

The Accident

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Effect Review

Main effects that we try to demonstrate are:

- 3D morphing: make a 3D hand to deform into many shapes and later become a skeleton.
- Real object interaction:
 - The 3D hand moves along with the 2D arm.
 - The 3D hand holds the 2D door handle.

Works have been done

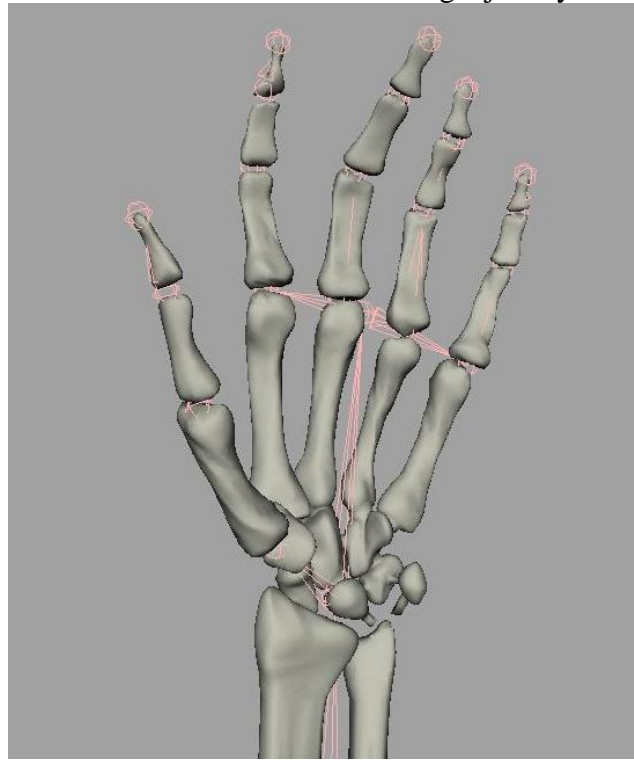
1. The 3D hand

Finish texturing the 3D hand with real human hand texture.



2. The 3D skeleton

Finish splitting the 3D skeleton model and building a join system for it.



3. The morphing effect

We find a method to implement the morphing after trying some different techniques.

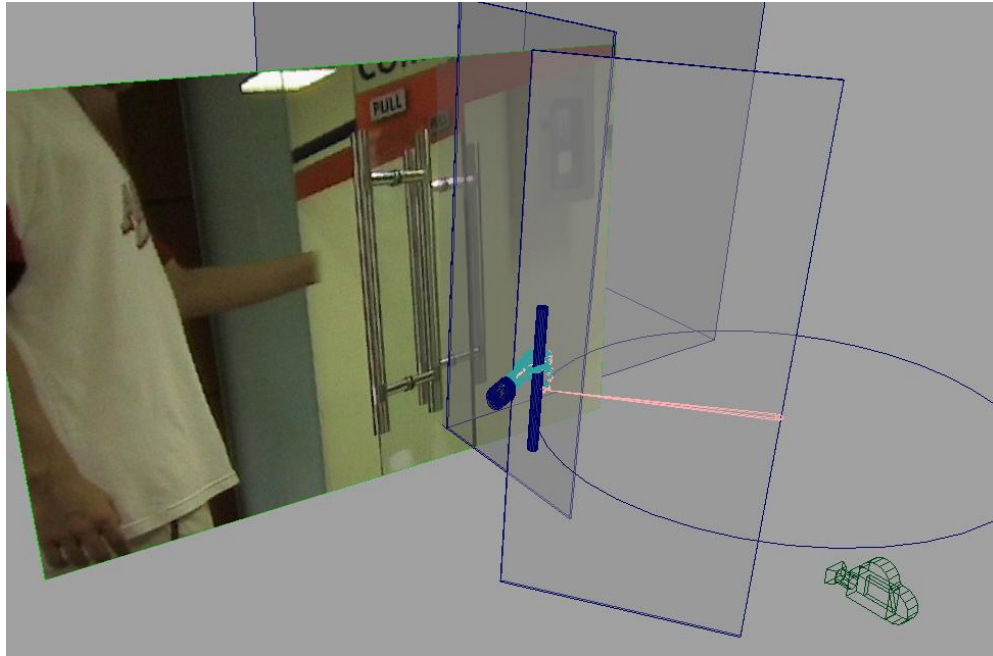
Need to do some more model modification.

4. Matching

We already match the movement of the arm with the join structure. So, we can attach the morphing hand or skeleton to the join anytime to have a matched movement.

5. Environment

We build the environment to match the movement of the hand with the door handle.



Works need to be done

- Complete the morphing effects
- Bind the morphing hand to the joint to render out.
- Render the CG object into image sequences.
- Integrate CG image sequences into real footage and adjust color and noise.
- Edit and add background music.