<u>Progress Update – CS5245 Course Project</u>

Oct 24, 2005

Huang Duo Huang Yongfeng

(A Stressful Employee)

From the time of last progress update reports, team members re-took the shot for a better quality raw footage due to problems like camera shaking and inconsistent lighting. By the time of documentation, the team has completed first round of video editing and composition. A movie has been produced as the first draft. The team will be refining the composition in the remaining project time. The principal taken by the team is try to complete whatever effects identified now and add more new effects whenever possible before the deadline of the project.

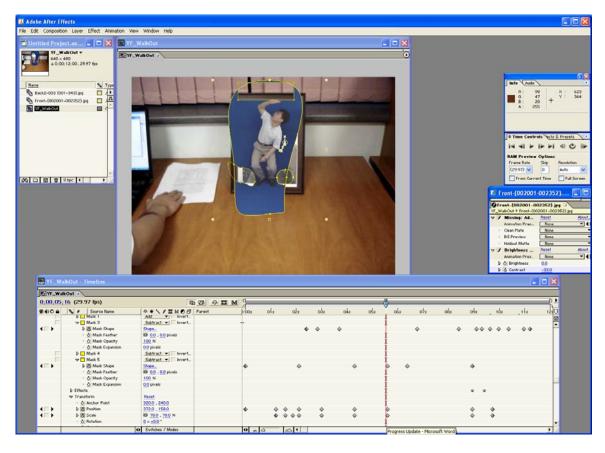
Planned Schedule

- 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) Projet finalization.
- Week 13 (7 Nov) Projet 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
- Week 9 10 (10 17 Oct) Footage editing and vision special effect creation.
- Week 11 (24 Oct) Post product, and project update

Adobe After Effects is the main tool we used during the footage editing and vision special effect creation. To achieve good and smooth final effects, a lot of efforts have been put to focus on the key frames editing. The key frames for various screen masks and object transformation have been identified and created. The following screen capture shows the series of key frames created during editing one of the raw footage.



Project team is still exploring the possibility to include some more special effects in the final movie. Particle effect is identified as one of the potential one to do. The software "particleIllusion 3.0" has been evaluated and proof of concept has been done at the initial trial. The following screen capture shows some of the trial done in the software.



Figure 1: Original Footage



Figure 2: Particle Effect Trial 1



Figure 3: Particle Effect Trial 2

What we are going to do next

- Make of Movie
- Week 12 (31 Oct) Projet finalization. Week 13 (7 Nov) Projet presentation.