

# CS5245 Vision and Graphics for Special Effects Project Proposal

Sriram gopal Thanikachalam	HT082298B
RAJAVELU PALANIVELU	HT072240E
Praveen kumar	HT082260W

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## Distribution List

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## List of References

S/N	Reference Document Name	Reference Document #
1.		

**Revision History**

<b>Version No</b>	<b>Modification Description</b>	<b>Release Date</b>	<b>Author</b>	<b>Release Description</b>
0.1	First Draft of Assignment	18 <sup>th</sup> Feb 2010		New Document

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# 1 The Title – Burger Swing

## 1.1 Purpose

To utilize the concepts and techniques learned in class to produce a short video implementing a short story. This document describes the main effect of the video, story and scenes, implementation decisions and schedule. This document will be periodically updated with latest progress details.

## 2 The Main Effect

Bullet time shot in scene 11. Camera rotates around the burger in mid air when the little man kicks the burger. Keying and composition techniques will be used along with multiple cameras in order to realistically produce this effect.

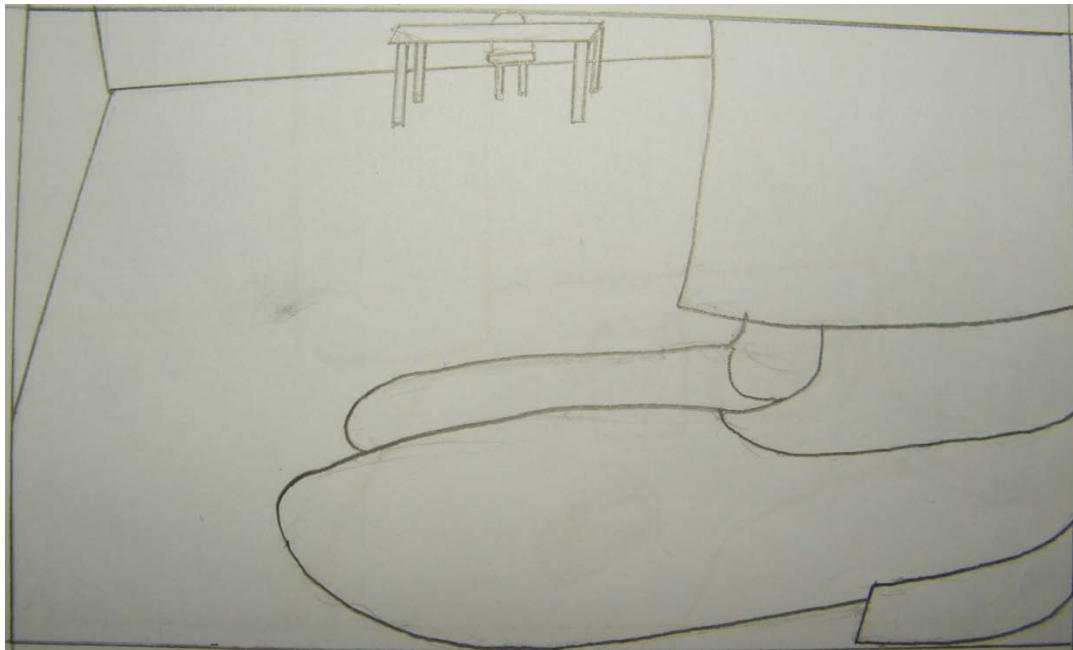
## 3 The Story

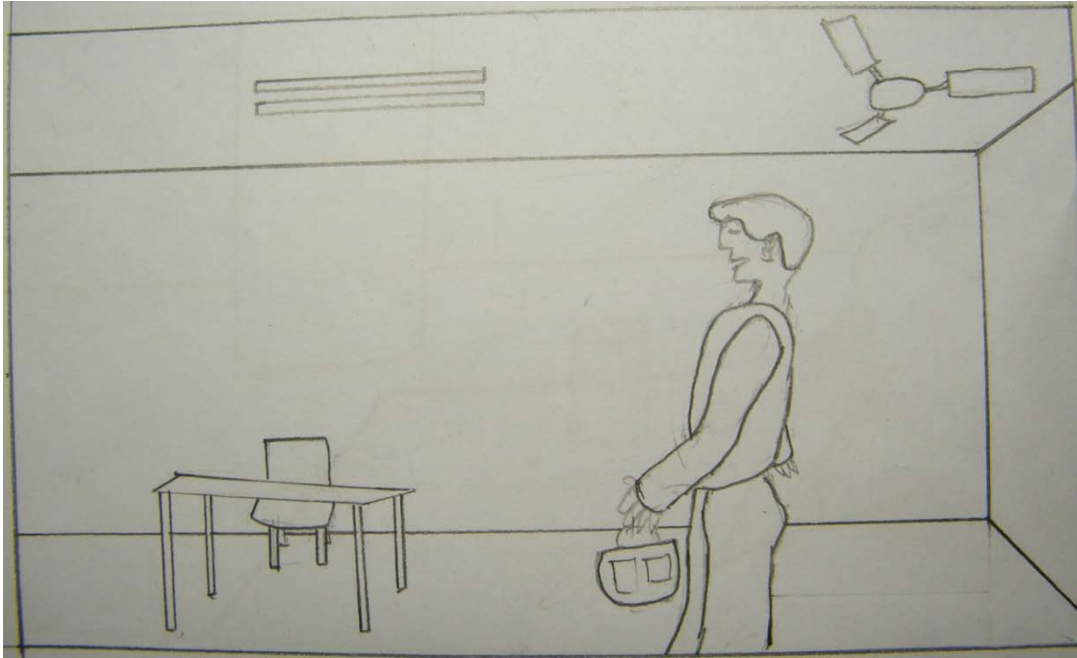
1. FADE IN

INT Outside the Lecture theatre

