

CS 5245 – Vision and Graphics for Special Effect

Project Update

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Project title: Ideal Laptop

Getting 3D objects from a 2D-flat, transparent laptop screen

What should have been done:

According to our original timeline, we should have finish the first part of the compositing and finish with effect of taking the coke out from the screen.

Week 7: Starting to do touching and pulling screen effect. In the mean time, we'll do the 3D model for the hand so that later we can create interaction effect between the hand and things on the monitor.

Week 8: Progress report due while continue to produce the effect, start to do the taking object out from the screen effect.

Week 9: Finish all the effect.

Week 10: Compositing.

Week 11: Progress report due and continue with compositing.

What have been done:

We have split up the video in to two main parts for the filming. The first part is the part is when the laptop is first on. A simple blue screen effect is use. The foreground and background are combined to form the image as shown in the first part.



Fig 1. foreground



Fig 2. Background



Fig 3. Composite image

The second part of the video involves taking the can of coke out from the screen. Two video shots were done, one with hand reaching into the blue screen to grab a can of coke. A second shot is done with the laptop's screen in green with a blue background. A final video editing is done using maya's particle toolbox. The final effect we want to achieve is a pulling effect when the can of coke is taken out from the screen. A sideline project involves making the website for the online drink store. The drink store had to blend realistically well with the monitor screen.



Fig 4. Laptop in blue and green screen

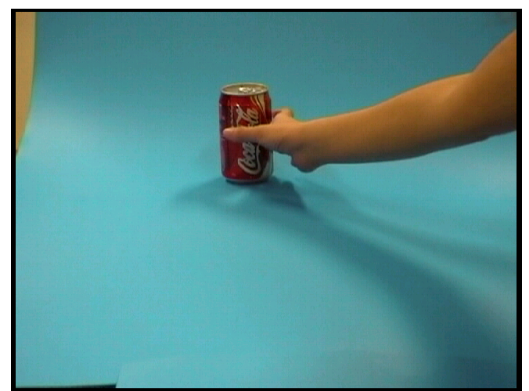


Fig 5. Hand taking coke

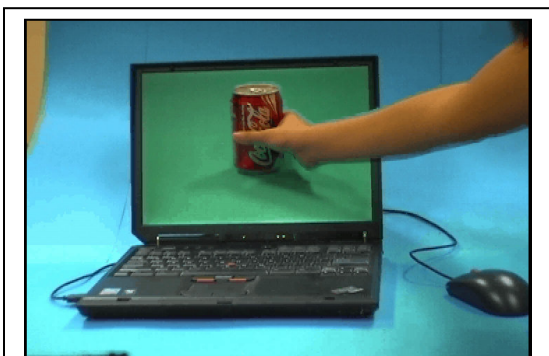
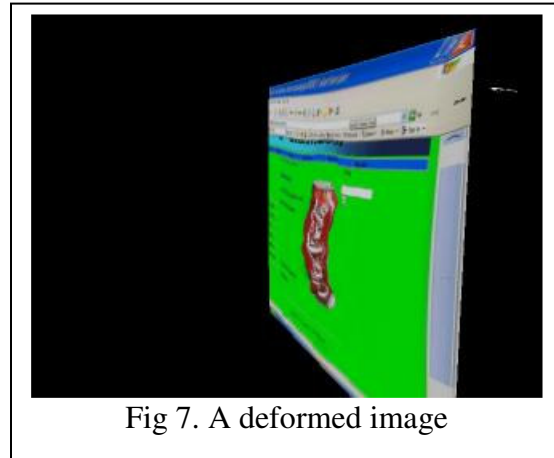
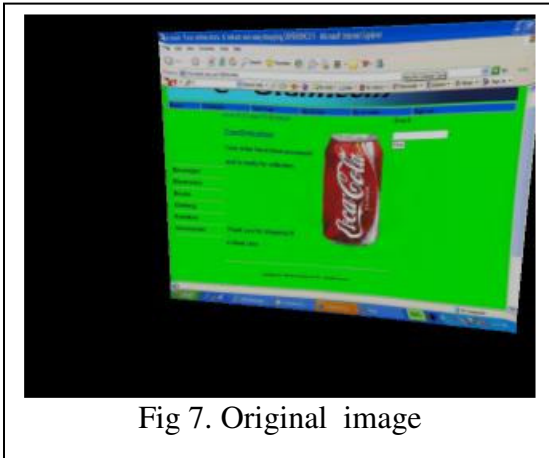


Fig 6. Composite image

The second part of the video also involves the pulling effect which was achieved using Maya. We want the screen to deform as the hand approaches the screen to get the coke. The pulling effect is achieved using the particle toolkit, by attaching springs to a wall and between particles on the screen and the spring will be cut off after when the coke is taken out. The next step is to add the Maya image into the second of the video. To blend the transition between the Maya image and video image, morphing might be used.



What will be done:

In the coming two weeks, we have to re-shoot the hand taking part as the current view of the shot cannot express our effect clearly. We will have to improve the particle deformation of the screen and then morph and composite the Maya image into the video. Most probably, we will try to get another item out from the screen after we have managed to get the coke out nicely.