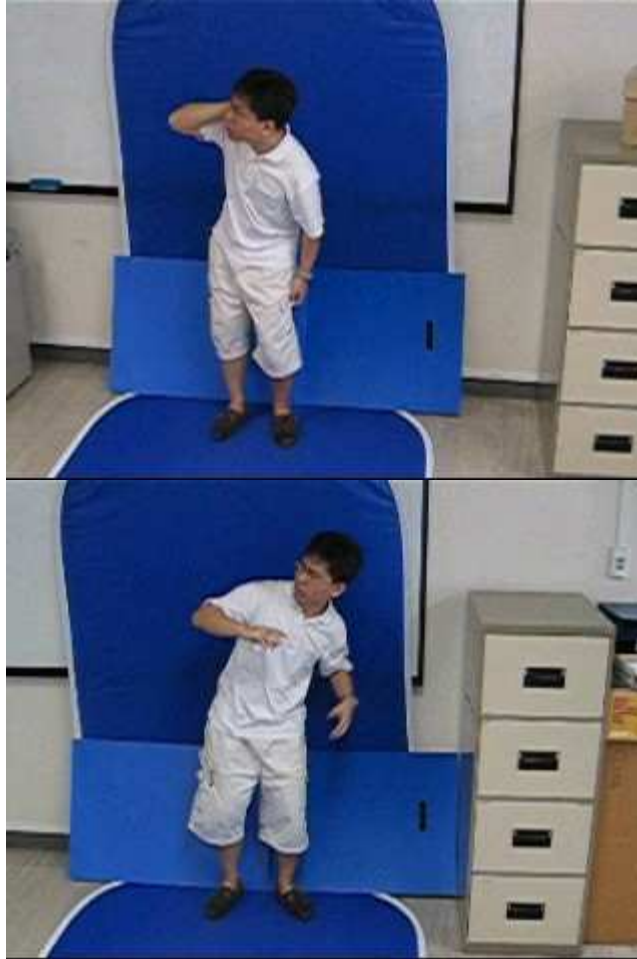
- Week 4 (29 Aug) Project Proposal.
- Week 5 (5 Sep) Submit Proposal.
- Week 6 (12 Sep) Video script and virtual scene preparation.
- Week 7 (19 - 26 Sep) Real scene shooting.
- Week 8 (3 Oct) Project progress report.
- Week 9 - 10 (10 - 17 Oct) Footage editing and vision special effect creation.
- Week 11 (24 Oct) Post product, and project update
- Week 12 (31 Oct) Project finalization.
- Week 13 (7 Nov) Project presentation.

Actual Progress

- Week 4 (29 Aug) Project Proposal.
- Week 5 (5 Sep) Submit Proposal.
- Week 6 (12 Sep) Video script and virtual scene preparation.
- **Week 7 (19 - 26 Sep) Real scene shooting.**
- Week 8 (3 Oct) Project progress report.

The original schedule is tried to be followed as closely as possible. But because of the limitation of time from team members, the real scene shooting is done partially. And some of the efforts were put in exploring different planning on the project conduction. With the help from lectures, the original weak proposal is enhanced and the project team is on the track of catching up the original schedule. Some of the raw footage was shown below.





Due to the limited time allocated for the usage of blue screen in the lab, project team capture all the scenes requiring blue screen involved. And other shot can be done with alignment to these scenes.

Difficulties Encountered

With the progress so far, we encountered few difficulties like how to capture a 3D model. We have tried the 3D scanner in the graphics lab, but the quality is not acceptable and the scanner is not working for scanning of entire surface. It can only capture partial surface. To resolve the problem, we are still looking for some other software and existing 3D models to use in the project.

Another difficulty we encountered is the quality of raw footage shooting. After we took the shot, we realize the quality is not so good after imported into After Effect 6.0. To have a better effect in the final video, we are planning to re-shoot the raw footage again. We also tried to come out with some matt on the raw footage to remove unwanted portion and create some additional effect like the shadow of objects etc.

One of the fundamental problems we are facing is the limited time to work on the project and we are planning to put in more effects throughout the rest of the project.