

CS5245 Vision and Graphics for Special Effects Project Update 1

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Distribution List

Recipient	Remarks
Team	For Internal Reference, Review & Documentation
Mr Leow Wee Kheng	For Review and Grading

Revision History

Version No	Modification Description	Release Date	Author	Release Description
1.0	First Draft of Assignment	18 th Mar 2010		New Document

Title – The Messenger

The messenger is a Story about an interesting interaction between two persons of different sizes.

The Main Effect

Interaction between two humans of totally different sizes. The small person passes an object to the normal person for visual authentication by a robotic eye. Please refer to scene 5 for more details.

1. Changes to scenes, plans and techniques

Initial feedback from the Professor –

1. Make story more interesting
- 1 Include more technical work
- 2 Break the work evenly among all team members

Considering these points, the story was changed to include more interesting plot. Title of the story is '**The Messenger**'

Additional elements are added to the scenes now, such as a robotic arm and eye etc. These CG elements interact with real world objects (human beings of different sizes). Since the scope of work has increased, there is ample technical work for all the 3 team members. All these changes are made to the project proposal also. The new version of the proposal is CS5245_VisionAndGraphicsProjectProposal_TheMessenger V2.doc.

2. Planned Vs Actuals

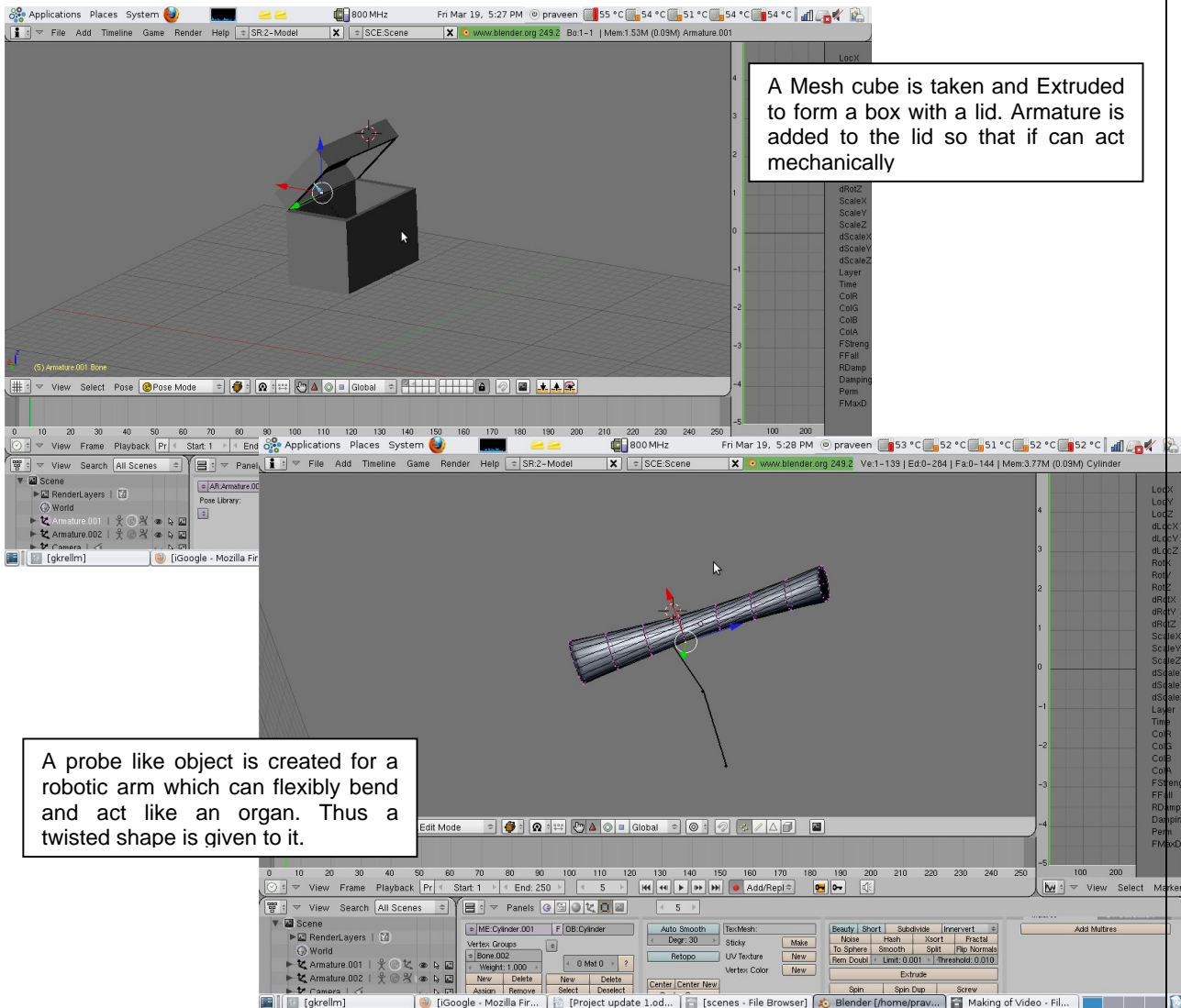
	<u>Task breakdown and deadlines</u>					
Sl	Tasks	Time	Resource			Completion
1	Initial project proposal	Week 5	Sriram	Praveen	Palani	100%
2	Approval and Corrections (if any)	Week 6	Sriram	Praveen		100%
3	Tryout of composition scenes	Week 6	Sriram	Praveen	Palani	100%
4	Shooting of scenes from Scene 1 to 4	Week 8	Sriram	Praveen	Palani	100%
5	Composition of scenes(from 1 to 4	Week 9			Palani	70%
6	CG model creation of Box, Robotic arm and Eye	Week 9		Praveen		80%
7	Rigging of Robotic Arm	Week 9		Praveen		100%
8	Shooting of main effect (Scenes 5,6,7)	Week 10	Sriram	Praveen	Palani	
9	Texturing of CG elements	Week 10	Sriram			
11	Key frame animation of Box, robotic arm and eye	Week 10	Sriram			
12	Rendering of CG animation	Week 10			Palani	
12	Shooting of scenes 8 and 9	Week 11	Sriram	Praveen	Palani	
13	Sync CG animation with Video	Week 12	Sriram			

