

# CS5245 Vision & Graphics for Special Effects

## Project Progress Update 1

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We have completed sample footage, the CG internal animation of a hand-watch and the fire scene. Since this is the first time for us to do filming, over the past weekend, we have been trying using a camera to figure out the suitable angles and camera position for our scene. For this coming Sunday, we will complete the shooting for our final footage.

### Tasks Performed by Each Team Member

We invited two friends as our actors. Footages were taken by both of the team members, while the animation of the watch is done by Lionel, and the fire scene is done by Karmun.

### Difficulties

#### Footages

So far the most difficult of this short film is how to make sure the camera movement smooth and stable. We experienced a lot of camera shakes due to the tiles on the floor. To overcome this, we bought three pieces of hard cardboard to place on the floor and try to smooth out the tiles.

We decided not to use the spider dolly because it is too big and not able to fit into the small kitchen that we have.

Also we have some problem with ultra zooming for the watch scene and we are still thinking of a way to overcome this.

#### CG Animation of Watch (Lionel)

The difficulty of this CG animation is on how to cut it into the real scene realistically right AFTER the camera zooms into the watch. No matter how realistic the CG watch is, we still can recognize it as a fake CG animated watch. By tweaking the lights and environment, we hope to create a more realistic watch and to compose into the scene more perfectly.



Animation of the watch has also been done. Check it out here: <http://www.comp.nus.edu.sg/~chancs/watch/> (Require Quicktime)

## CG Fire & Water (Karmun)

Simulating a fire scene using computer graphics is difficult in making it look real. Since we are so familiar with fire, we can easily tell when it looks wrong or fake.

The fire is rendered using Maya Fluids, and in order to render it as real as possible, a video with real fire is used for reference and comparison.

A difficulty faced when modeling fire in a green screen in Maya is the color of the fire looks different after composite onto the real footage in After Effects. This is due to fire has yellow color, keylight of green color changes the yellow to orange.

It is even worse with a blue screen as keylight of blue color changes the red to purple. It took several attempts to render a fire with less yellow in Maya, and by modifying several parameters in After Effect, we finally get a quite realistic fire.



Animation of the fire can be found here: <http://www.comp.nus.edu.sg/~chancs/fire/> (require Quicktime)

Further improvement: In the future, smoke will be added in to add more realism to the fire scene.

## Remaining Works

After the completion of the CG Watch and Fire, we are left with CG water, compositing of real footages with CG models, compiling and editing, and "the making".