

CS5245 Vision and Graphics for Special Effects Project Proposal

Title: *Hunter. Hunted*

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The Effect

The effects video will feature the demolition/ collapse of the bridge between S15 and SOC1.

Implementation

In the sequences where the bridge will be demolished or be demolished, the bridge from existing footage will be erased and the region replaced with appropriate background scenery. A 3D model of the bridge will be created and composited with the edited footage.

The collapse of the bridge will be modeled and animated in Maya with appropriate plugins.

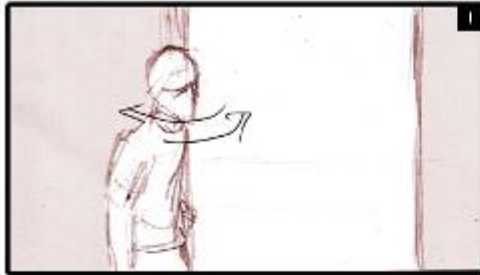
Plot

A secret agent is sent to eradicate an alien creature. He finds a valuable possession (an egg) of the creature and uses it as a bait to lure the creature to the bridge. The creature shows up, and in the ensuing tussle, the agent springs an ambush, blowing up bridge to destroy creature and the egg.

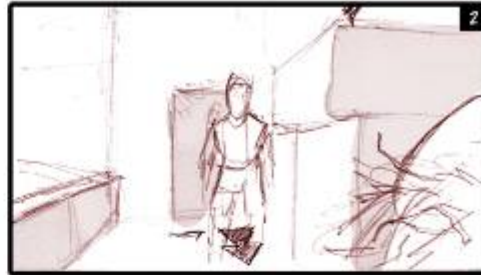
Storyboard

HUNTER. HUNTED.

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1
GUY SNEAKS TO THE DESERTED ROOFTOP OF SOQ. HE LOOKS LEFT & RIGHT TO SEE IF THERE ARE PEOPLE AROUND.



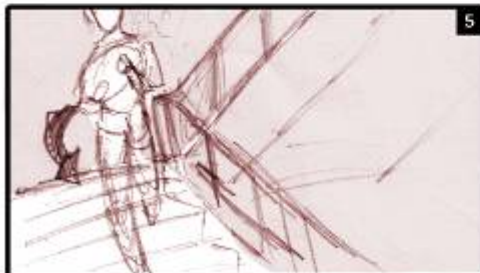
2
GUY WALKS INTO THE ROOFTOP AREA AND SEES HIS TARGET: THE EGG!



3
GUY GRABS THE EGG...



4
AND WALKS OUT OF THE AREA...



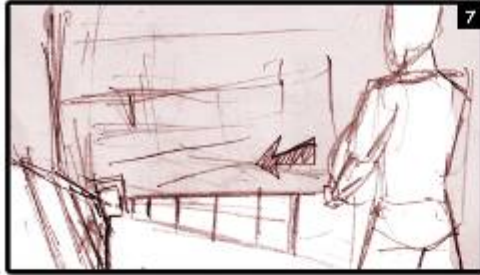
5
DOWN THE STAIRS...



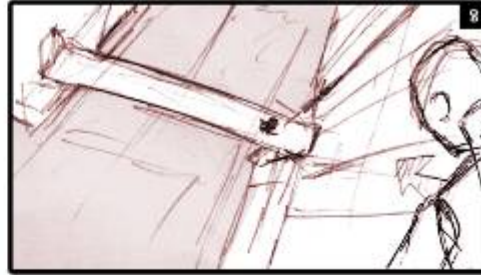
6
AND OUT OF THE DOOR THAT LEADS TO THE SOQ-SIS BRIDGE.

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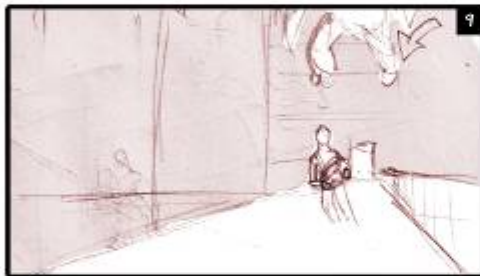
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GUY WALKS TOWARDS SIS ALONG THE BRIDGE. HE LOOKS LEFT & RIGHT TO SEE IF ANYONE IS FOLLOWING HIM.



A CREATURE SPOTS HIM FROM THE TOP OF THE BUILDING...



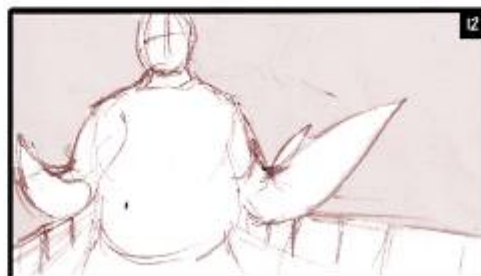
TAKES A LEAP DOWN...



AND LANDS ON THE BRIDGE, BLOCKING THE PATH OF THE GUY.



