

CS5245 Progress Report What's After the Wii

Project Team Members:

Bernard Ng – bernard_ng@ite.edu.sg (HT042117H)
Anthony Tay – cttay71@singnet.com.sg (HT042159X)
Gary Ang – garyang.mobile@gmail.com (HT036098B)

Main Special Effect

Brief: Gamer playing with real 3D game characters and objects
Effect: Characters emerging from TV screen in real 3D and physically interacting with gamer

Work Done

- 1) Attempted the 7th filming of live video boxing game and live person boxing. The latest being “boxing 7” and “Person 7”. The video is uploaded to http://www.nameising.com/musa/Comp_1_low.zip

Current Progress

This video consists of 5 scenes,

Scene 1: 3D adjustment of settings. Users chooses character, Real character or cartoon (not done yet)

Scene 2: Selection of 3D gloves color (not done yet)

Scene 3: Compositing the glove to the actor's hand (not done yet)

Scene 4: Secondary character appears from TV (mockup done)
Special effects based on 3D max still in progress

Scene 5: A simulated knock out scene with fire effects (not done yet)

Planned Work

- Working on 3D Max to create 3D models, to complete by mid next week.
- Working on after effect masking the actor based on tutorial in <http://msp.sfsu.edu/Instructors/re/dv11-8.htm>. The reason for using this technique was that the video is shot not in a bluescreen and lack of such environment – to complete by mid next week

