

CS5245 Vision and Graphics for Special Effects
Project Update

Bibili's Ball

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Changes to storyline

- Instead of flattening any object that got in the ball's way, we decided to focus on flattening only one object, which is the human. We will focus on the hand during the flattening process.
- The ending is changed to a more complete and suspenseful ending.

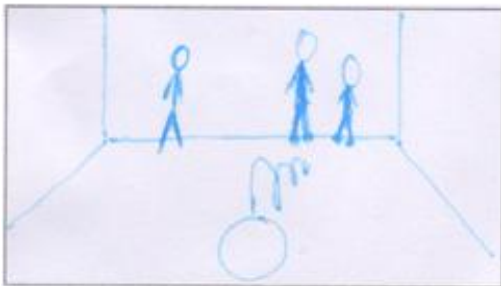
Extension of the original storyboard:



Blurred background. Ball glows excitedly, changes color and spins irradically. Then ball jumps and "somersaults" then lands.



[Over-the-shoulder] zooms in to crowd at afar. camera swipes over crowd, pausing periodically as ball chooses its target. Lingers at last target.



Zoom out. ball hops or "skips" joyfully to its target. Tentative. Maybe just roll. Cross fade.



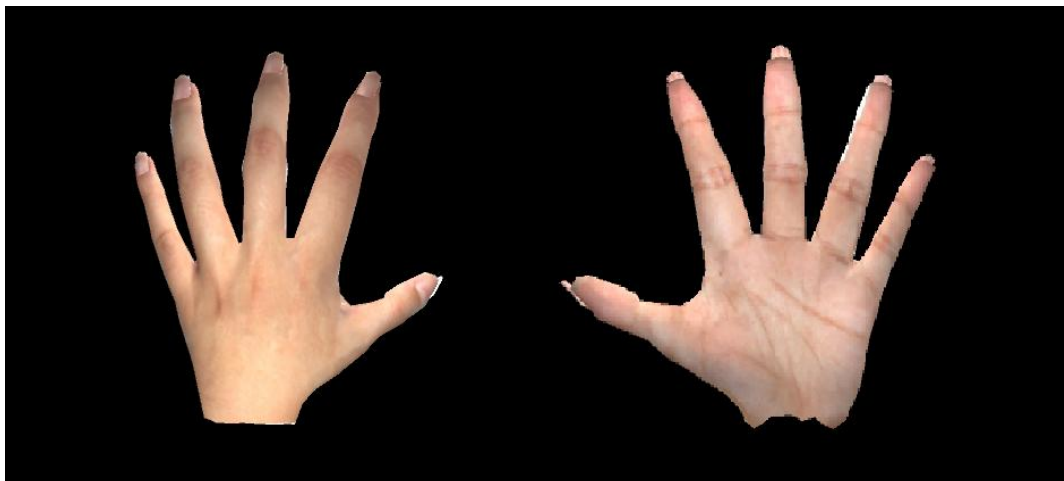
"ei? Whose ball is this?" "so cute!" target bends down. 'TO BE CONTINUED'

Technical updates

- Video filming
 - We managed to film all the scenes except for the scenes in the extension of the original storyboard



- Trying out the effect
 - We managed to obtain a hand model and have finished texturing the 3D hand with human texture



- We experimented with the flattening of the human face using Photoshop. We used the Patch tool and we managed to get close to the desired result. Thus we decided not to go with the original plan, that is to use 3D scanner to get texture for the face



Difficulties encountered

- Video filming
 - Getting the correct angle for the flattening process was hard but we managed to solve it by experimenting with capturing different camera angles
 - Making the ball to roll on its own in the desired path and following the rolling of the ball was hard, thus we decided to change some of the original shots (“Following the ball along the corridor shot”)
 - Making the ball fall and roll out of the room on its own was almost impossible, thus we experimented with controlling the ball with a nylon string and making use of a person to control the broom to hit the ball. The nylon string method did not work as the string is visible and the ball does not appear to roll, instead it looked like it’s being pulled. We managed to get a successful attempt by using the person to control the broom.
- Flattening effect
 - We tried to flatten the hand progressively from the tip of the finger to the palm in Maya, however parts that were not supposed to be flattened yet got distorted and the result is hideous
 - We need to work on flattening other parts of the face (e.g. the ears, nose and mouth) as it is not flattened in our experimenting stage

Works need to be done

- Shooting of the ending of the story
- Animating the ball
- Flattening process of the hand
- Fire effect for the whole body
- Image of flattened face and body
- “The making of” video