

CS5245 Vision and Graphics for Special Effects Project Proposal

Title

100Plus: Double Your Energy!

Team members

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The Effect

Human clone **constantly direct interacts** (throwing object, pushing, dragging, etc) with his origin while running with **camera moving**.

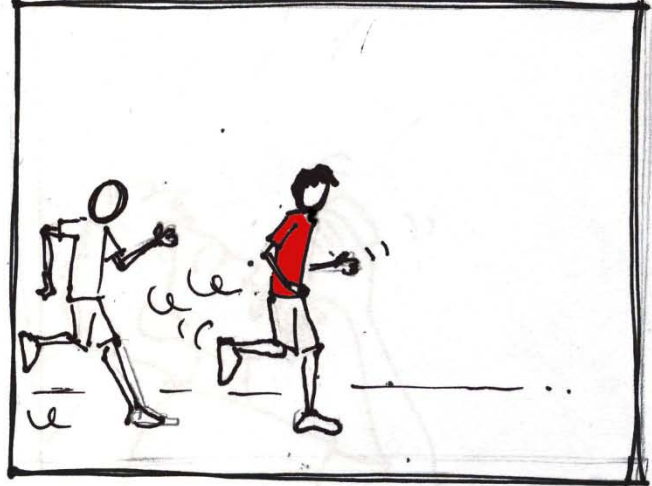
Novelty: It is a challenging effect to achieve, and we are exploring novel, general and easy way to do it.

The Story

A thin guy and strong guy were racing around the sports field for 100 rounds, and the thin guy was far behind and tired after 50 rounds. He felt thirsty and then grabbed a bottle of water to drink, and then he felt somebody was pushing him from back and then came in front of him, robbed the bottle and throw the bottle on him, magically is himself! He felt angry and started tracing the clone, dragged the clone, and then the clone pushed him in the process. Soon he ran past the strong guy and the clone was smiling to him and welcomed him at the finish line, he now knew the clone is friendly. At the final stage of the race, he suddenly fell down and everything was black. When he opened his eyes, the strong guy slowly passed the finish line looking at the same kind of drink, which has the slogan: 100Plus: Double Your Energy!

The Storyboard

Marathon Race ...



Felix is slowing down... Chris passes him....



Felix stops to take a breath...

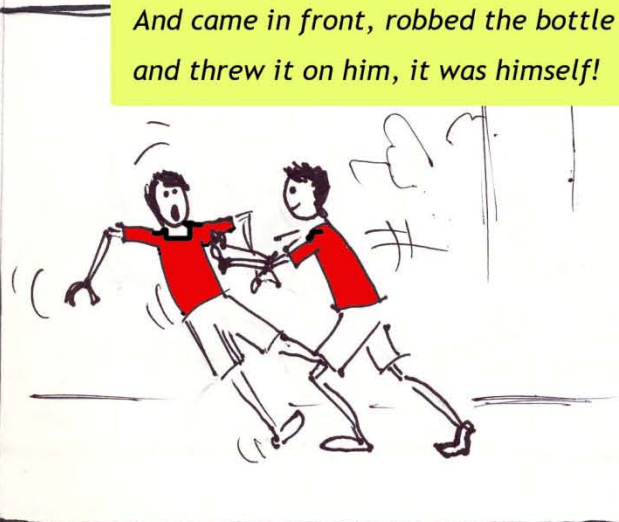
Someone offers Felix an energy drink.....



Suddenly, he felt somebody push him from back



And came in front, robbed the bottle and threw it on him, it was himself!





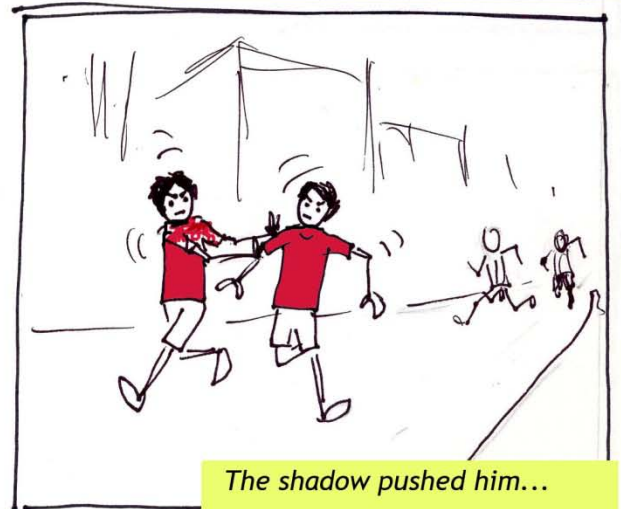
Felix feels the spark of challenge.. with his shadow...



