

**CS5245 Vision and Graphics for Special Effects  
Project Proposal**

**Title:** Disturbed

**Team Members:** Yue Mei Yuan (U065284W)  
Canisius Ching Tze Meng (U065237Y)  
Lim Chu Yao (U065229B)

**The Effect**

The effect will be the shattering of glass windows situated in COM1 Basement.

**Plot**

A geek is being bullied. The geek then decides to retaliate by using witchcraft. He invokes a spirit to possess him and approaches the bully. On the way, the windows that he passes by crack and shatter when he stops and smirks at the bully. He then makes a piece of glass fly towards the bully.

## Storyboard



Geek is doing his work in COM1.



Bully stands over the geek and then pushes his head.



Bully asks if the geek has done his work then geek says, "No"



Bully pushes geek's head again, warns geek to finish up his work and then leaves.



Geek leaves head up and shows a face full of hatred.

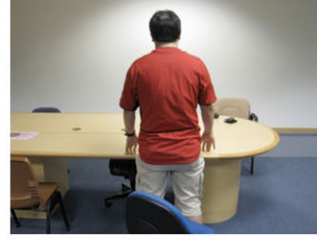


Geek takes out a book from his knapsack.

## Storyboard



He proceeds on to chant the spell of invoking a spirit.



He stands up from his seat.



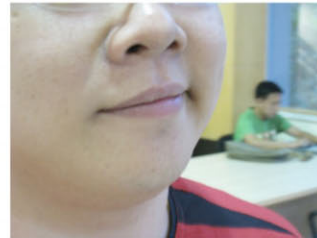
And proceeds down the stairs.



Glass cracks as he walks.

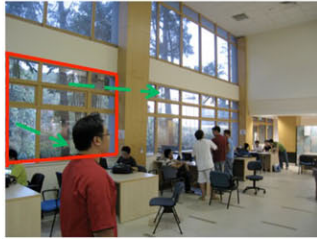


He stops walking suddenly.

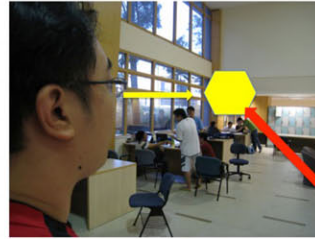


Gives a one sided smile.

## Storyboard



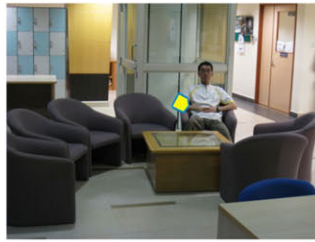
The windows explodes in the direction of the arrow.



A piece of the shattered glass flies from his left to his right with the reflection of his eyes with is all black.



He touches the glass piece and it flies away in the direction of the arrow.



A first person shot of the glass flying towards the bully.

### Implementation

- When the geek is walking down the stairs, the cracked glasses are superimposed.
- The part where the windows are shattered will be done in Maya using rigid bodies or plug-ins whichever achieves the better effect.
- The part where the reflected glass flies by will be done in 2 parts. First, by using Photoshop to edit the geek's eye. Second, it will then be superimposed onto the glass and shifted as required.
- The flicking of the glass piece and the flying of the glass piece towards the bully will be done in Adobe After Effects.

### Roles of team members (tentative)

- Lim Chu Yao
  - Compositing and editing the eye of the geek
- Canisius Ching
  - Shattering of glass
- Yue Mei Yuan
  - Superimposing of reflection onto glass piece

### Schedule

Week No.	Milestone
Mid-Term Break	<ul style="list-style-type: none"><li>• Filming of live footage.</li><li>• Modeling of glass panes.</li><li>• Previewing</li></ul>
Week 7	<ul style="list-style-type: none"><li>• Testing of glass shattering in Maya</li><li>• Editing eye of geek.</li></ul>
Week 8	<ul style="list-style-type: none"><li>• Making the glass shatter action correctly.</li><li>• Superimpose glass traveling without reflection.</li><li>• Glass flying towards bully.</li></ul>
Week 9	Progress Update
Week 10	<ul style="list-style-type: none"><li>• Combine glass shattering into video.</li><li>• Superimposing reflection on flying glass piece.</li><li>• Superimposing cracked windows into video.</li></ul>
Week 11	<ul style="list-style-type: none"><li>• Integrating all different components and fine-tuning</li></ul>
Week 12	<ul style="list-style-type: none"><li>• Fine-tuning of video</li></ul>
Week 13	Submission and presentation