

CS5245 Progress Report What's After the Wii?

Project Team Members:

Bernard Ng - bernard_ng@ite.edu.sg (HT042117H)

Anthony Tay - cttay71@singnet.com.sg (HT042159X)

Gary Ang - garyang.mobile@gmail.com (HT036098B)

Main Special Effect

Brief: Gamer playing with real 3D game characters and objects

Effect: Characters emerging from TV screen in real 3D and physically interacting with gamer

Updated Possible Video Sequence

1. Main actor in a typical living room in front of a seemingly common LCD TV; Mike Tyson Championship starts on the screen.
2. Actor prepares himself by getting into a fighting pose. The screen character faces the actor.
3. Fight begins with the game boxer's gloves actually coming out of the screen to parry with the actor's, actor loses, game over.

Key Inputs & Main Special Effects

1. Live video of the living room, boxing game
2. Key 3D models, artifacts created in Maya for Mike Tyson
3. Match-move, compositing and 3D morphing applied

Work Done

1. Live video of the boxing game
<http://www.munhua.com/boxing.wmv>
2. Live video of person boxing
<http://www.munhua.com/person.wmv>

Technical Challenges

1. Creation of 3D Key 3D models, artifacts created in Maya
2. Matching of hand of boxer and person

Task Breakdown

Bernard Ng	Anthony Tay	Gary Ang
Shooting Video	Capturing Video Game Sequence	Object Modelling
Acting	Acting	Digital Composition
Video Editing	Directing	Documentation

Timeline:

- 5th Week – submit proposal (completed)
- 6th week – 1st video (completed)
- 7th week – 2nd video (completed)
- 8th Week –progress report 1 (completed)
- 9th week – CG, morphing
- 10th week – digital composition
- 11th week – progress report 2
 - video editing
- 12th week – documentation / making of video
- 13th week – final presentation and submission