

CS5245 – VISION AND GRAPHICS FOR SPECIAL EFFECTS

PROGRESS UPDATE 1

Team:

- Out of Control

Project Team Members:

- Chen Ling Wei U065170E
- Tan Rei Wen Alex U065359M
- Wang Kai U065179J

Update of Project Plan

We intend to modify our storyline to make it shorter and to place more focus on the special effects. Instead of the storyline outlined in our main proposal, our story will focus on a robot going out of control and flinging away its operator and a car, which will impact the ground and form a crater (The main effect remains largely unchanged. In addition, we will also be focusing closely on the interactions between the CGI robot and its surrounding objects).

Task Completed

We have shot most of the live footages that we require, and we are now in the process of preparing the footages for the inclusion of special effects. This includes editing the length of the footages, and converting them to jpeg sequences when necessary.

In addition, we have also been looking through books and online references/tutorials etc on match moving software and After Effects, as well as try out some examples to get ourselves familiarized with the abovementioned software and techniques required.

Lastly, we have started preliminary work on our special effects video, doing some practice rendering and match moving on our live footages (Example scene below). We have also started work on the crater scene to be used for our final composition.



Difficulties Encountered

- Rigging the robot model proved to be more time-consuming than we expected. There are still some glitches in our robot rig which we are currently trying to fix by tweaking its skeleton and joint constrains.
- Animating the robot's movement and behavior. We are still in the process of learning how to animate the robot to maximize realism.
- Configuring mental ray renderer and scene light settings to match lighting conditions of robot to that of our footages. We are still experimenting to find the settings that best suit our needs.

Remaining Work

We currently have the required software and live footage, hence from this point of time, we will be working on creating the special effects on our live footage, followed by polishing and improving it to improve realism.

Production of our special effects video is divided into three main parts. Wang Kai will be working on the first part in which the robot goes out of control and flings its operator into the air. Alex will be working on the second part in which the robot encounters a car and also flings it high

into the air. Lastly, Ling Wei will be working on the final part in which the car impacts the ground and leaves a crater.

After the above is done, we will then combine the three parts and perform final adjustments and polishing to our video, as well as work on the "Behind the Scenes" video.

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