

## The Smart White Ball

### **Changes and Updates**

- New project proposal
- Raw video complete
- Started CG modeling

### **The New Idea:**

#### **The Effect: CG ball blends with environment and leaves tracks**

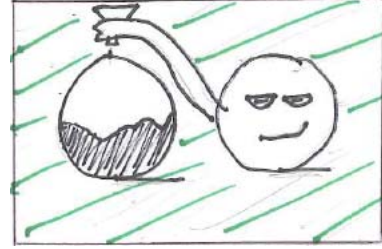
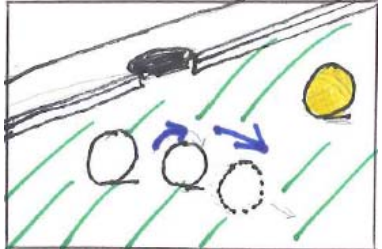

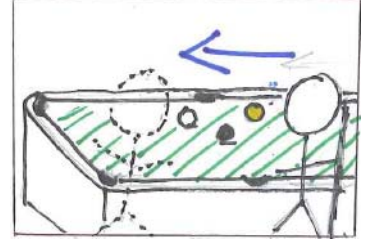


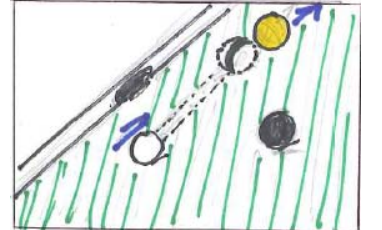

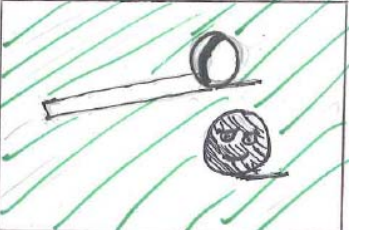
To shoot a scene containing pool balls, have one of them come "alive" and get a face and arms and then interact with another ball. The other ball will have its texture changed and will then shed some of this texture onto the pooltable itself. The effect is the living pool ball and the interaction between CG balls, the cue, the other pool balls and the pool table.

### **The Story**

A guy is playing pool, he is very good and fires really hard shots. After sinking all but three balls (the black, the white, and a yellow ball) he receives a phonecall on his cellphone and walks away. The white ball comes alive and is annoyed over bruises he has received because of the powerful shots of the player. He decides to do something about it and get a rest from it. He rolls over to the black ball, pours white ink over it, rolls back and pours black ink over himself (making himself look like the black ball and the black ball look like the white ball). The player returns, sees that the balls have "moved", but decides to continue shooting. He shoots the yellow ball using the "new" white ball. However, since the ink is not yet dry the "new" white ball leaves a trail of white ink on the pool table. The player is really surprised.

# Storyboard

<p>1. <i>[Static]</i> Focus on white ball, suddenly hit by the cue stick.</p>	<p>2. <i>[Static]</i> Burst shots of all the balls by the flying white ball.</p>	<p>3. <i>[Static]</i> Various quick cut scenes of player hitting the white ball at different positions.</p>
<p>4. <i>[Static]</i> Various quick cut scenes of ball entering into the a port.</p>	<p>5. <i>[Static]</i> Showing the white ball rolling into the scene and come to rest.</p>	<p>6. <i>[Static, Zoom]</i> Player receiving phone call walking away, camera zoom into the white ball as focus.</p>
<p>7. <i>[Static]</i> Zooming stop, showing white ball.</p>	<p>8. <i>[Static]</i> Animation of eye opening</p>	<p>9. <i>[Panning to left]</i> Showing view of the white ball seeing the player still talking on the phone.</p>
<p>10. <i>[Static]</i> Animation of white ball rubbing its wounds</p>	<p>11. <i>[Static]</i> White ball discovering black ball, showing a sign of plan.</p>	<p>12. <i>[Static]</i> White ball rolling next to black ball.</p>

		
<p>13. [Static] Animation of white ball pouring white fluid on black ball. Black ball turns white.</p>	<p>14. [Static] White ball rolling back to original position.</p>	<p>15. [Static] Animation of white ball pouring black fluid on itself. White ball turns black.</p>
		
<p>16. [Static] Player walking back in, noticing slight difference in ball colors.</p>	<p>17. [Static] Close up of player's expression being puzzled.</p>	<p>18. [Static] Slow motion of player hitting with the cue.</p>
		
<p>19. [Static] Animation of white ball flying to hit the colored ball, leaving a trail of white ink along the path.</p>	<p>20. [Static] Close up of player's expression of shock.</p>	<p>21. [Static] Animation of 'black' ball smiling with its successful plan. Scene fade to black. THE END.</p>

## Role of Team Members

### Raw Video

Director: Choo Chin Tiong

Filming: Asmund Herikstad & Zhang Chenxi

Player: Choo Chin Tiong

### Special Effects Video

Video editing: Choo Chin Tiong

Compositing & Effects: All group members

## Schedule

10 Mar – 16 Mar (Wk 9)	Actual Filming Progress Update 1
17 Mar – 23 Mar (Wk 10)	Video Editing & Compositing
24 Mar – 30 Mar (Wk 11)	Adding Special Effects Progress Update 2
31 Mar – 6 Apr (Wk 12)	Audio Editing Creating 'The Making Of..'
7 Apr – 13 Apr (Wk 13)	Project Due

## Difficulties Remaining

- Slightly different light level caused by different camera angles when shooting the film.
- Creating realistic CG balls and animating them
- Having the CG balls change texture and have this texture come off onto the pool table.

## How to Overcome The Difficulties

- Adobe Aftereffects supposedly has a utility to equalize the light level of the film.
- Looking up tutorials online and also consulting 3D graphics textbooks.

## Images of Work Done

