



CS5245

**VISION AND GRAPHICS FOR SPECIAL
EFFECTS**

SEMESTER 2, 2009/2010

PROGRESS REPORT 1 | TITLE: DO NOT TOUCH

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1 Changes and updates of project plan

Storyline

The storyline has been refined (refer to Appendix A). Scenes after being pulled into the painting by the black mysterious substance have been altered. The main lead will be entangled in a series of attacks by the mysterious character who is actually the angry artist which will be disclosed towards the end of the story.

The main lead will experience earthquakes and meteors in the story. Sad to say, he ran into a dead end and was trapped. At that very moment, he caught a glimpse of a glass panel to his right and immediately jumped towards it. This process will be shot in slow motion with a 180 degrees rotation of the camera about the y-axis.

Relieved as he managed to escape from the series of attack, he sat back and took a rest. As he lay down, he saw the angry gigantic artist standing behind him.

“Why don’t you heed my advice?” asked the artist as he stormed his foot on the main lead. The screen turns black.

Next scene involves the artist picking up the black painting and assisting the main lead back on his feet. The confused main lead wondered whether the incident really happened. The scene ends with the camera zooming in at the cuts he got from the broken glass panel.

Effects

Most of the main effects for our project remain the same. They include the paint warping effect, the earthquake and the meteor scenes that we will be creating using 3D modeling, animation and miniature. Besides these, there will be 2 additional effects. One of them is the effect whereby the mysterious black arms extend and stretch out to grab the main lead while the other effect is the slow motion breaking into the glass panel when they main lead is in dire straits.

2 Tasks completed

The tasks we have completed include trial efforts in creating the mysterious black substance, preparation of scenes and camera angles for actual shooting, etc. The complete list of tasks is as follows:

- Preparation of scenes and camera angles for each scene
(<http://www.youtube.com/watch?v=V1-WAaocSFA>)
- Initial trial 3D modeling and animation of the black substance using Blender
- Animatics of the storyline (<http://www.youtube.com/watch?v=wbYg6GBWAul>)
- Preparation of paint warping effect (refer to Appendix B)
- Preparation of wave quake effect (refer to Appendix C)
- Preparation of suicide window scene (refer to Appendix D)

3 Tasks performed

Group member	Task
Chen Jianhan, Eugene	<ul style="list-style-type: none">- Initial trial using Blender to model and animate the black slimy substance that submerges from the painting- Animatics of the storyline- Preparation of paint warping effect
Ee Wai Lay	<ul style="list-style-type: none">- Scenes and camera angles preparation- Shoot location search
Ng Jia Xiang	<ul style="list-style-type: none">- Preparation of wave quake effect- 3D world modeling- Preparation of the suicide window scene

4 Difficulties encountered

One of the difficulties that we encountered is the use of Blender fluid to mimic the mysterious slimy substance that submerges from the painting to grab the main lead. The attempt fails as the fluid did not look natural in the end and it was rather difficult to control the fluid using fluid control (i.e. attraction force and velocity force). In view of this difficulty, we have two alternatives to deal with it. First would be to use actual hand, dip with food ink. The second would be using UHU glue mixed black ink to produce the mysterious black substance.

Another difficulty that we faced is visualizing the transition of the scenes amongst ourselves. As our project requires logical and smooth transitions between the various scenes to better illustrate our idea, the transition is an important aspect for our project. That is why we proceed on with the animatics so that we have a common understanding of the project idea and thus can proceed on smoothly at the later stage.

Finding proper locations is also one of the difficulties that we faced. Many of our scenes involved crane shots and hence hunting for such locations is challenging. Our approach towards this challenge is to brainstorm for locations and to visit the location to confirm its variability. Many of our options were exhausted as the traffic is too heavy and using the location will definitely pose some possible issues when we keylight the background. One of our footages is trying to mimic the youtube video done by us - <http://www.youtube.com/watch?v=V1-WAaocSFA>

Last but not least, the modeling of the 3D world is also an issue that we encountered. The modeling process is not only time consuming but also requires certain level of artistic perspectives as well as appropriate lightings and a realistic environment.

5 Remaining work

Much of our preparation for our project has been completed. The remaining work to be done will be to complete a final storyboard so as to facilitate an easy shooting task. We also need to find the locations for our filming. Some of the effects that we have to produce involve keylight, hence shooting of the scenes also include the “green screen” scenes.






