CS5245 Progress Report

Original Proposed Plan
Based on our original timeline given in the project proposal, the following things should have been accomplished
- Shooting of video sequences
- Modeling and animation of 3D models
- Completion of 3D animation sequences

Progress to date
Up to date, we have only accomplished 1 out of the 3 following planed task set out. We have completed the modeling of the 3D model and would soon set forth to shoot the required video sequences.

Problems Encountered
After a re-evaluation of our initial proposal, the group seat down to discuss the necessary changes and equipment needed for the project.
- Special Effects sequence was too simple.
- Initial sequence did not consist of enough interaction.
- Needed to obtain equipment for filming. (e.g. Blue screen cloth, etc)

Changes

There were a number of scenes added into the original storyboarded idea to increase the frequency and amount of interaction between 3D animation and real characters. Here is a short description of the 3 scenes that will be added in.

- The 3D character would be engaged in a "push-pull" struggle with the real character, where both parties would be pushing each other at their palms interlock.
- The 3D character would throw some CDs as a weapon at the real character.
- The 3D character would "air lift" the real character into the air and hang him on the wall

The Next Step

- The team would commence with filming as all necessary equipment has been obtained.
- To generate the full animation sequence for testing.
- A 3D scene of the filming location.
- Lighting and material adjustment of 3D object for photorealistic rendering.