CS5245
Vision & Graphic for Special Effects

Project Progress Update #1

The Magic 2007

Team Members

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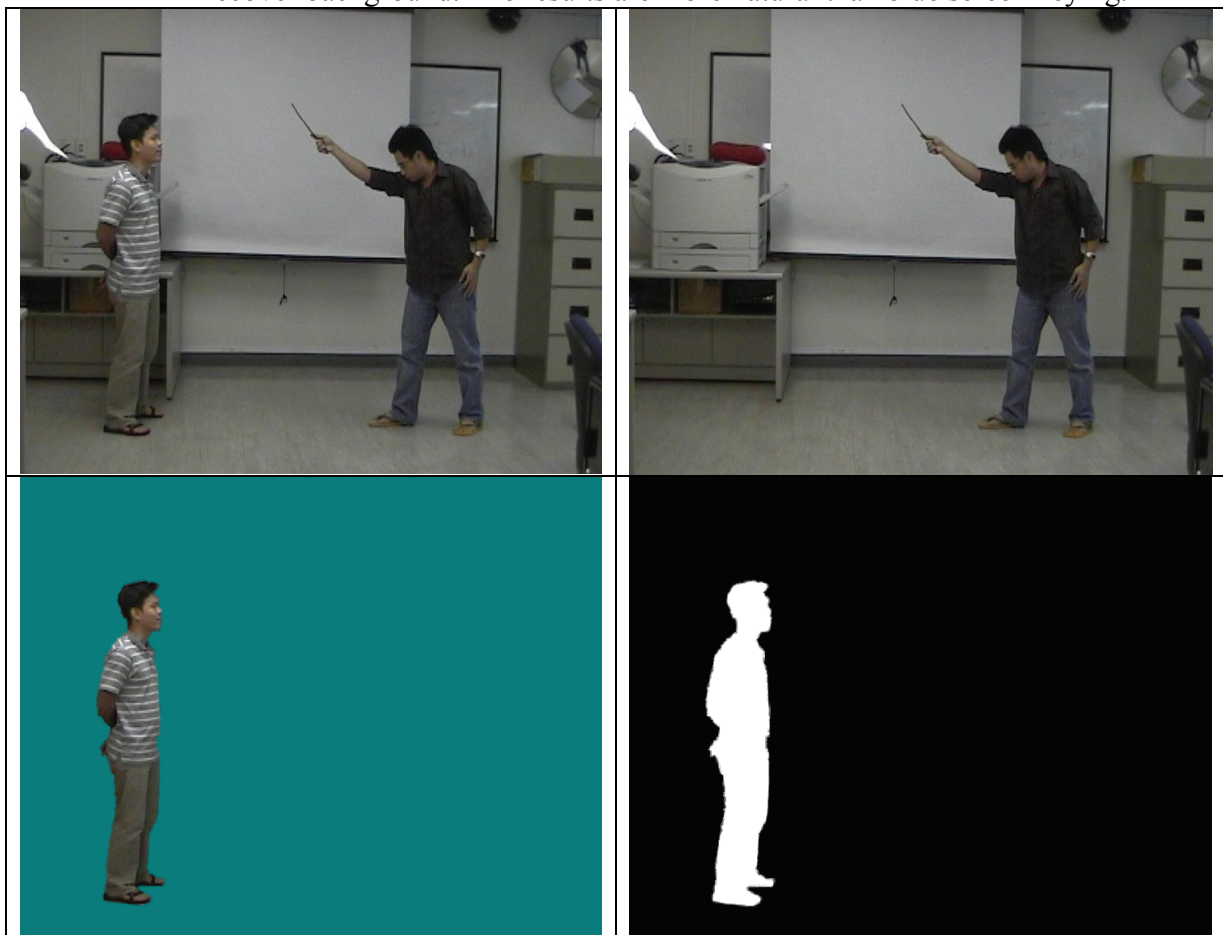**The main effect is changed to "human vanishing"**

We tried to implement "smoky hand" effect using Fluid but the result is not good as expected because we control fluid flows is quite hard and 2D fluid do not produce realistic effect enough.

We should use 3D model of the hand instead of 2D image and apply fluid to particles of the 3D model. But modeling a hand and to synchronize the 3D model of the hand and the real hand is beyond our ability.

We change the main effect to **"human vanishing"** with the same principle with "smoky hand": moving particles of an object in a managed way but with a lower level of difficulty because the effect will be applied into a whole human body so we do not have to synchronize between a model and a real object which the model belongs to.

Completed works

1. Found a way to keying foreground from natural image using trimates and recover background. The results are more natural than blue screen keying.

2. Video shooting

Update Storyboard

	In a show, a magician claiming that he's clever than David Copperfield.
	A magician tried to create a magic with his wand. However, up to all of his upset, his wand seems to be spoil.
	He tried to clean the wand.

	Finally, it worked.
	After the first magic, a magician invited a volunteer for one of his most dangerous spell.
	A brave man came to the stage. The magician showed his ultimate power by making a magic sphere flying around the man. After a secret spell, a magician made a man vanished into the air.

Assignments

Video shooting	Lu The Kiet, Nguyen Tien Dung
Video editing	Nguyen Tien Dung
Natural Image Matting	Nguyen Tien Dung
Particles Effects	Nguyen Dinh Hai, Nguyen Tien Dung
Sound Effects	Lu The Kiet
Others	All members

Timeline

    a. Week 4: Proposal (done)
    b. Week 5: Project prototype using simple foreground/background (done)
    c. Week 6: Shooting real video (done)
    d. Week 7: Project progress report
    e. Week 8-9: Footage editing and vision special effect creation.
    f. Week 10: Project Finalization.
    g. Week 11: Presentation