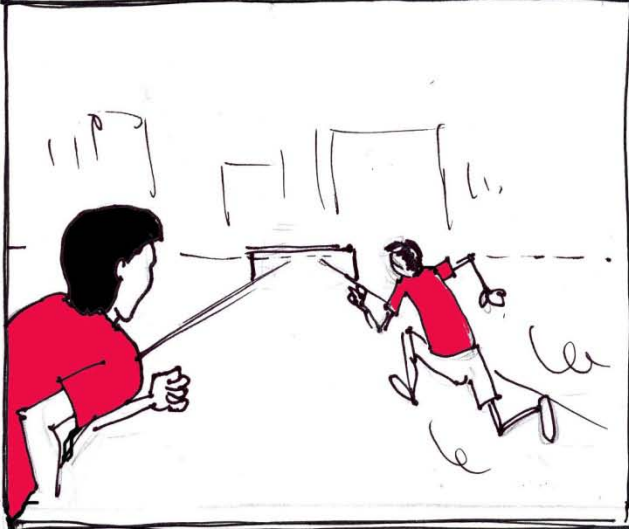
Felix is catching up....



Dragging the shadow



The shadow pushed him...



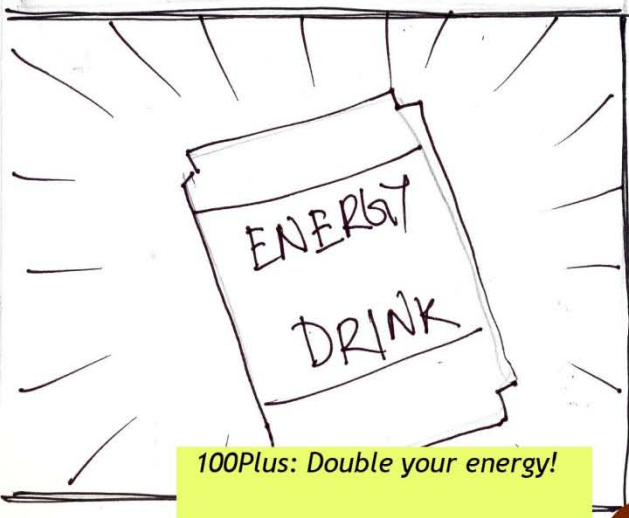
The shadow welcomed him at the end line, he was a helper :)



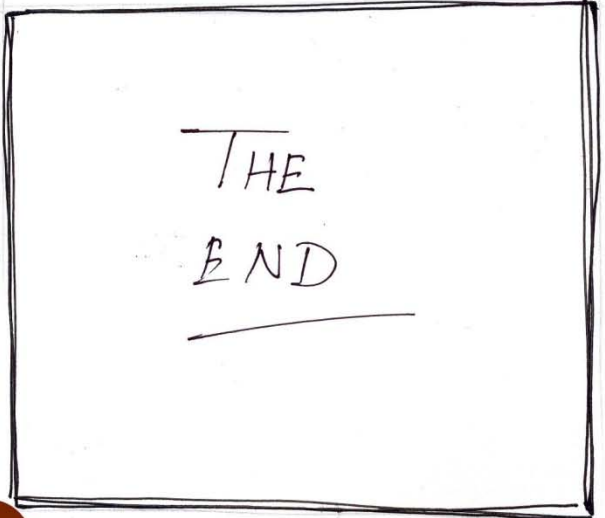
Apparently, he felt somebody drag him down, when he opened his eyes...



Chris was having that drink as well....



