



CS5245 Vision and Graphics for Special Effects

Project Progress Update 1

“The Ink Man”

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Changes of project plan

- Some scenes are added into our current footage to make the story clearer and smoother.
 - Additional scenes showing the student pointing at the current date on the laptop and a shot of the current date on the laptop. The assignment date will be just one day away from the current date. This would show the reason for the surprise of the student.
 - More scenes showing the movement of the CG character are also added. (E.g. running across tables, crawling on the floor, etc.)
- We also added some variations to the camera angle of some scenes to make the movie more interesting.
- The morphing of the CG model to a new deadline will be created as follows:
The CG model will first splash itself near the deadline on the whiteboard and the 'tentacles' of the splash will then slowly move and merge with the digit '8'. It will finally morph into a double digit '31'.

Tasks completed

- Most of the video footages have been done.
- The 'ink man' CG model is created and some basic animations are added.

They can be downloaded and previewed from the link below.

www.comp.nus.edu.sg/~zhijia11/project_update1_shots_and_footage.zip

Tasks performed by each team member

- Zhijia
 - Video shooting
 - Creating 'ink man' model
- Shaowei
 - Video shooting
 - Character animation

Difficulties encountered

- Accurately import CG model and its animation from MAYA into the video footage.
 - Need to place the CG model on the correct axis so that it will appear to walk/run on the table/floor and not float about. We will try and create a plane which aligns with the table/floor so that the CG model can walk/run on it accurately.
- Animating the CG model to make it perform the moves we want.
 - We are trying to find out how animations done in Maya can be controlled in After Effects. This control will allow us to vary the animations easily.

Remaining work

- Decide and create the morphing effects for the change of deadline.
- Create more animations for the 'ink man' CG model.
- Importing the CG model into the video footage.
- Keying and compositing the video scenes.