National University of Singapore

CS5245
Vision and Graphics for Special Effects

Project Update - Strange Dream

19-Mar-2010

Team Members

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<u>Table of Contents</u>

1   Project Changes and Updates

Filming for production phase was successfully completed on 6 Mar, although this was supposed to complete on 28 Feb according to our schedule. We loaned the videocam, green screen, tripod and portable spot light from NUS.

Schedule for activities "3D Modelling and Animation" and "Video Effects" have thus been delayed by a week, due to complete by 21 Mar with some touching up after that.

The storyline and planned effects remain unchanged. Some minor footage might be added e.g. alarm clock close-up.

We intend to catch up with the schedule by committing more time and using the more powerful machines in the media lab during weekends.

2   Tasks Completed

Production Phase

Filming was carried out at a quiet road in Ang Mo Kio area. Minor problems were encountered e.g. learner drivers competing for space.

After this, we proceeded to a member's house to shoot some internal scenes. The shooting took an entire day and 58 scenes were shot in total.

Composition for man getting hit by car : Some masking of victim's feet is required to match green screening, as shown in reference tutorial. The footage of car moving past is quite slow and will be speeded up for realism.

Internal view of car accident – video zoom to simulate man looming on windscreen.

**Internal view of car accident** – side view

Internal view of car accident – front view. Light conditions not ideal but we will try to adjust in AE.

**Internal room shooting** – waking up and getting ready for work

Glass shatter effect – Maya 2008 was used to experiment with glass shards shatter. Testing is still in progress using Maya shatter script. The animation of the shards via Maya dynamics fields including gravity, radial fields and turbulence were used to create the "force" of the collision. Careful attention needed to transparent texture and jaggedness / size of shards.
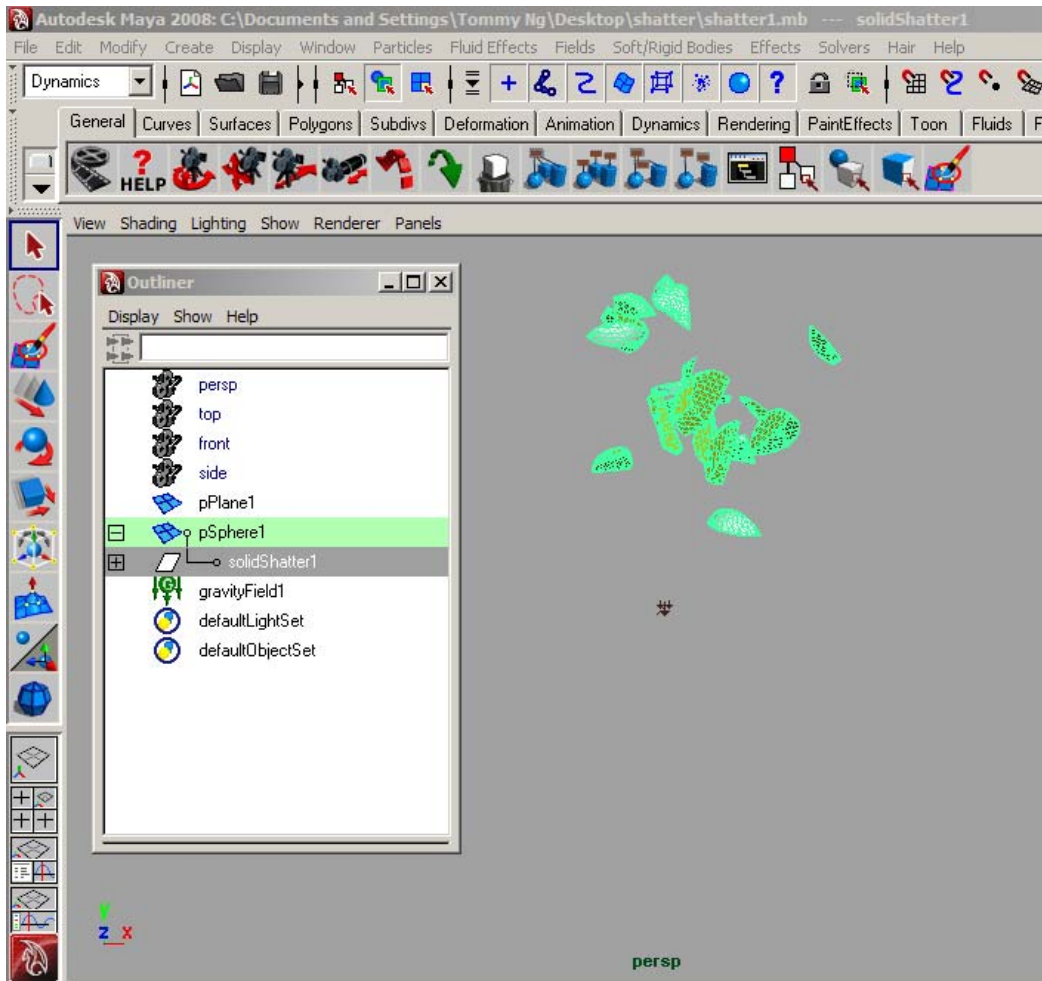
Reference look from Thai commercial "My Son" :

