

# CS5245 Vision and Graphics for Special Effects Project Proposal

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## **Title**

Bibiloni's Ball

## **Project Team Members**

Li Yige  
Chow Yi Min  
Nur Rashidah Binte Salim

## **The Effect**

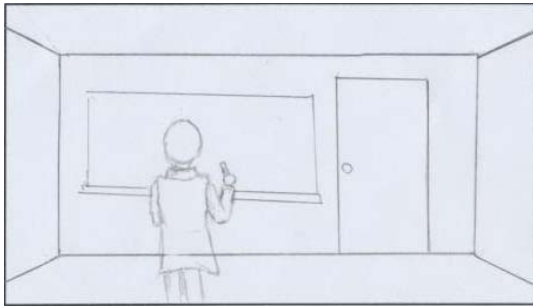
Flattening of the human body and other objects.

## **The Story**

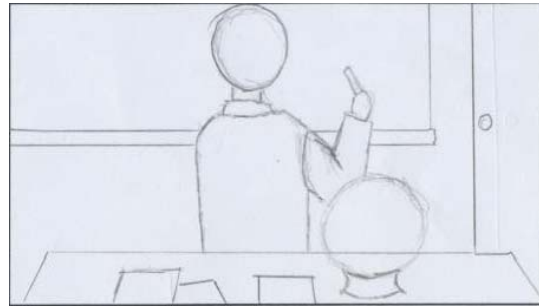
A mad scientist created a magic ball during one of his experiments. After the ball was created, he placed it in the cupboard and goes out for lunch. A cleaner/assistant walks into the room, and seeing how messy the room was, she stomped out of the room and banged the door of the room, causing the cupboard to shake.

The door of the unlocked cupboard opened and the ball rolled out of the cupboard to the outside of the room. It kept rolling and flattens any object that got in its way. It finally stopped rolling in front of a girl. The girl got curious and picked up the ball, and got herself flattened.

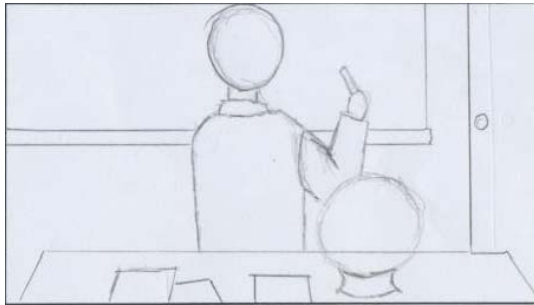
# Storyboard



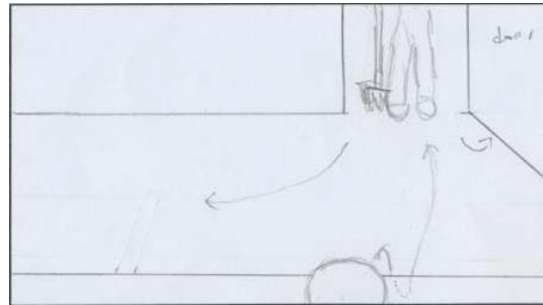
1. camera pans downwards from ceiling into a Focus on Man A messy room full of litter. Man A is scribbling on the board.



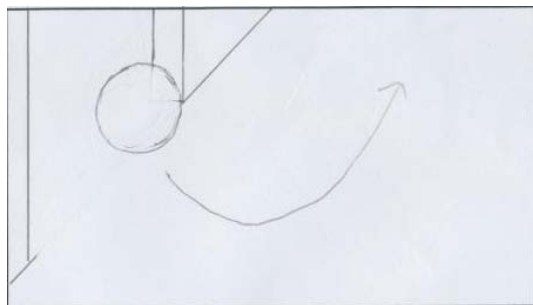
2. [medium shot] from table level. at the back, table is blurred.



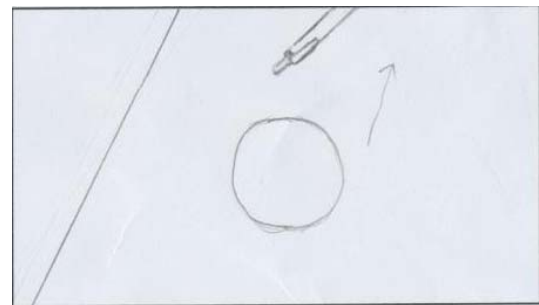
3. Change focus from background to foreground, as Man A turns around, shuffles papers on the table and then walks towards the door. Ball on table glows and roll down  
Sound effect:  
\*door opens and closes, footsteps leaving  
\*footsteps approaching, doors



4. [Slightly top-down view] door walks in with a broom. Man B cleans then places the broom harshly causing the ball on the table to jerk the table and out through the door.



