

CS5245 – Vision and Graphics for Special Effects

Project Progress Report

“TREASURE YOUR LIFE!”

Group member:

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Special effects:

Realistic sand man running and splashing into grains of sand.

Our original schedule:

Week 5: Finalize the script.

Week 6 and 7: Shoot video, build man model and particle system as well as the physical model of impact.

Week 8: Submit 1st progress update report and continue applying flying equation on particle system.

Week 9: Finish all the effects.

Week 10: Composite the CG and real scenes.

Week 11: Submit 2nd progress update report and finish compositing.

Week 12: Finish the sound effects.

Week 13: Submit project presentation and demo.

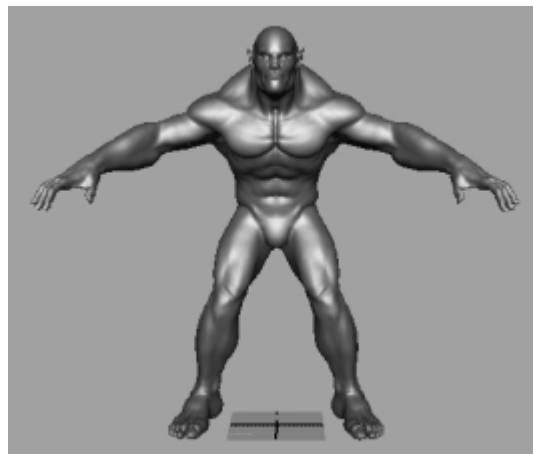
What we have done:

_ Finished the video shooting. All the scenes were shot at School of Computing. In our original script there were 2 students, but due to lack of manpower there is only 1 student in our scenes now.

_ Finished the video editing for all parts that do not contain special effects. The software used is Ulead Media Studio 7. Below is a scene where the student found the box behind the bush.



_ Found a suitable model for the sand man (or sand monster). We are currently building the skeleton and the texture for him.



Our updated schedule on what to do next:

Week 9: Finish the sand man texturing and skeleton building. Meanwhile, continue building particle systems of splashing grains of sand.

Week 10: Build animation of sand man and composite into real scenes.

Week 11: Submit 2nd progress update report and composite the splashing of sand into real scenes.

Week 12: Finish the compositing and sound effects.

Week 13: Submit project presentation and demo.