Another portion of remaining work will be the 3D modeling of the elements required for our production. We will have to decide which parts will be better for miniatures and 3D graphics respectively. Majority of the remaining work will be involved with post-production work. Hopefully we won't be facing tough difficulties then.






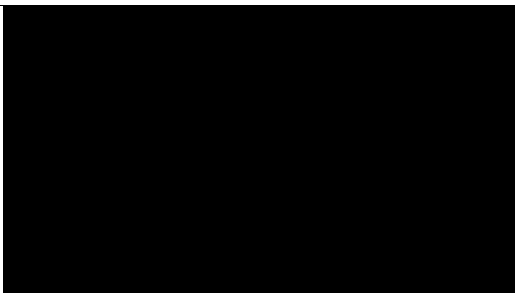








Example of a painting that we intend to use.




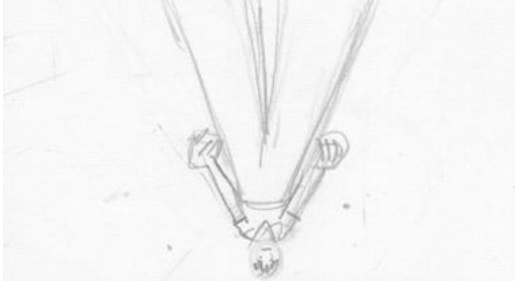

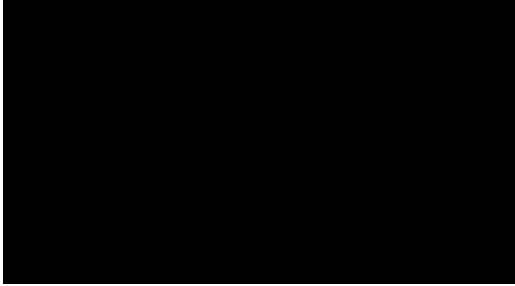
6 Appendices



Appendix A – Revised storyboard

Scene No.	Screenshot	Description
1		The artist shares his theme of the exhibition to the crowd and reminds them not to touch the paintings.
2		The main lead ignores the artist advice and wanders off alone.
3		He comes across a black mysterious exhibit.
4		He looks at the tag for more information. But there isn't much from it.
5		Curiosity gets the better of him and he gently touches the painting. Ripples start to form.