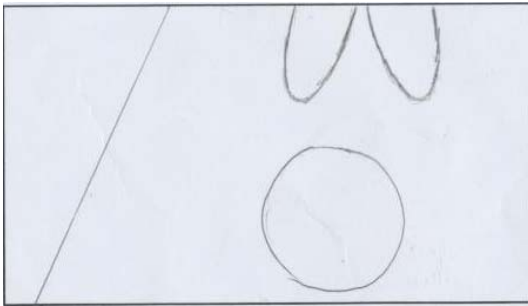
5. [med close up][Top down view] ball rolls out pen reappears



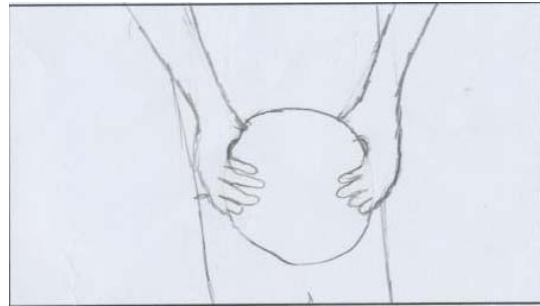
6. Ball rolls over pen on ground, and

from a door along a corridor. Camera follows ball flattened. Camera continues to follow ball.

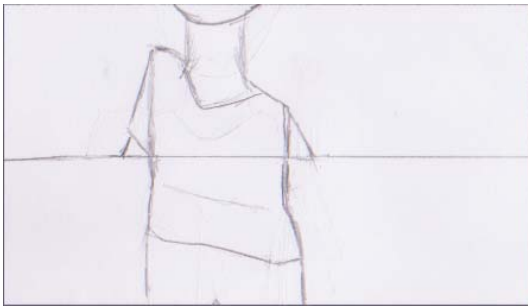
(scene repeats for other objects)



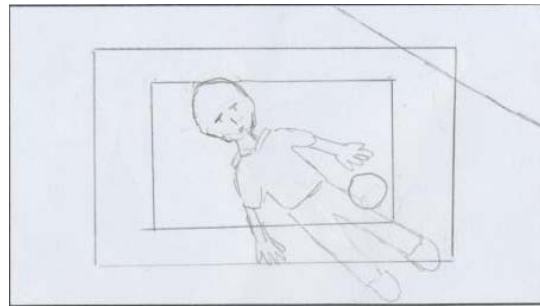
7. Ball stops in front of Man C's feet. Man C bends down and picks up ball. Camera pans up to keep ball in frame.



8. Man C starts to flatten from the upper arm. [Close up] camera pans upwards to Man C's shoulders.



9. [side view] top half frame: progressive flattening is flat on the ground. Multi-level zoom cuts. Ball rolls over to opposite side (left) and rest of scene fades out.



10. [Top down view] [Wide shot] Man is flat on the ground. Multi-level zoom cuts. Ball rolls over to opposite side (left) and rest of scene fades out.

## Effect Description

We will be doing 3d to 2d morphing, experimenting with a few methods:

- texture on a 3d model and flatten it using Maya.
- Maya or morphing software create a 3d model morphing to 2d model
- 2d morphing: image to image.
  - src photograph of something that looks 3d
  - dest photograph of something that looks flat

### Roles of Team Members

Task	Li Yige	Chow Yi Min	Nur Rashidah Binte Salim
Filming	√	√	√
Acting	Scientist	Flat man	Cleaner
Directing		√	
Editing and compositing	√	√	√
Modeling			√

### Plan for shooting live action footages

Week	Task
6	<ul style="list-style-type: none"><li>• Proposal submission</li></ul>
7	<ul style="list-style-type: none"><li>• Filming</li></ul>
8	<ul style="list-style-type: none"><li>• Editing and compositing</li></ul>
9	<ul style="list-style-type: none"><li>• Editing and compositing</li><li>• Submission of project progress update 1</li></ul>
10	<ul style="list-style-type: none"><li>• Editing and compositing</li></ul>
11	<ul style="list-style-type: none"><li>• Audio editing</li><li>• Complete “Making of” video</li></ul>
12	<ul style="list-style-type: none"><li>• Final touch up of video</li></ul>
13	<ul style="list-style-type: none"><li>• Project presentation and submission</li></ul>