

CS5245 Vision and Graphics for Special Effects	Version: 1.0
NUS/SOC/MTECH/CS5245/Project_Progress/V1.0	Date: 07 Mar 2007



PROJECT PROGRESS REPORT – HOW UNREAL!

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1. Project Progress

1.1 Project Timeline

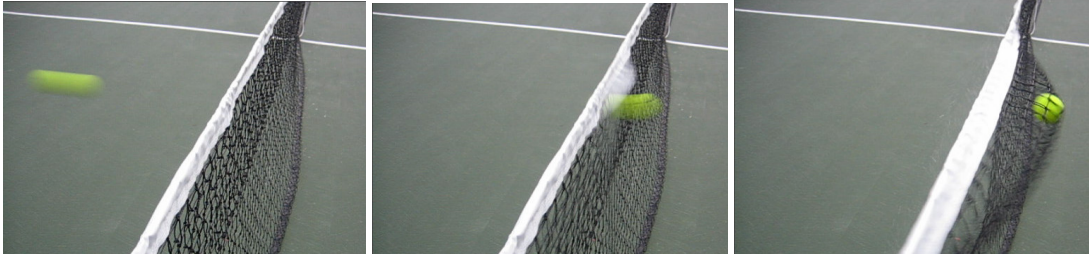
Week	Description of Task	Progress Status
Week 5	<ul style="list-style-type: none"> • Submission of Project Proposal • Conceptual Design; • Storyboarding 	<ul style="list-style-type: none"> • Completed • Completed • Completed
Week 6	<ul style="list-style-type: none"> • Acquire 3D Camera • Finding Actors and Casting 	<ul style="list-style-type: none"> • Not required • Completed
Mid-Semester Break	<ul style="list-style-type: none"> • Mock-up Video Shooting • Self-learning on Maya and After Effects 	<ul style="list-style-type: none"> • Completed • In Progress
Week 7	<ul style="list-style-type: none"> • Live Video Shooting • Lighting Effects; Maya Modeling and Tracking Points 	<ul style="list-style-type: none"> • In Progress • In Progress
Week 8	<ul style="list-style-type: none"> • Project Progress Report • CG Animation and Fireball Effects 	<ul style="list-style-type: none"> • Completed • In Progress
Week 9	<ul style="list-style-type: none"> • Blasting of Net & Racquet Effects • Disintegration Effects • Audio Elements 	
Week 10	<ul style="list-style-type: none"> • Digital Compositing and Editing • Documenting the Set 	
Week 11	<ul style="list-style-type: none"> • Project Progress Update • Integration and Release 	
Week 12	<ul style="list-style-type: none"> • Final Editing and prepare "The Making of" Video Clip 	
Week 13	<ul style="list-style-type: none"> • Project Presentation 	

Table 1-1: Project Timeline

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1.2 Implementation Updates

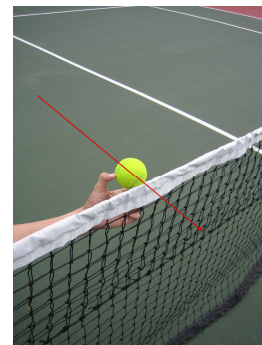
- 1 Our initial proposal was to make a special effect video on morphing one person to another. However, this idea has been a commonplace in many movies and lack novelty. As such, we submitted our current proposal, which is to create a tennis ball speeding into a fireball and finally disintegrating.
- 2 As for now, we concluded that we do not need the 3D camera because we will be either shooting real objects or making use of computer graphic 3D model.
- 3 We have completed our mock-up video shooting. The main purpose is to experiment with the setup of different scenes.
- 4 For example, the following is for the scene setup for the tennis ball speeding towards the net.



We discussed about how to composite this scene with a clean plate and a moving tennis ball on fire against a blue background.

