

# CS5245 Vision and Graphics for Special Effects

## Project Proposal

**Title:** 2010

**Project Team Members:** Chan Ka Ho

Ding Xian Cong

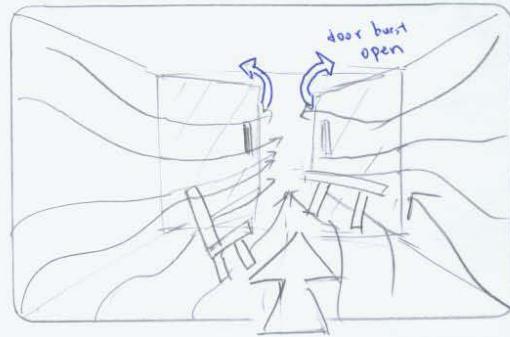
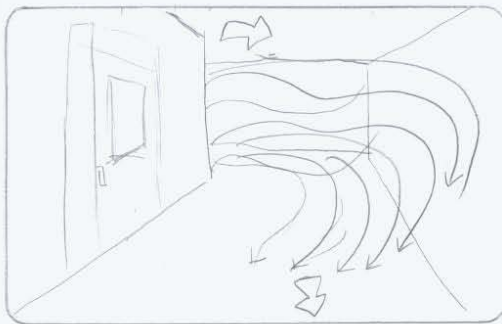
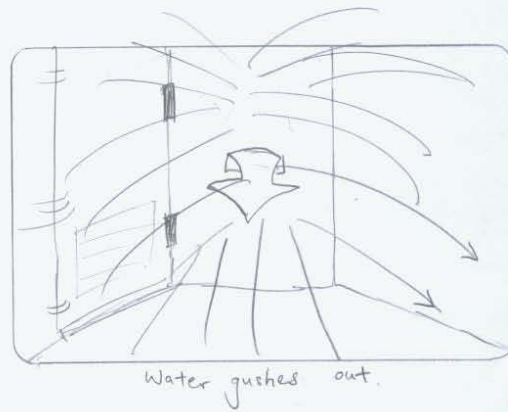
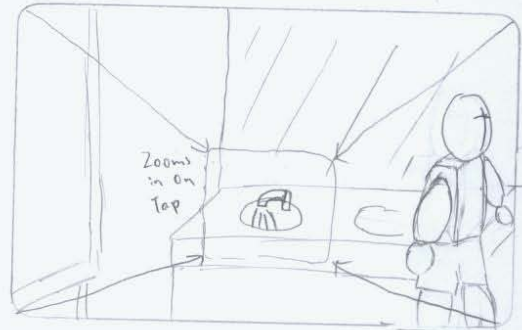
Koh Yih Lun Alan

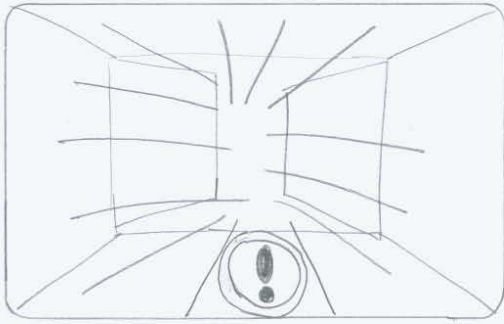
**Main Effect:** The effect video will feature the flooding of a certain location in school

**The Story:**

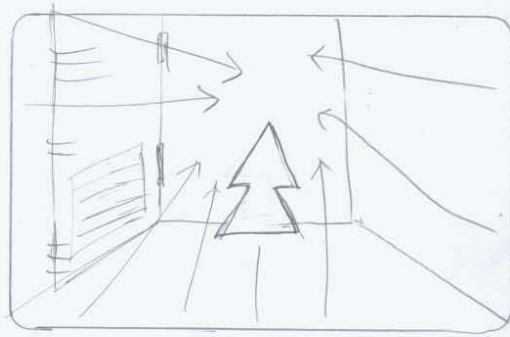
A student visited the toilet and forgot to turn off the tap. In a matter of time, the water accumulated and a catastrophic tsunami broke out and flooded the school.

Storyboard (From left to right):





Time freezes. Camera starts rolling back.



Scene continues to rewind.



Camera stops rolling. Student turns off the tap. Water stops flowing.

**Production Ideas:**

Flood Area – A small scale model of corridor in blue/green color which would be used for keying.

Flooding – Water will be unleashed on the small scale model.

Accompanied with camera angles and effects, we will simulate a large flooding event.

Objects – A digitized or real object would be modeled to simulate interaction with the flood and the real-world.

**Role:**

Chan Ka Ho – Creates the flood model and keying

Ding Xian Cong – Combines flood effect with the real world

Koh Yih Lun Alan – Model objects and incorporate with the flood and the real-world

**Schedule:**

Week 6: Selection of Flooding area + Filming of the actual live footage

Week 7: Creating the small scale model for the flooding

Week 8: Modeling of objects

Week 9: Creating the flooding effects with the small scale model

Week 10: Video editing of the actual live footage

Week 11: Incorporating the flooding effect with the actual live footage

Week 12: Including the modeled objects within the scene

Week 13: Final touch up + Presentation