

## CS5245 – Vision and Graphics for Special Effects

### Project Proposal

### “TREASURE YOUR LIFE!”

#### Group member:

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#### Special effects:

Realistic sand man running and splashing into grains of sand.

##### More details:

A block of sand forms a shape of moving sand man before being hit by a car and dispersed into grains, following physical laws of impact.

##### How to make the effects:

We plan to use these techniques to achieve the above effects:

- Particle system motion.
- CG modeling and animation.
- Match move.

The steps for making the sand man running and splashing into grains of sand:

1. We build a Maya model of a man with sand texture and make it move realistically. Then we apply match move technique to synchronize the camera movement between real scene and CG scene.
2. When a car hit the sand-man, the whole block is dispersed; and we treat the grains of sand as a particle system. The novelty of this effect is the formation of physical model based on the impact and the flying trajectory of the particle system based on that physical model.

#### The story:

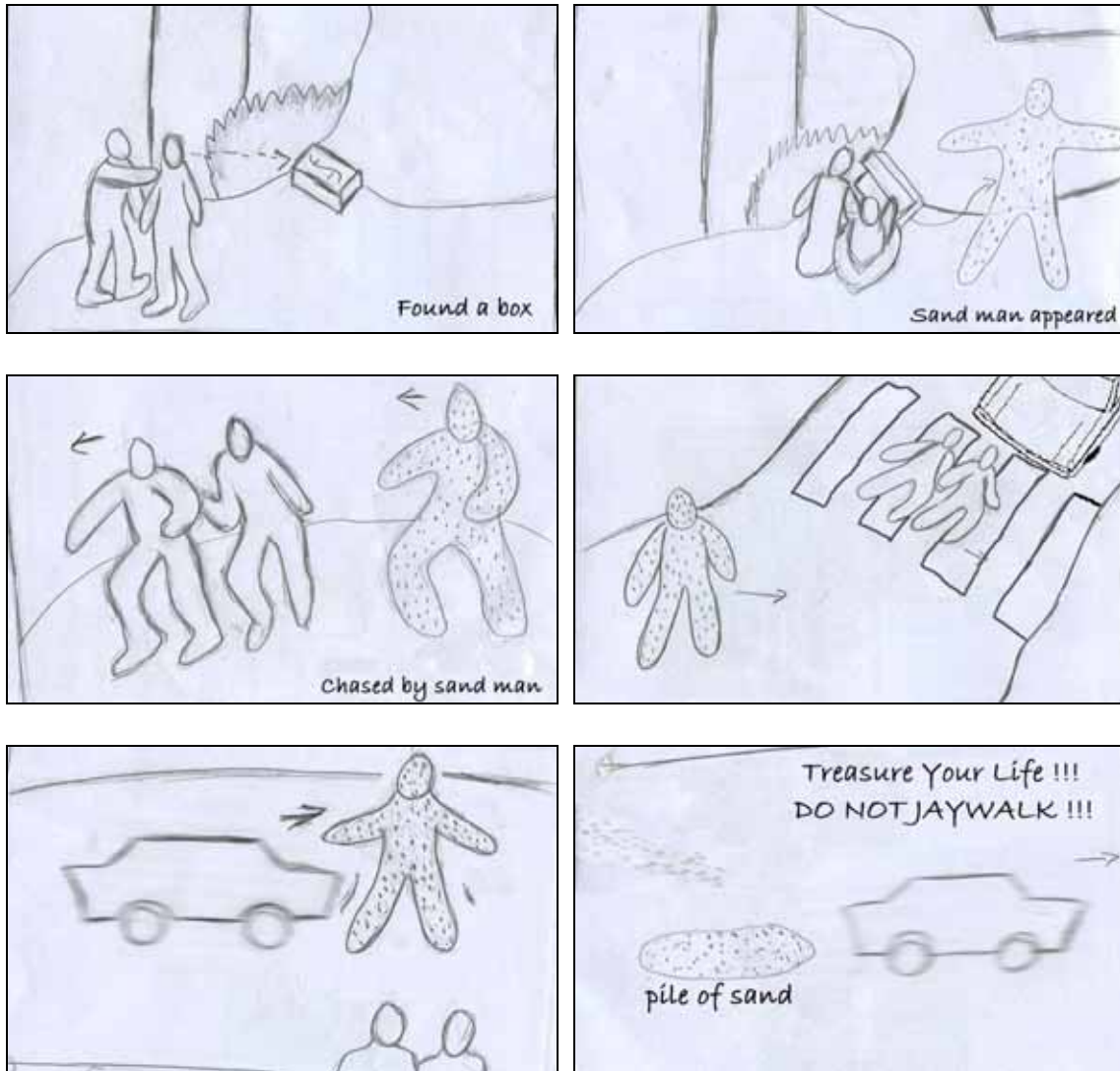
A group of students were wandering near a park and found a big box in the bush. When they opened it, there was a sand man inside who then chased them all the way to the road. The students crossed the zebra-crossing at their top speed. The sand man wanted to catch them, so he also crossed the road without using the zebra-crossing.

Then BUMP!!! A car hit him into grains of sand!!!

The ending scene will be the students looking at one another, still scared; and next to them stands a banner: “TREASURE YOUR LIFE! DO NOT JAYWALK!”

The unexpected factor of the story is that all viewers will think “TREASURE YOUR LIFE” is the message for the students when they curiously opened the mysterious box; but it is actually for the sand man and the viewers, “DO NOT JAYWALK!”.

### Storyboard:



### Roles of members:

- Building man model and motions for model: Ta Anh Tuan.
- Mapping sand texture onto model and building particle system: Stephanus.
- Forming physical model and flying equation for particle system: Le Ngoc Sang.
- Shooting, match moving and compositing: everyone.

**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 1<sup>st</sup> 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 2<sup>nd</sup> progress update report and finish compositing.

Week 12: Finish the sound effects.

Week 13: Submit project presentation and demo.