I) CAMERA CUTS TO OTHER SIDE OF THE CREATURE.
II) CREATURE STANDS UP SLOWLY WHILE CAMERA PANS UP.
III) ENDS UP IN A BOTTOM-UP SHOT, SHOWING THE MAJESTIC SIZE OF THE CREATURE.



CREATURE ROARS, THEN STARTS TO MOVE TOWARDS GUY

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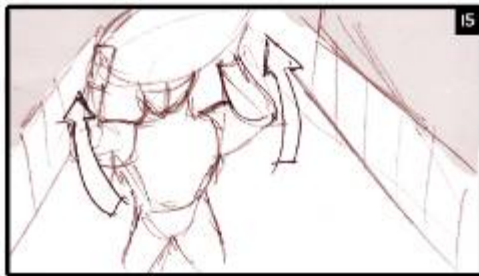
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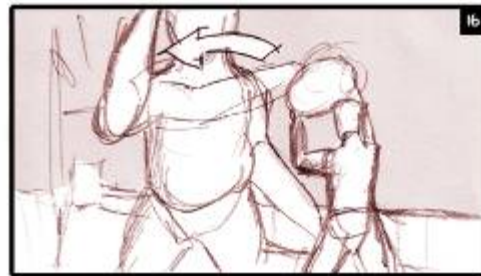
CREATURE STARTS TO ATTACK GUY TO GET BACK THE EGG. GUY STEPS BACK TO DODGE THE ATTACKS.



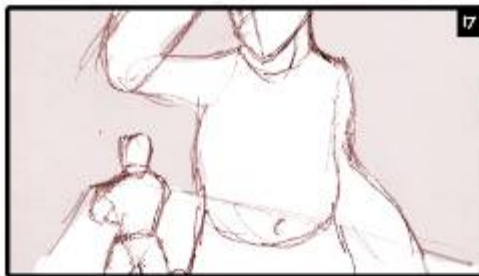
AFTER A FEW UNSUCCESSFUL STRIKES, THE CREATURE RAISES HIS ARM TO PREPARE FOR A HEAVY BLOW...



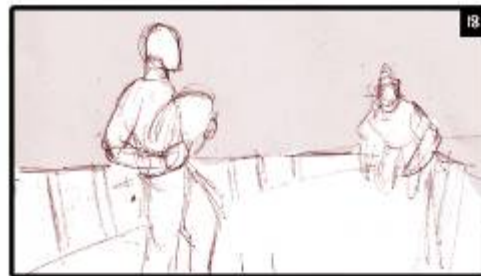
BUT THE GUY QUICKLY RAISES THE EGG TO SHIELD HIMSELF.



CREATURE QUICKLY DRAWS BACK HIS ATTACK, CAUSING SOME LOSS OF BALANCE.



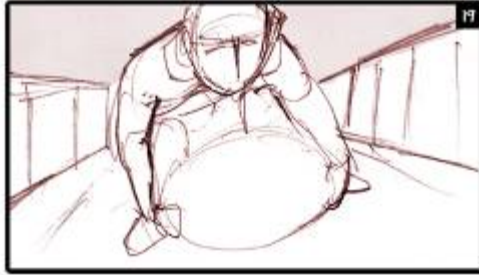
GUY NOTICES A ROUTE OF ESCAPE TO THE LEFT SIDE OF THE CREATURE AND DASHES TOWARDS IT...



(CAMERA CUTS TO THE OTHER SIDE) GUY AND CREATURE BOTH TURN BACK AND FACE EACH OTHER.

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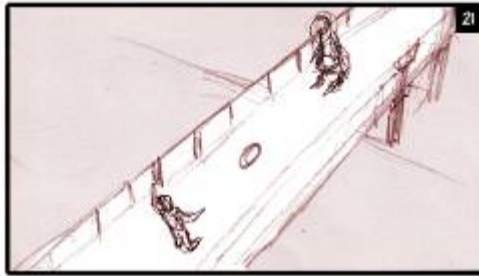
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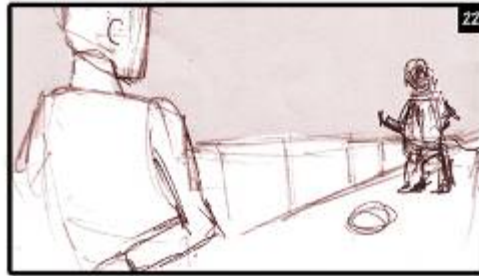
GUY PUTS DOWN THE EGG NEAR THE MIDDLE OF THE BRIDGE.



GUY STANDS UP AND SLOWLY BACKS OFF WITH BOTH ARMS IN THE AIR.



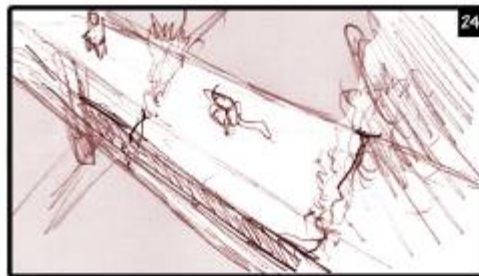
(SAME SCENE WITH TOP-DOWN SHOT)



GUY REACHES TO HIS BACK...