EVE

(XCU Low angle - left shoe of Philip, Tilt up and focus camera on his face)



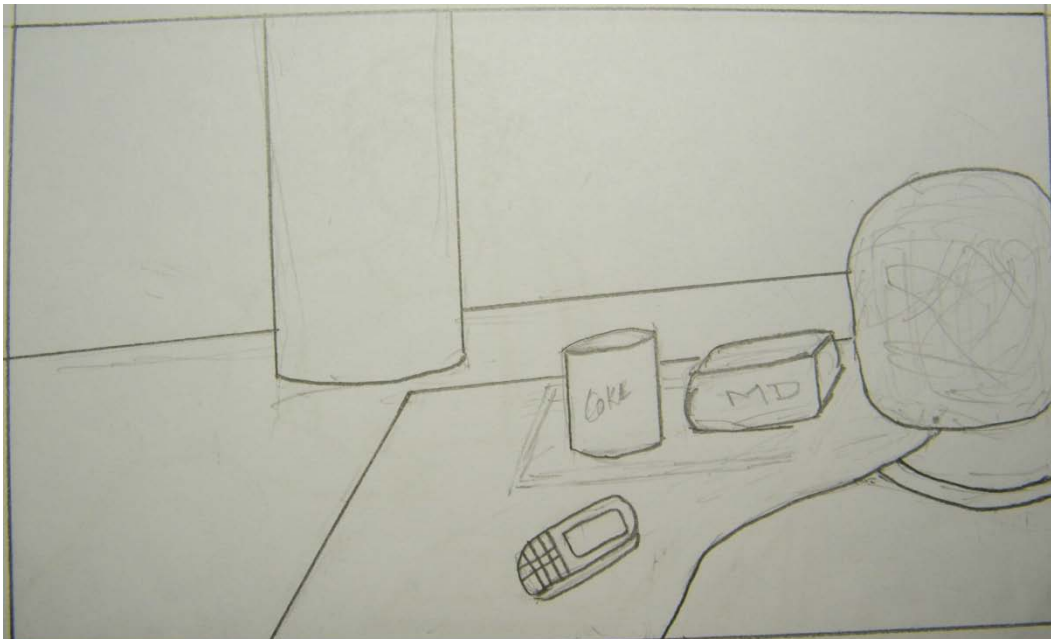


Philip walks in to the engineering block with a packet containing Burger and A coke can. He places these on the table and sits on the nearby chair  
FADE OUT TO BLACK

2. CUT

INT Outside the Lecture theatre  
(OS - left shoulder of Philip, show the food items in the table)

EVE





Philip receives call from one of his friend. Their nice conversation turns nasty. They speak harshly as the Camera arcs from the left side of Philip to his face (rotation of 90 deg). Then as their conversation intensifies, ZOOM to XCU.

Philip hangs up the phone, keeps it on the table and thinks about it.

CUT

3. CUT  
INT Outside the Lecture theatre  
(POV)

EVE



The Hand phone surface gradually expands while the human figure (the guy who spoke from other end of the phone) emerges from it. The texture of the human stays same as the hand phone device for a brief period before changing to his natural texture.

(ALT: From the phone camera, bluish rays of light expand and form a human figure on the table. It takes a few blinks for the figure to stabilize and after a few seconds of flickering, a solid human miniature is formed on the table)

CUT

4. CUT

INT Outside the Lecture theatre  
(XCU – Philip is shocked and confused)