Car hit effect – Basic keying in AE using Color Key / Color Range showed some edge marks. We will use Keylight in the media lab to improve upon the keying of green screen. Some masking of the feet area and speed control of the vehicle will be required to improve realism. Audio effect will be added as well.
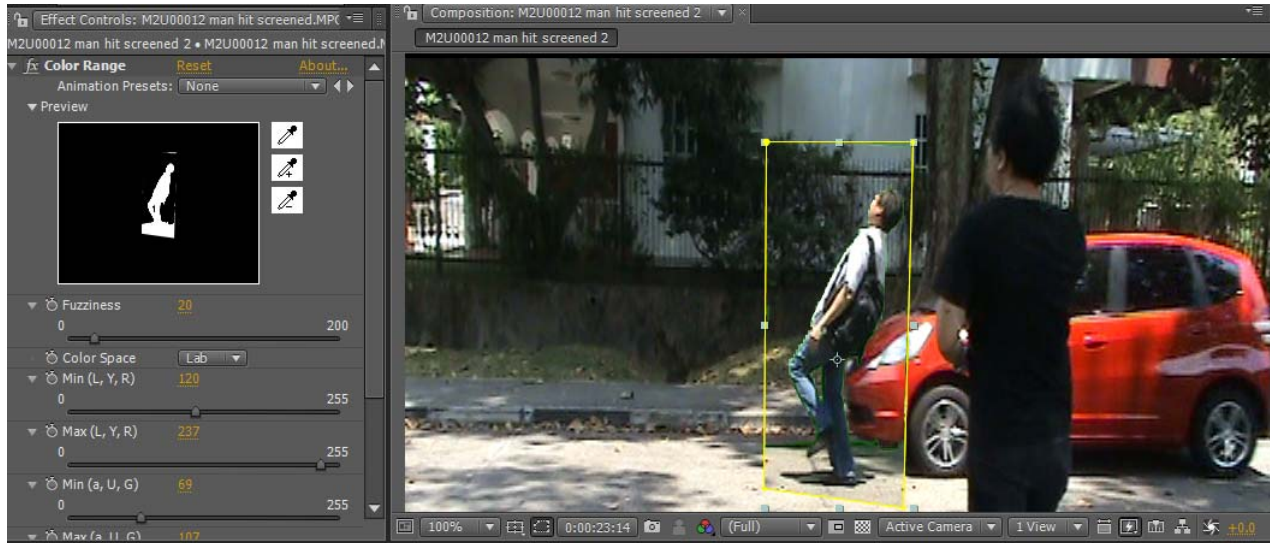
Green spill was observed for internal car shot using Color Key, we will use keylight to remove this and apply some masking as well.

3 Member Tasks

Member	Task	Progress
Kang Tiong Meng	Bluescreening Effect through windscreen Audio Effects Video Shoot (Producer) Compositing and Editing	Work in progress Sourcing and narrative recording in progress Completed Scheduled
Loh Ching Siang	Side shot of car hitting man Video Shoot (Camera) Making of Video Compositing and Editing	Work in progress Completed Scheduled Scheduled
Ng Hock Leong, Tommy	Internal car shots of driver in crash CG glass fragments and animation Video Shoot (Director) Compositing and Editing	Work in progress Work in progress Completed Scheduled

4 Difficulties Encountered

Difficulty	Solution
Learning curve for Maya Physics Engine to produce glass shatter effect.	Accelerate learning curve by watching tutorials and experimenting hands-on.
Minor negligences spotted in video shots during post-production e.g. tissue box at bottom edge of windscreen in internal car shot.	Try masking with Keylight to make sure keying looks good. Learnt to review on-the-spot rushes more carefully in future.
Some members faced delays in installing After Effects on their machines.	Speed up work by using media lab machines where possible, since personal machines are slower.

5 Remaining Work

Member	Remaining Work
Kang Tiong Meng	Keylight and composition work on internal car shots. Merging moving car video to window keying. Sourcing and applying audio effects and narrative.
Loh Ching Siang	Car hits man effect using Keylight, masking and animation. Making of video with narrative.
Ng Hock Leong, Tommy	Maya shatter animation and rendering. Composition of shatter and front / side internal car shots. Video editing.

Start	End	Activity
		Pre-Production
16-Feb-10	18-Feb-10	Project Proposal (Done)
21-Feb-10	21-Feb-10	Location Scouting, Props Purchase (Done)
		Production
28-Feb-10	~~28-Feb-10~~ 06-Mar-10	Video Shoot with actor / actress (Done)
		Post-Production
~~28-Feb-10~~ *06-Mar-10*	*~~14-Mar-10~~* *21-Mar-10*	*3D modeling and animation*
~~28-Feb-10~~ *06-Mar-10*	*~~14-Mar-10~~* *21-Mar-10*	*Video Effects*
16-Mar-10	*19-Mar-10*	*Project Update 1*
19-Mar-10	27-Mar-10	Compositing
28-Mar-10	05-Apr-10	Video Editing
06-Apr-10	08-Apr-10	Project Update 2
06-Apr-10	10-Apr-10	Sound Effects
06-Apr-10	12-Apr-10	Making of Video
13-Apr-10	15-Apr-10	Project Presentation