AND TAKES OUT A DETONATOR. HE PRESSES IT AND CAUSES THE MIDDLE PART OF THE BRIDGE TO EXPLODE.



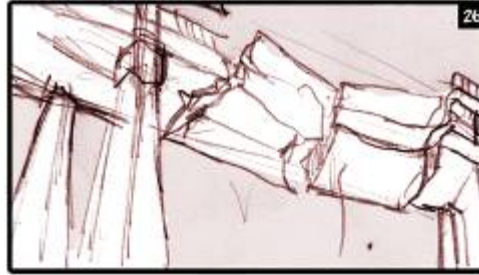
(TOP VIEW OF THE EXPLOSION)

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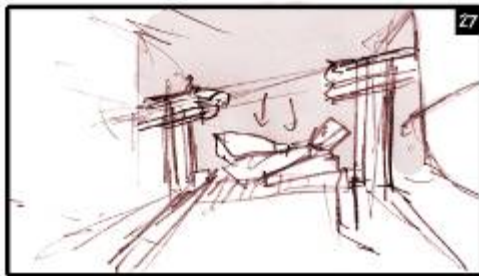
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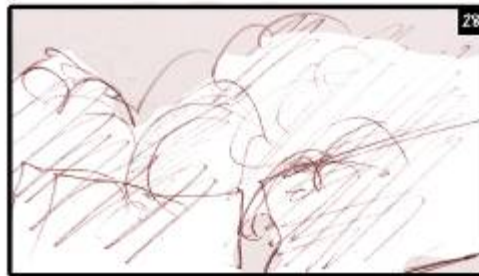
THE BRIDGE COLLAPSES...



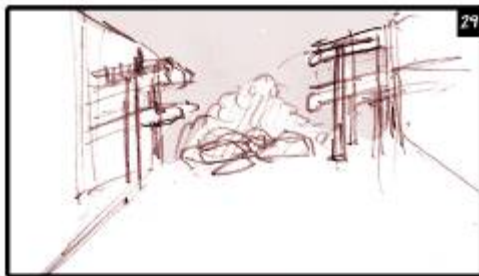
PART BY PART...



AND FINALLY CRUMBLES TO THE GROUND.



(CLOSE UP OF THE DEBRIS)



(LONG SHOT OF THE COLLAPSED BRIDGE)

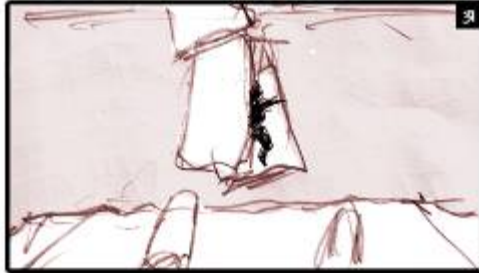


GUY: "AGENT X REPORTING. TARGET EXTERMINATED."
BOSS: "EXCELLENT. ANY DAMAGE DONE?"

GUY WALKS TOWARDS THE EDGE OF THE COLLAPSED BRIDGE...

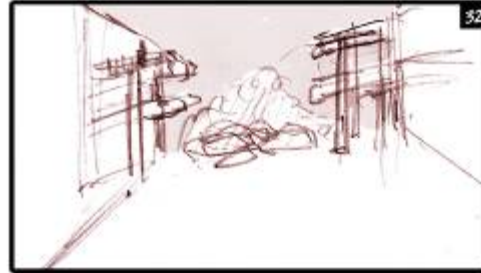
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AND LOOKS DOWN TO SEE THE CREATURE IN THE MIDDLE OF THE DEBRIS.

GUY: "WELL..."



(LONG SHOT OF COLLAPSED BRIDGE)

GUY: "...ERM..."



CAMERA CUTS TO THE BOTTOM-UP VIEW OF THE GUY STANDING AT THE EDGE.

GUY: "...YOU DON'T WANT TO KNOW..."



BOSS: "HOW MANY TIMES HAVE I TOLD YOU NOT TO DAMAGE THE FLAKE WHEN YOU ARE DOING YOUR TASK..." (VOICE FADES AWAY AS GUY HOLDS THE PHONE AWAY FROM HIS EARS)

GUY TURNS AROUND AND WALKS AWAY.

- END -

Work distribution

- Goh Cheng Teng: Removing of Bridge from existing footage, infilling of removed region.
Animation of fire effects.
- Lee Keng Siang: Modeling, texturing, rigging and animation of creature.
- Neo Jiet Shern: Modeling of CG bridge.
Animation (collapse) of bridge, creation of dust effects.
Matching moving.

Schedule

Milestones	Event
Completed	Scene survey, walkthrough, measurements.
Midterm Break	Modeling of creature & bridge Filming of footage Initial testing of bridge removal process.
Week 8	Match-moving completed Animation of creature (draft) Destruction of bridge (draft) Bridge removal
Week 10	Animation of creature (final) Destruction of bridge (final) Dust/ Fire effects
Week 11	Rendering of creature complete Final animation of bridge collapse, with dust and fire effects. Bridge removed and region in-filled.
Week 12	Effects video completion.
Week 13	Submission.