

“What’s after the Wii?” Special Effects Project

The Stress Reliever Game

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Storyline

Scene 1 – Critique Presentation

>> Student presents critique to lecturer but with dismal results.

Scene 2 – Student Complaining

>> Student stressed and needs to relieve his stress in some way.

>> Thankfully, there is the “Stress Reliever” game.

Scene 3 – Character Selection

>> Student pays for a game at a common vending machine.

>> Student selects his ‘object’ of stress for a boxing match and places the virtual rotating hologram of his lecturer on a rotating 3D fighting character.

Scene 4 – The Fight

>> Vending machine display changes to a backdrop of an applauding audience.

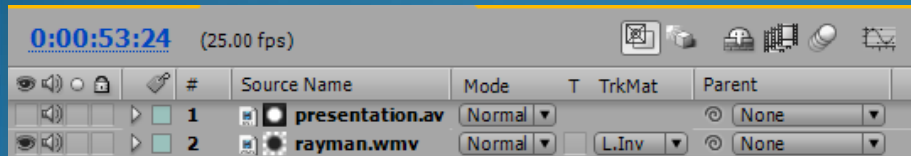
>> The boxing match starts and student spars with lecturer.

>> The fight ends with a ‘fireball’ knock-out punch with 3D gloves.

>> The backdrop of the applauding audience ripples in reaction to the impact of the punch.

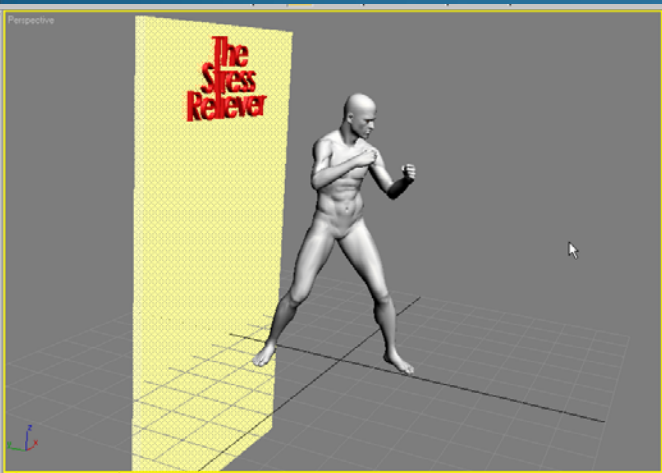
Critique Presentation

1. Matte made using posterized, high contrast original scene of presentation.
2. Video of gamer masked with the matte using TrkMat & Luma Inverse
3. Original video of lecturer and student composited to the masked video of the gamer



Enemy Selection Scene

1. 3D model of 'fighting man' modeled in Poser; with "The Stress Reliever" 'video board' using a self illuminated rectangle primitive with extruded text in 3 D Studio Max.
2. Rotating head of the lecturer masked and matched to the motion of the rotating 'fighting man'.



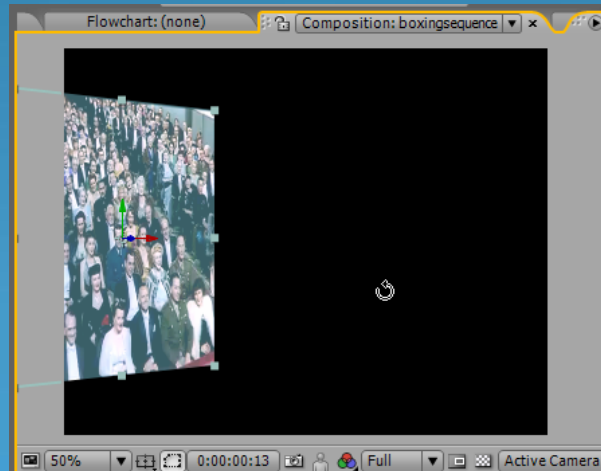
3. Vending machine display is masked.

4. "The Stress Reliever" 'video board' is imported and placed in 3D space behind the mask.