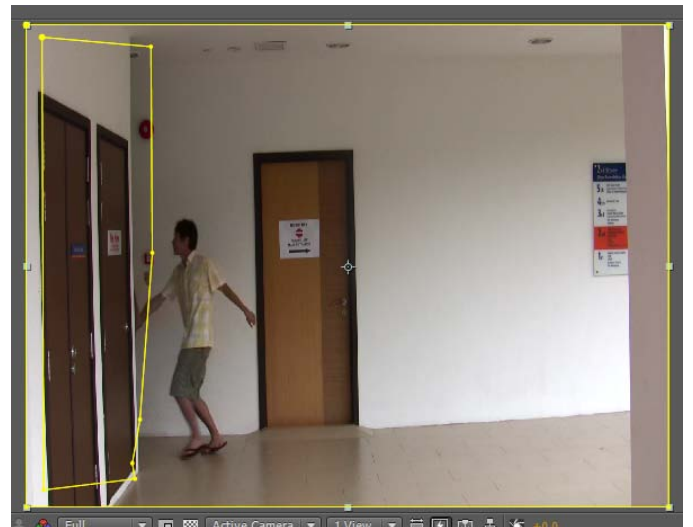
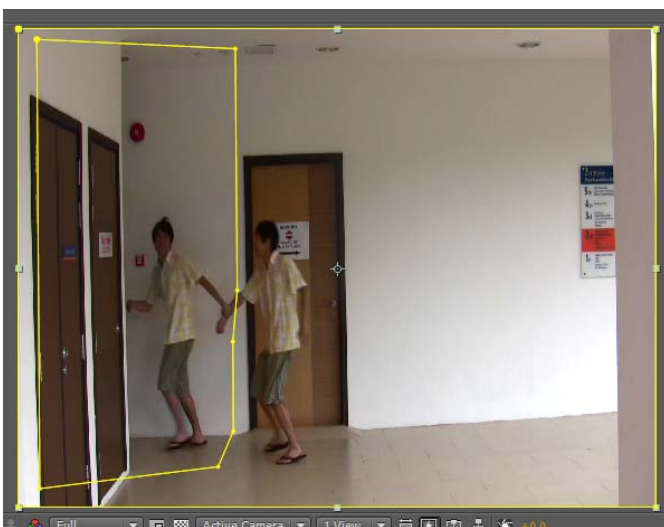
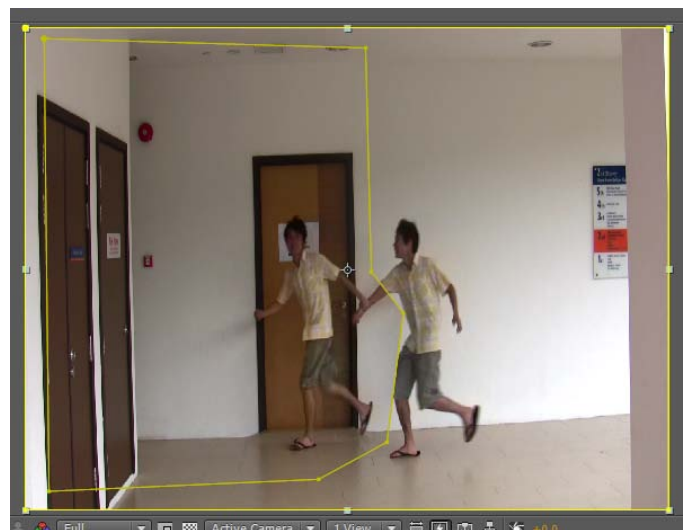
100Plus: Double your energy!



Production ideas

- Fixed Camera View and Superimpose to create the scene with clone and original character;
- Using mask to deal with the interaction for the key frame;
- Synchronization between original and clone (e.g. using strings, markers);
- Blur the interaction point(transition effect) between the clone and original character;
- Fake camera movement after shooting;
- Commercial AD feeling (camera, music);

Sample video editing:



Roles of team members

- Qian Kun
 - Rob and throw bottle interaction
 - Fake camera movement
- KAZI RUBAIAT HABIB
 - Dragging interaction
 - Synchronization
- PHAN VAN SONG Yann-Loup, René, Suong
 - Pushing interaction
 - Blur the interaction point

Production plan/schedule

No.	Week	Event
1	Week6	<ul style="list-style-type: none">• Submission of Project Proposal;• Storyboarding
2	Week7	<ul style="list-style-type: none">• Filming some simple trial footage• Effects feasibility testing
3	Week8	<ul style="list-style-type: none">• Refine footage• Filming of actual footage• Video editing
4	Week9	<ul style="list-style-type: none">• Composition of special effects• Submission of Progress update 1
5	Week10-11	<ul style="list-style-type: none">• Composition of special effects• Submission of Progress update 2
6	Week12	<ul style="list-style-type: none">• Final updates and composition
7	Week13	<ul style="list-style-type: none">• Project submission and presentation