

CS5245 Project Proposal

What's After the Wii?

Project Team Members:

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Overview

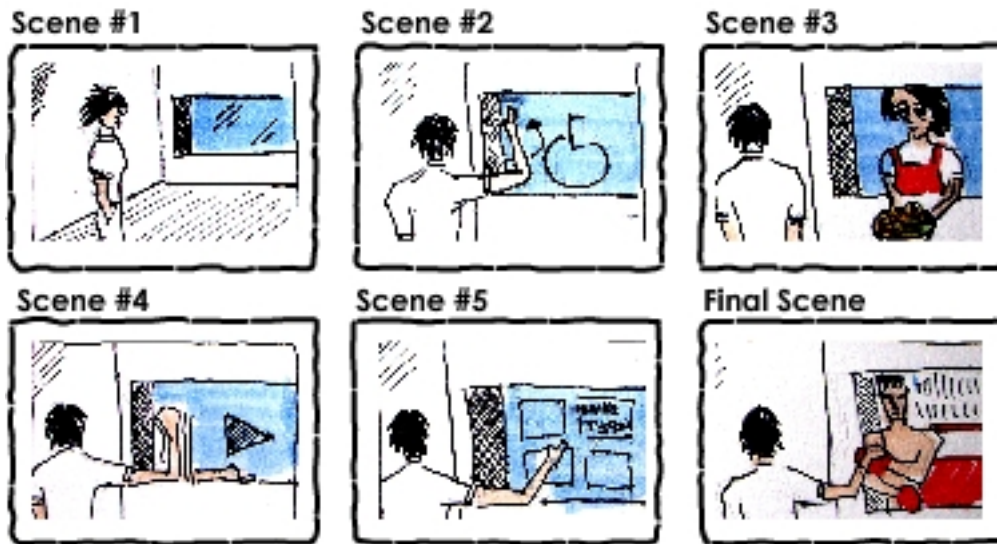
The Nintendo Wii, recently released in December 06, has shifted the paradigm of gaming. Aside from competing on graphics, the Wii has focused attention on innovative interface design.

This project proposes to use special effects to demonstrate future possibilities in interface design, with the key future technology demonstrated being an organic LCD screen capable of shape morphing in the 3 dimensional space and sensitive to user inputs in all 3 dimensions (current touch screens function only in the x-y axis, this screen would be able to respond to inputs in the z axis).

Possible Video Sequence

1. Main actor walks into a typical living room towards a seemingly common LCD TV
2. Actor draws a $\frac{3}{4}$ closed circle (a power symbol) on the LCD screen to power on the LCD TV. The symbol appears beveled on the screen
3. The LCD shows a food show being broadcast. The host of the show finishes a dish and serves up a dish, holding it out for the viewers to appreciate. This dish and the hands of the host extend out from the LCD screen in 3D.
4. Actor is bored, waves his hand across the screen to get an empty blue screen. Actor draws an arrow (similar to play symbol), which also appears beveled on the screen and the gaming console powers up, displaying a 3Station logo.
5. A menu of games appear. Actor chooses "Mike Tyson Championship".
6. Actor prepares himself by getting into a fighting pose. The screen character faces the actor.
7. Video ends with the opening attack, with the game boxer's gloves actually coming out of the screen to parry with the actor's.

Storyboard (corresponding to description above)



Key Inputs & Special Effects

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

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
- 6th week – 1st video
- 7th week – 2nd video
- 8th Week – progress report 1
 - particle animation
- 9th week – morphing
- 10th week – digital composition
- 11th week – progress report 2
 - video editing
- 12th week – documentation / making of video
- 13th week – final presentation and submission