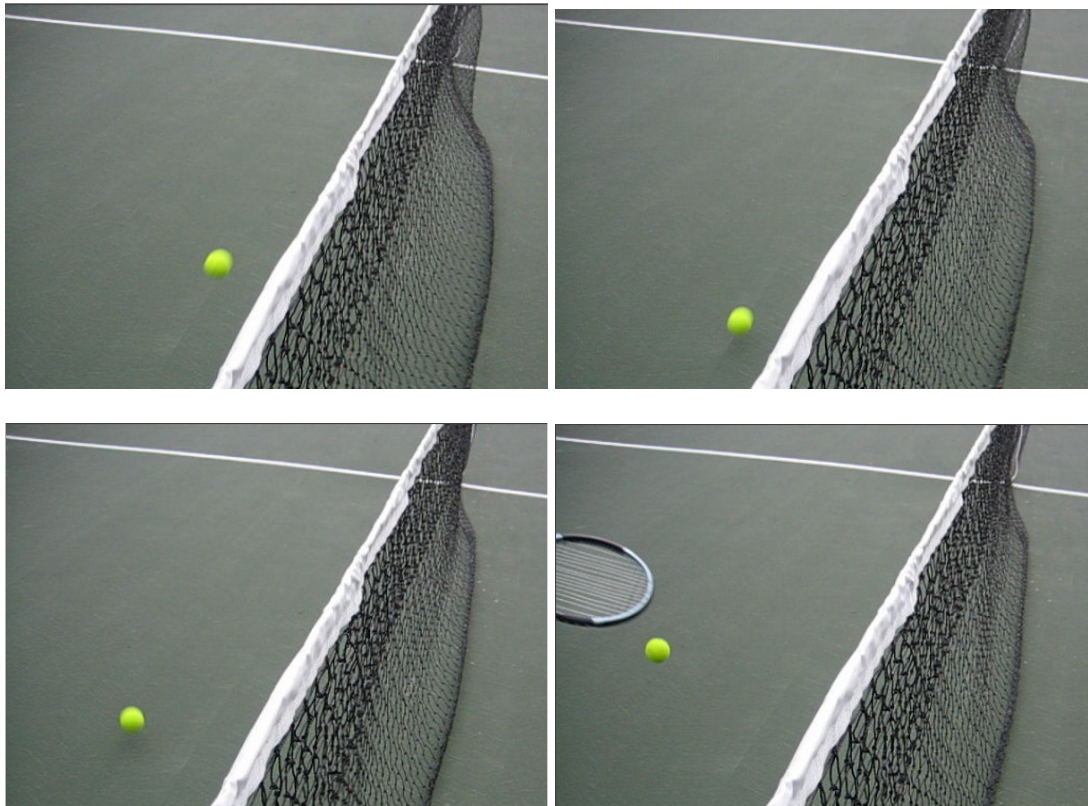
This is to achieve the effect of the ball traveling to the top of the net and burns through the top edge.

Because of the high speed of the tennis ball, there are only a few frames with capturing the flying ball. This mock video is captured with lower frame-rate camera. For the final footages, we will use the higher frame-rate digital camera. To control the speed of the ball, we may use a ramp to roll off the ball instead of hitting it with a racquet.



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The following scene is for the ball bouncing off the ground and disintegrating, leaving a burn mark on the ground.



We have also shot other mock-up scenes such as that of the player serving the ball, with the ball in mid-air and making contact with the racquet. This is for creating special effect of the formation of the fireball and the smoky trail left behind after the serve.

- 5 As we were shooting the mock frames, we gathered a clearer perspective of how we want the scenes to evolve. This led us to refine our story-board (See Appendix)
- 6 We are in the process of experimenting with the special effects using the mock video clips. After we have confirmed this, we will return to shoot the final footages.
- 7 We are about 1 week behind with our live shooting but should be able to make it up in the coming weeks.

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1.3 Appendix (Refined Storyboard)

Scene 1 - The Challenge (10 seconds)

- Zeus sits down beside the tennis court drinking water and he places his water bottle next to it.
- Atlas walks pass and intentionally kicks the water bottle away.
- Both players start to stare at each other in anger.
- Atlas challenges Zeus to a tennis match using the ball in his gesture.

Scene 2 - The 1st Game (15 seconds)

- Zeus prepares himself in a receiving position.
- Atlas prepares to serve by bouncing the balls a few times.
- Atlas serves the ball.
- Zeus misses the ball.
- Zeus misses another 3 more times.

Scene 3 - Emotion Boils (10 seconds)

- Zeus shows a very frustrated look.
- Atlas shows an arrogant look by displaying a 'Thumb Down' hand sign.
- Atlas gestures Zeus to come and get him, it is now Zeus's turn to serve.
- Zeus gets ready to serve.

Scene 4 - Super Power Serve (20 seconds)

- Zeus serves (full body shot).
- The racquet hits the ball which has flames (close-up slow motion).
- The ball travels to the top of the net and burns through the top edge (close up slow motion).
- The ball bounces off the ground and disintegrates with a burn mark left on the ground (close up slow motion).

Scene 5 - Closing (5 seconds + Credits Screen)

- Atlas watches with a stunt expression and has nothing to hit back.
- The scene changes to the burned portion of the net and remains there.
- The Credit Screen scrolls at the foreground.

