

CS5245 Vision and Graphics for Special Effects	Version: 2.0
NUS/SOC/MTECH/CS5245/Project_Proposal/V2.0	Date: 15 Feb 2007



## PROJECT PROPOSAL – HOW UNREAL!

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## 1. The Story

The story began with Atlas challenging his arch rival, Zeus in a tennis game match. Zeus accepted his challenge as he did not want to be called a coward by Atlas. The battle of the titans began and Atlas seemed to be the stronger player as he was dominating throughout the match.

Finally, Zeus decided to get back at Atlas and unleashed an unorthodox skill which was passed down by his grandmaster. He fired a powerful ace serve which caused the tennis ball to blast through the tennis net like a fireball at lightning speed. The tennis ball bounced up from the ground and smashed into the tennis racquet of Atlas before disintegrating into fragments.

Atlas conceded defeat after realizing that he was no match against Zeus's powerful serve. Atlas promised not to play tennis against Zeus in future.

The storyboard is provided in the Appendix.

### 1.1. Title of Project

The title for our project is tentatively called "How Unreal!"

The special effect for our project is "Fireball and Disintegration Effects of a Tennis Ball". Figure 1-1 illustrates the fireball effect of a tennis ball ace.



**Figure 1-1: Fireball effect of a Tennis Ball Ace**

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## 2. The Effect

The major special effect will be the fireball effect of the tennis ball at lightning speed after a powerful serve, followed by the blasting of the tennis ball through the tennis net and smashing of the tennis racquet. The secondary effect will be the disintegration of the tennis ball into fragments.

### 2.1. Input

- An opening video sequence of the two tennis players playing against each other in a tennis court.
- A video sequence of a close-up shot of a tennis player firing a powerful serve.
- A video sequence of a zoom shot of a flaming tennis ball blasting through the net at high speed.
- A video sequence of a perspective shot of a tennis ball bouncing from the ground and smashing into the player's tennis racquet.
- A CG animation of the tennis ball which spins and swirls like a fireball.
- A CG animation of the flaming tennis ball disintegrated into fragments.
- A closing video sequence of the tennis player looking stunned and conceding defeat with a close-up shot of the burning hole in the tennis net and racquet.
- A clean plate of a tennis court scenery with no person which we may perform digital composition.

### 2.2. Output

The output will be a video sequence in mpeg format which contains the fireball and disintegration special effects of a tennis ball.

### 2.3. Layers

There will be at least 4 layers: the flaming tennis ball at high speed after a powerful serve, the blasting of the tennis net, the smashing of the tennis racquet and the disintegration of the ball into fragments which will be computer-generated and animated. There may be more layers of filters to achieve the realistic effects of the video.

### 3. Role of Team Members

#### 3.1. Roles and Responsibilities

The table below depicts the roles and responsibilities undertaken by each team member.

Name of Member	Roles and Responsibilities
Eric Lee Wei Koon	<ul style="list-style-type: none"> <li>➤ Acquire 3D Camera</li> <li>➤ Mock-up and Live Video Shooting</li> <li>➤ Storyboarding</li> <li>➤ CG Animation</li> <li>➤ Maya Modeling and Tracking Points</li> <li>➤ Disintegration Effects of Tennis Ball</li> <li>➤ Final Editing</li> </ul>
Lim Jui Hsien	<ul style="list-style-type: none"> <li>➤ Finding Actors and Casting</li> <li>➤ Lighting Effects</li> <li>➤ Fireball Effects of Tennis Ball</li> <li>➤ Digital Compositing</li> <li>➤ Audio Elements and Narration (if any)</li> <li>➤ Documenting the Set</li> </ul>
Ow Khiam Wei	<ul style="list-style-type: none"> <li>➤ Mock-up and Live Video Shooting</li> <li>➤ CG Animation</li> <li>➤ Maya Modeling and Tracking Points</li> <li>➤ Blasting of Tennis Net and Smashing of Racquet Effects</li> <li>➤ Integration and Release</li> </ul>
All	<ul style="list-style-type: none"> <li>➤ Conceptual Design</li> <li>➤ Project Proposal</li> <li>➤ Project Progress Reports</li> <li>➤ Presentation</li> <li>➤ "The Making of" Video Clip</li> </ul>

**Table 3-1: Roles and Responsibilities of each Team Member**

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## 4. Project Schedule

### 4.1. Project Timeline

The table below depicts the tentative project timeline.

Week	Description of Task
Week 5	Submission of Project Proposal; Conceptual Design; Storyboarding
Week 6	Acquire 3D Camera; Finding Actors and Casting
Mid-Semester Break	Mock-up Video Shooting; Self-learning on Maya and After Effects
Week 7	Live Video Shooting; Lighting Effects; Maya Modeling and Tracking Points
Week 8	Project Progress Report; CG Animation and Fireball Effects
Week 9	Blasting of Net & Racquet Effects; Disintegration Effects; Audio Elements
Week 10	Digital Compositing and Editing; Documenting the Set
Week 11	Project Progress Update; Integration and Release
Week 12	Final Editing and prepare "The Making of" Video Clip
Week 13	Project Presentation

**Table 4-1: Tentative Project Timeline**

## 5. Appendix (Storyboard)