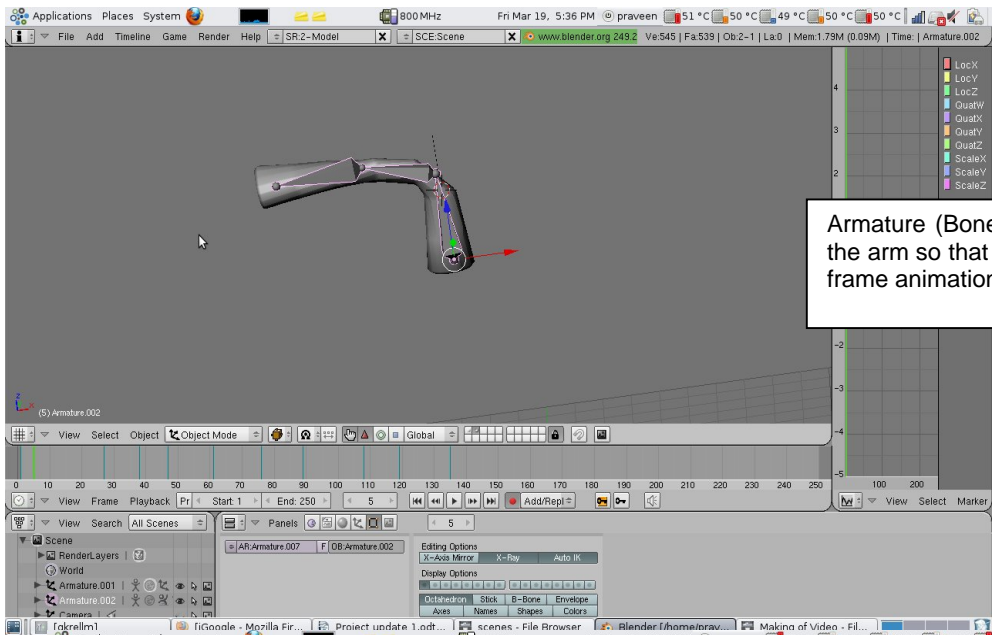
14	Sound effects and Title	Week 12		Praveen		
15	Behind the Scenes	Week 13			Palani	
16	Final Presentation	Week 13	Sriram	Praveen	Palani	

There is some pending work to be done in task 5, 6 and 7. Extra effort will be taken in the coming week in order to catch up with the original schedule.