EVE



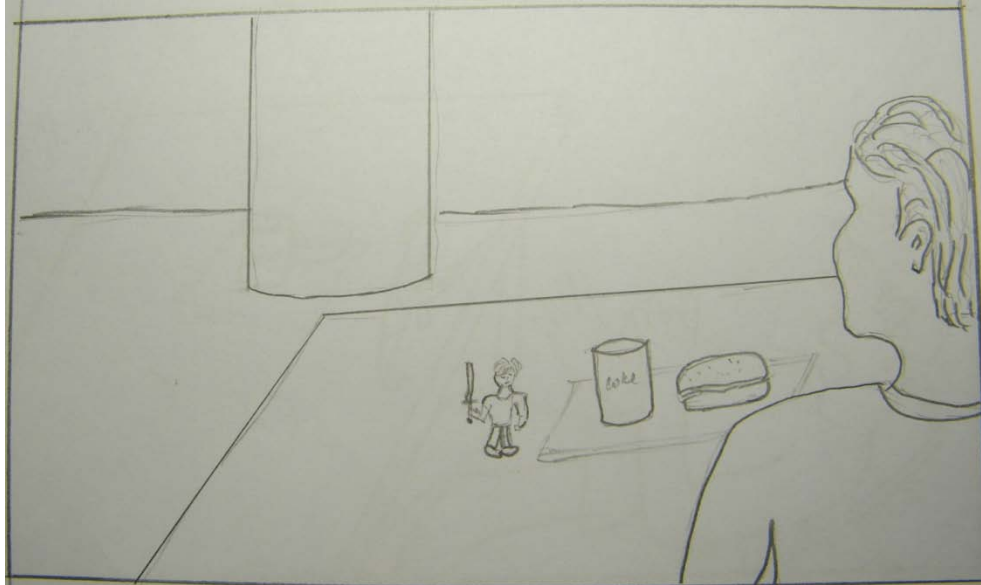
CUT

5. CUT

INT Outside the Lecture theatre

EVE

(MS – The small guy takes out his laser light-sword and gets ready to attack)



They get ready for a dual over the top of the table. Philip does not have any weapons, unlike the little man. Green light comes out of the device with a buzzing sound.

The little man sweeps the laser light-sword and aims for Philip's nose. But Philip manages to dodge the deadly light beam. Now the little man backs off, then charges and jumps. When he almost reaches the height of the nose of Philip, he sweeps the laser lights-word again and aims for his face.

CUT

6. CUT

INT Outside the Lecture theatre

EVE





(WS – To escape from the sweeping light beam, Philip had to fumble off the chair and falls down to the floor)  
Philip stands up making sure he's far out of reach from the table Now, both of them are far apart and cannot fight each other.

7. CUT

INT Outside the Lecture theatre

EVE

(OS – righth shoulder of Philip, show the little man standing on the table with light sword)



PAN the camera from Philips right shoulder to his left shoulder  
CUT

8. CUT

INT Outside the Lecture theatre EVE  
(OS – left shoulder of the little man, show Philip standing out fo reach far from the perimeter of the table)  
PAN the camera from the little man's left shoulder to his right shoulder  
CUT

9. CUT  
INT Outside the Lecture theatre EVE  
(CU – Little man looks around if he can find anything else to attack Philip, he sees the hand phone of Philip, a Burger and a Coke Can. He kicks the coke can in frustration. But it is too heavy to move. There is a little jerk before it stabilizes on the table.  
CUT

10. CUT  
INT Outside the Lecture theatre EVE  
(MS – The little guy walks around the burger examining it more closely)



He stands right behind the burger, now only the burger is between the two mighty men. He charges from behind the burger and gives it a hard kick.  
CUT

11. CUT  
INT Outside the Lecture theatre EVE



(WS – The burger flies in the air finding Philips face perfectly)  
CUT

12. CUT

INT Outside the Lecture theatre

EVE

(MCU – Some peices slimiling down his face partially sticking)  
CUT

THE END

## 4 Implementation

Creation of the little man –

Two separate sets of video scenes will be shot.. One set of scenes will describe the story in which Philip plays a major role and all scenes will be shot only with Philip in the real environment. The second set of scenes will be shot with blue background in which the little man plays the main role. Both the set of scenes will be imported into Adobe After Effects. The set of scenes of the little man will be scaled down in order to produce the miniature effect. Keying will be done for the set of scenes of the little man. Then time synchronization adjustment will be done.

Bullet time effect –

A few cameras will be used to shoot this bullet time effect. The rotating camera scene will be centered on the burger in mid air (scene 11)

## 5 Roles of Team members

Student	Tasks
Sriram gopal Thanikachalam	Storyboarding, Camera, Directing
RAJAVELU PALANIVELU	Editing, Bullet time effect, sound effects
Praveen kumar	Acting, Camera, Directing
ALL	Story, Script, Location, Lightings, Keying, Compositing, Project updating

## 6 Schedule

Wk No.	Tasks	Deliverables
Week 5	Finalize Script	Project Proposal
Week 6 – 8	Scenes from 1 to 10 in storyboard will be shot (only with Philp)	
Week 9 - 10	Scenes 3 to 12 in storyboard will be shot (with little man)	Project Update (week nine)
Week 11	Editing, Keying, compositing and sound effects	
Week 12	Corrections and buffer	Project Update
Week 13	Final Touch-ups	Final video presentation

## 7 Acronyms

*XCU - Extreme Close Up, OS - Over the shoulder shot, POV - Point of View, MS - Medium shot, WS - Wide shot, CU - Close Up, MCU - Meduim Close Up*



*INT-Internal, EXT-External Environment*

*MOR-Morning, EVE-Evening, NIG-Night*