



CS5245 Vision and Graphics for Special Effects Project Proposal

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Title

Chat Incident

The Effect

A person reaches across a computer screen to bring something on the other side of the screen.







Implementation

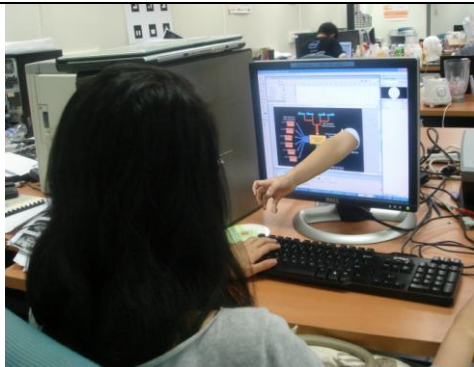

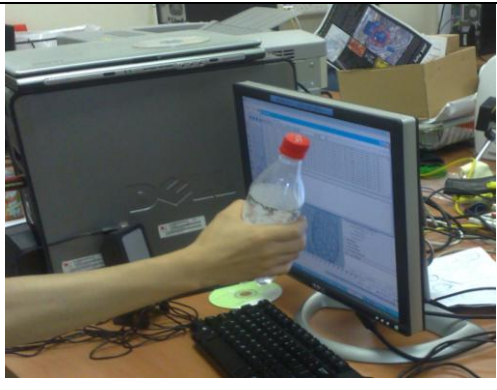

The existing computer screen will be erased and replaced with an animated rubbery screen. A part of the screen will have a real hand entering it. A 3D model of the hand will be created using appropriate software to show it emerging from the other side. We will be including a scene where the 3D model will be interacting with a real world object and the entire film and digital compositing done with the edited footage.

Plot

A girl and a boy are chatting (across a computer screen) when the boy realizes his drink is finished. The girl shows her full drink to the boy who puts his hand through the computer screen and grabs the drink on the other side.

Storyboard

	
<p>Shot 1: Person 1 sitting in front of computer Camera: Side angle and panning to the right back</p>	<p>Shot 2: Close up of the computer screen of that person – shows a person chatting Camera: Back side of person 1 and zoom in over the shoulder at the screen</p>
<p>Time: 7s</p>	<p>Time: 3s</p>
	
<p>Shot 3: Split the scene into two to show the two chatting person. Camera: Front View</p>	<p>Shot 4: Person 1 feels thirsty but finds out his drink is finished. Camera: Front View</p>
<p>Time: 3s</p>	<p>Time: 5s</p>
	
<p>Shot 5: Person 2 shows drink to person 1 Camera: Back from Person 1, Zoom in the screen.</p>	<p>Shot 6: Person 1 puts hand into the screen. There should be a few movements here as the hand is moved back and forth. The screen should stick to the finger and move back and forth. Camera: Close up to the hand</p>
<p>Time: 5s</p>	<p>Time: 10s</p>

	
<p>Shot 7: On the other side, one hand comes out from the screen, person 2 surprised Camera: Back from person 2</p>	<p>Shot 8: The hand gets the drink person 2 fighting with the hand Camera: Front of person 2</p>
<p>Time: 7s</p>	<p>Time: 7s</p>
	
<p>Shot 9: Person 1 gets drink, hand comes back. Camera: Close up to person 1's screen, show the hand.</p>	<p>Shot 10: Person 1 drinks happily Camera: Front of Person 1</p>
<p>Time: 7s</p>	<p>Time: 5s</p>

Work distribution

Shooting, acting, directing	S. M. I. Wickrama Ruibo Zhang Kening Zhu
Applying effect to computer screen	S. M. I. Wickrama
3D modeling of hand	Kening Zhu
Mixing of effects, sounds and final compilation of film	Ruibo Zhang

Schedule

Time line	Event
26 Feb	Walkthrough and Preparations
5 Mar	Finish Shooting
12 Mar	Testing of 3D modeling of hand
19 Mar	Applying special effects to computer screen
26 Mar	Inserting 3D model arm into video
2 Apr	Adding Background Sound
9 Apr	Completing Video
16 Apr	Project presentation