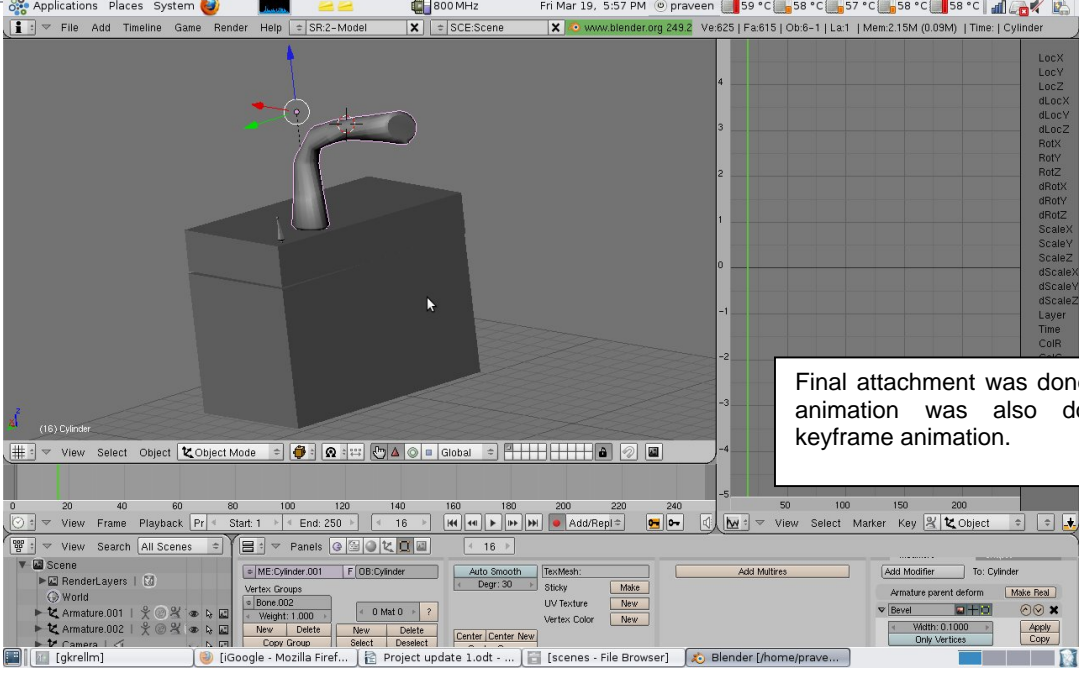
3. CG modeling

CG modeling of the 3d Box, robotic arm and robotic eye are being done in Blender software. These objects are modeled separately and rigged. After they are verified independently, they are merged in a single scene and tested if they co-ordinate smoothly.





Armature (Bones) are **rigged** inside the arm so that it can be used in key frame animation later on.



Final attachment was done, sample animation was also done with keyframe animation.

Some major tasks to do in CG modeling:

- Model of an Eye have to be created
- Proper texture to be chosen and applied.
- Proper lighting conditions to be given
- Morphing will be tried out, if not possible, adobe after effects will be used for appearance and disappearing scenes. (This will be done in the compositing stage)

4. Sample scenes



5. Challenges

Time synchronizing different scenes are very difficult. Actors had to go for repeated takes to closely match the interaction between the humans of different sizes.

Scaling down the scene_m2 resulted in some loss of clarity.

Camera could not be adjusted at wide angle, so more room space and elevation was required. So some shots were shot standing on top of the table in corner of the room.

Delay

Scheduled 2 days of shooting of scenes at college. Since most of the scenes were indoors, lighting condition was mostly stable. But there is a slight slippage in shooting the scenes. Extra effort will be put in Week 10 and 11 to catch up with the schedule.

6. Behind the Scenes