Fighting Scene

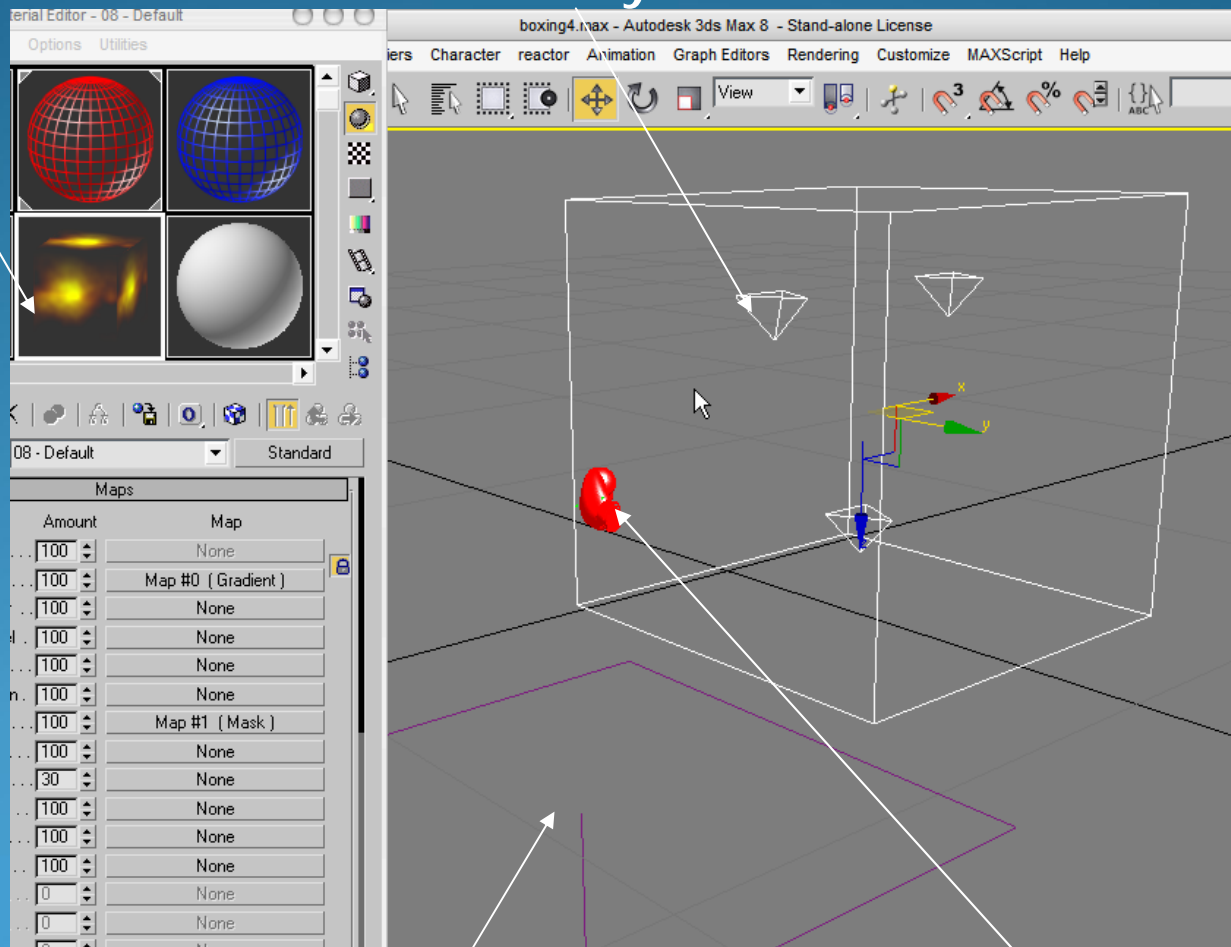
1. Student and Lecturer fighting scene is shot against a 'blue screen' and keyed (blue)
2. Video of clapping audience is placed in 3D space behind the previously masked display of the main scene's vending machine.
3. Rippling effect during the knock-out punch is simulated by applying the 'Ripple Effect' to a solid layer and then applying the 'Caustic Effect' to the video of clapping audience.