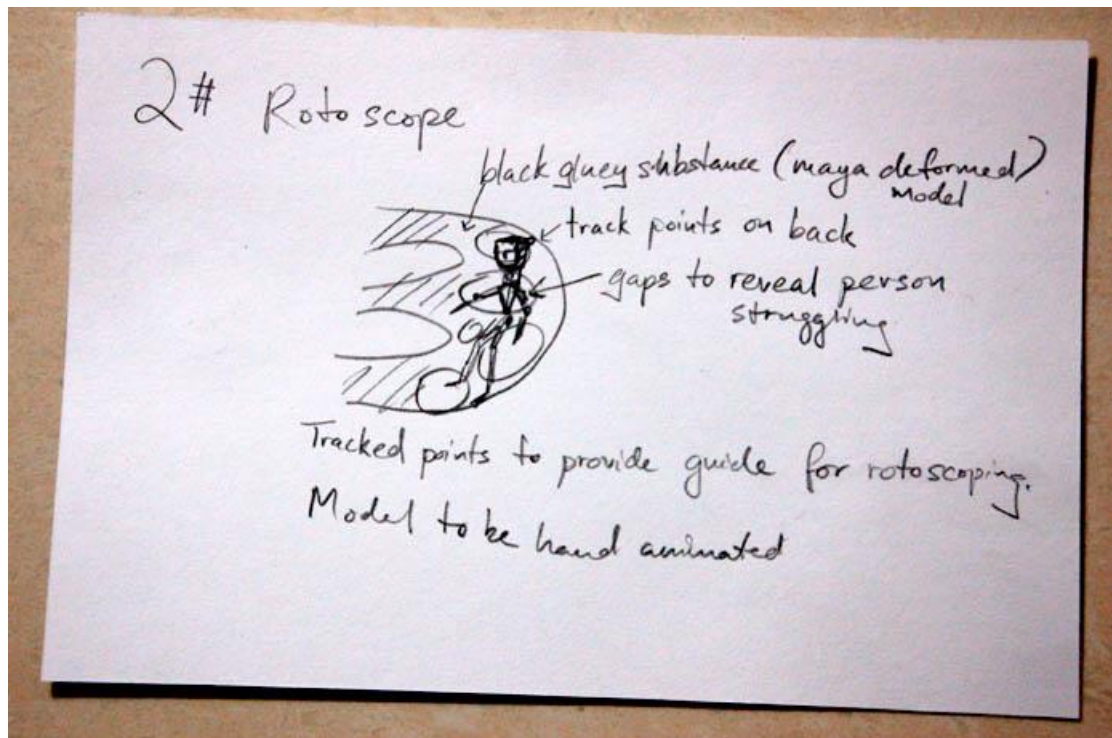
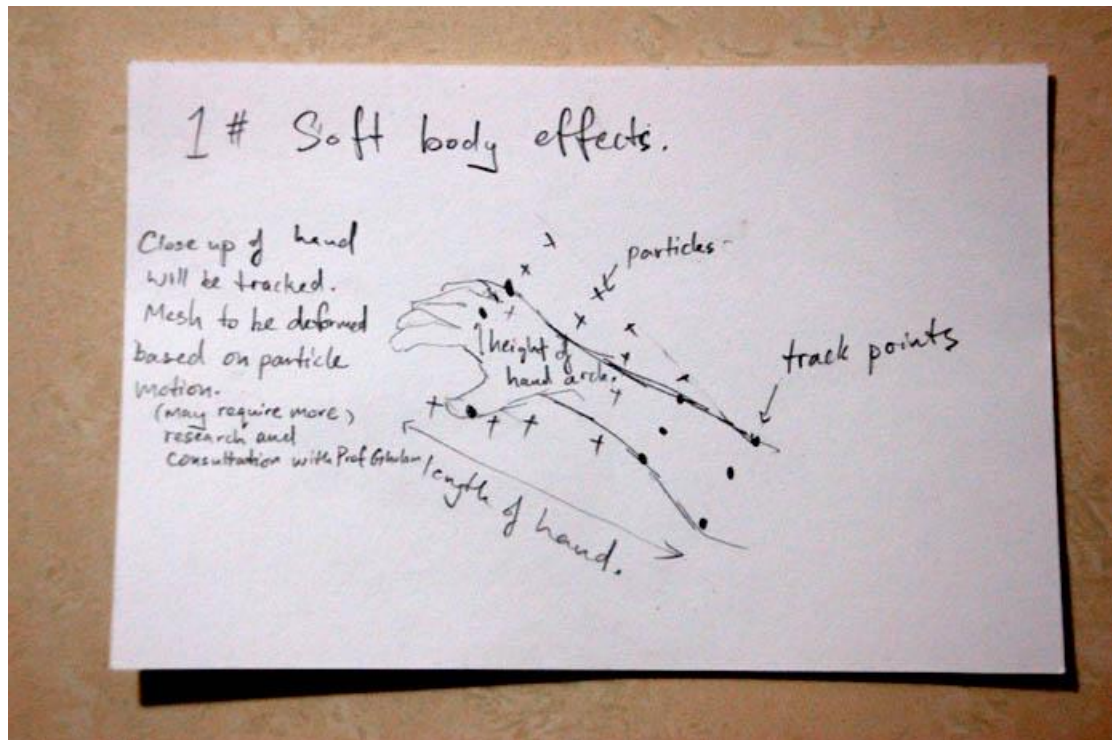
6		The main lead was astonished that the paintings can produce ripples when touched. He continued touching with joy, totally forgetting the artist's advice.
7		Suddenly, a mysterious black arm stretched out and grabbed him.
8		Terrified main lead struggles and backs off from the painting.
9		He starts to run away from the painting.
10		The mysterious black arms stretched out and caught hold of him.
11		The mysterious black arms cover the entire screen.

12		<p>The main lead wakes up and finds himself in an unfamiliar place.</p>
13		<p>Mysterious voice: "Why don't you listen to me?"</p> <p>Suddenly the earth starts to shake and debris begins to fall.</p>
14		<p>The main lead runs away to prevent the earth from swallowing him.</p>
15		<p>Different angles to portray the movement.</p>
16		<p>Different angles to portray the movement.</p>
17		<p>He comes to a dead end and noticed a glass window to his right.</p>