Modeling Boxing Gloves with Fireball Effect in 3DS MAX

Fire texture

PArray

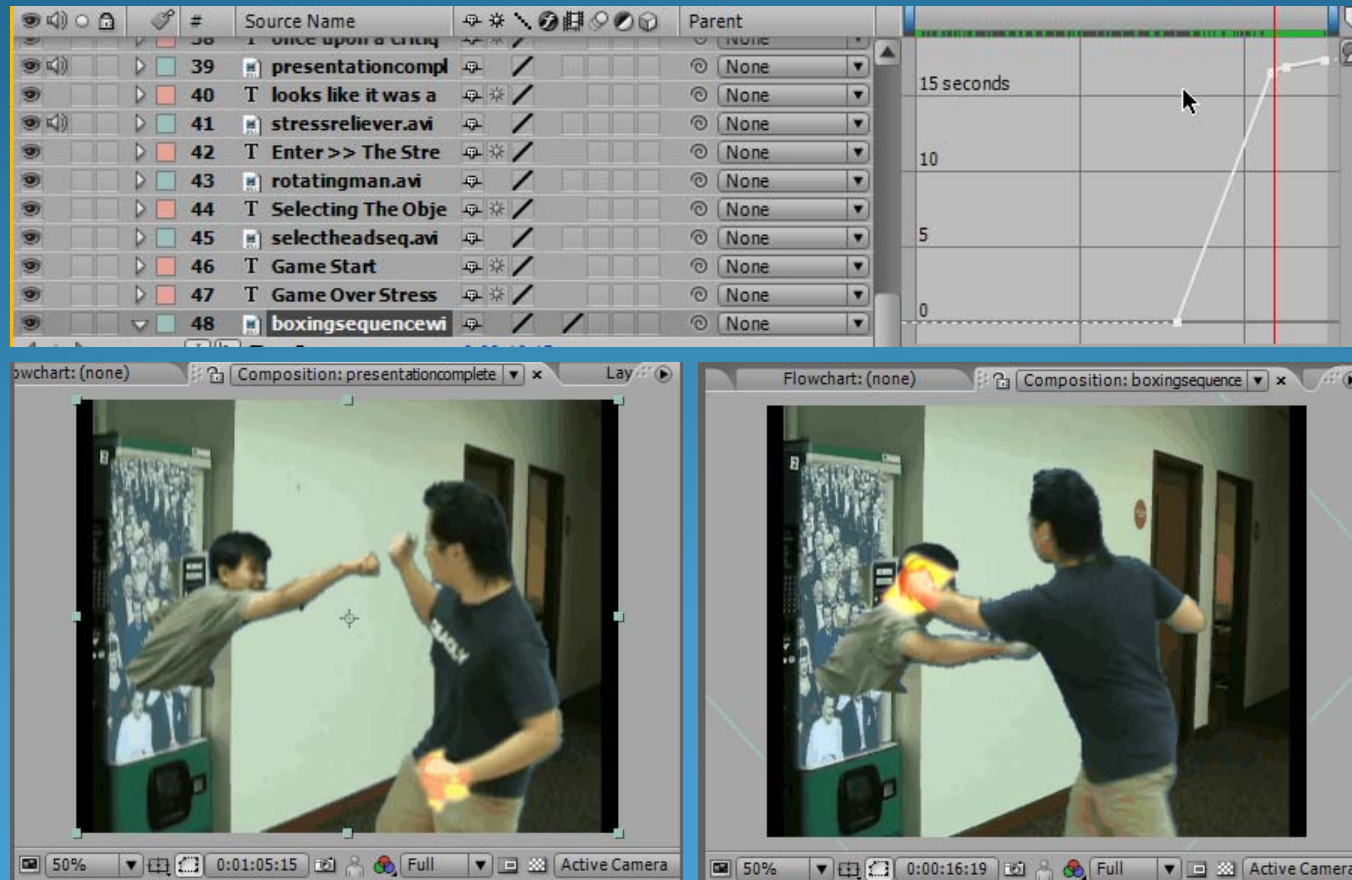


Wind

Boxing Glove

Final Knock-out Scene

1. Boxing glove is animated in 3D Studio Max and transferred to After Effect; and matched to student's hands
2. After Effects curves is then used to generate the slow-motion, varying velocity of the final knock-out punch



Thank you