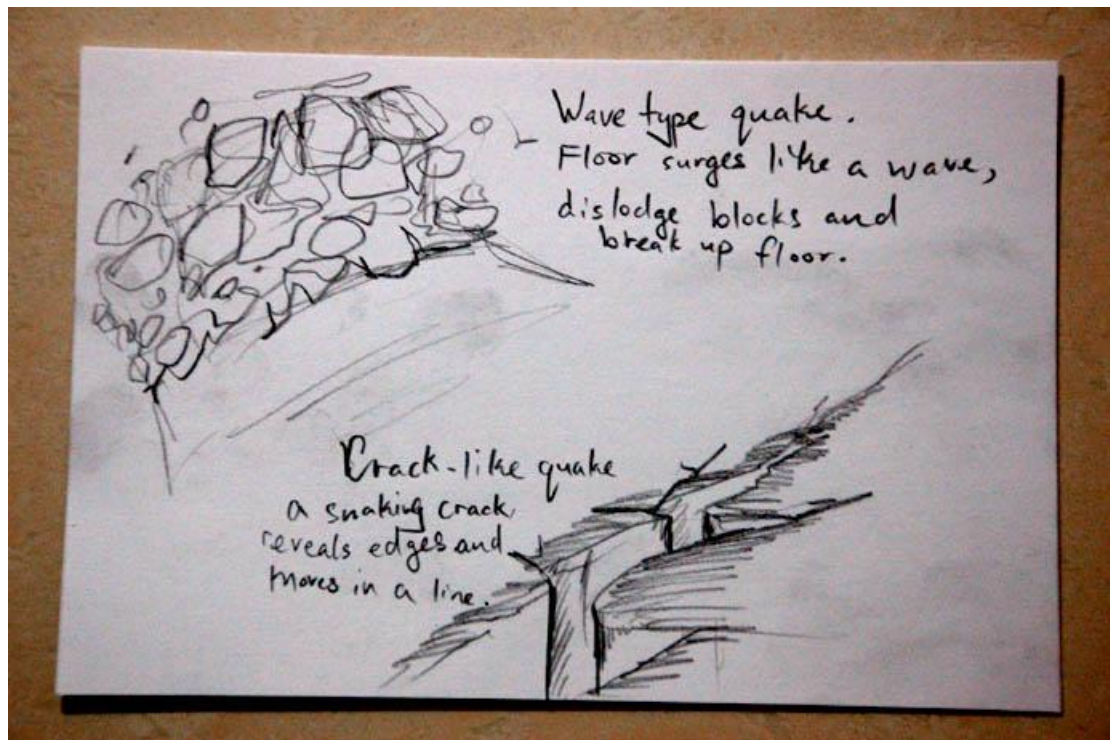
18		Having no other choice, he jumps into the glass window.
19		He lands safely inside the building.
20		Relieved as he managed to escape from the series of attack, he sat back to catch his breath.
21		As he lay down, he saw the angry gigantic artist standing behind him.
22		"Why don't you heed my advice?" asked the artist as he stomped his foot on the main lead. The screen turns black.
23		The screen turns to black.

24		Artist: "Are you alright?" asked the artist as he removes the fallen painting from the main lead.
25		The confused main lead wonders whether all the incidents really happen. The scene ends with the camera zooming in at the cuts he got from the broken glass panel.

Appendix B – Preparation of paint warping effect

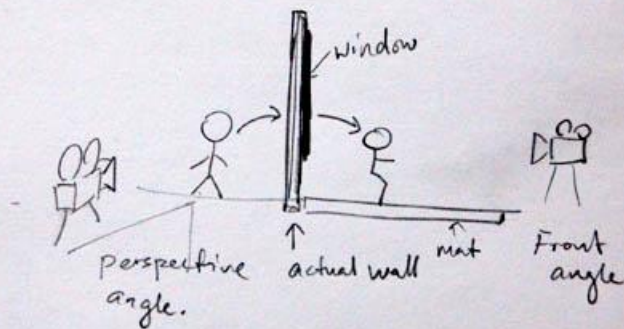


Appendix C – Preparation of wave quake effect



Appendix D – Preparation of suicide window scene

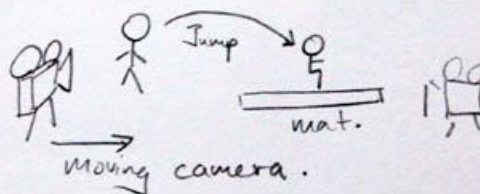
1# Split into 2 static shots.



suggested location: com 1 technical room

2# 1 moving camera, no wall.

* requires CCD, high fps camera for best filming.



a wall will be superimposed in postproduction