CS5245 Vision and Graphics for Special Effects
Project Proposal

Title: *Jutsu*

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The Effect

The main special effect will be a spike wall erupting from the ground.

Implementation

The spike wall will be simulated using Maya. This animation will then be composited into existing video footage. Additional tweaking will be done to the surroundings to add to the realism of the effect.

Plot

A ninja student is late for school despite lecturer's previous warnings of punishments. As he tries to enter the class, the lecturer punishes him by throwing kunais (daggers used by ninjas). The student dodges by using ninjutsu, summoning a spike wall to emerge from the ground, thus blocking the attack. As the lecturer's path is blocked by the wall, the student grabs the opportunity to flee.
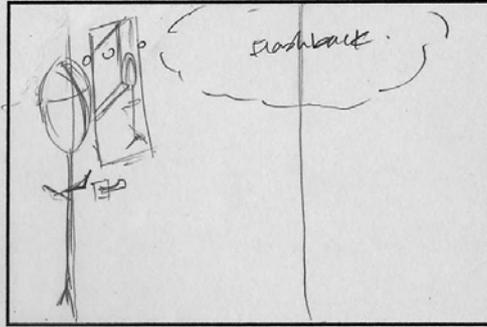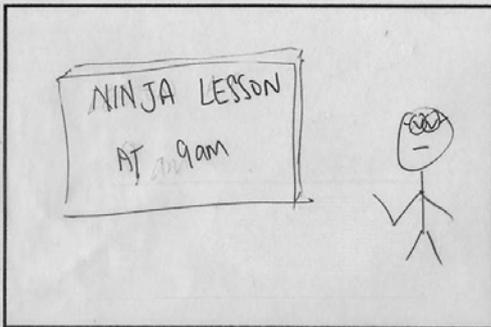
Storyboard

Slide No. ____1____

can see inside
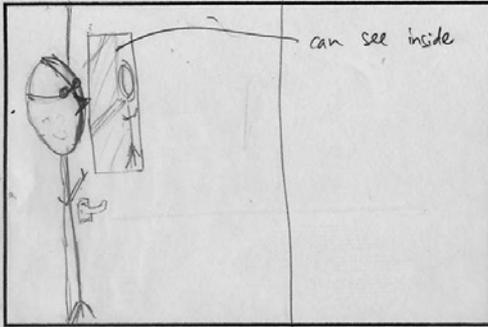
Student peeking into class.

Slide No. ____2____

Flashback.

Flash back (to slide 3, 4)
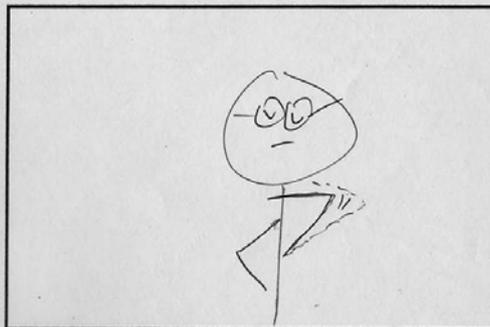

Slide No. ____3____

NINJA LESSON
AT 9am

* Black & white — Indicate a flash back

"Tomorrow lesson is at 9am. Whoever is late..."
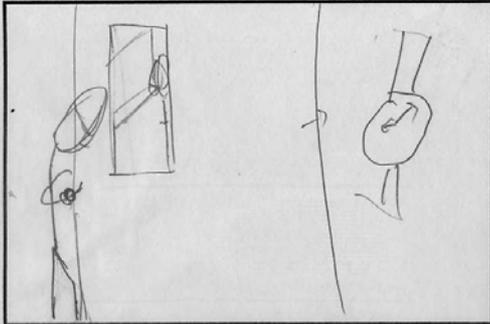

Slide No. ____4____

Shows a "cut-throat" sign.

* Note: Camera is close-up on the teacher and shows a threatening face.
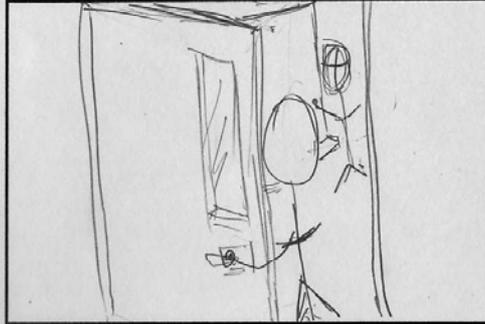
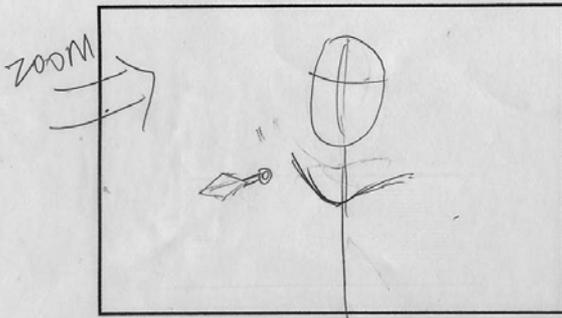* Slide 4 & 5: In black & white to show flashback.
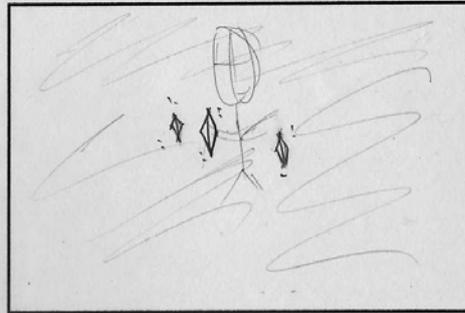
Slide No. #5

LJ looking at watch.

Slide No. #6

Camera is behind LJ, following as
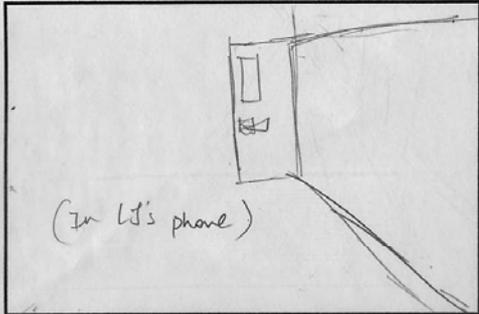he enters ē room,
Cam zooms in to ē lecturer

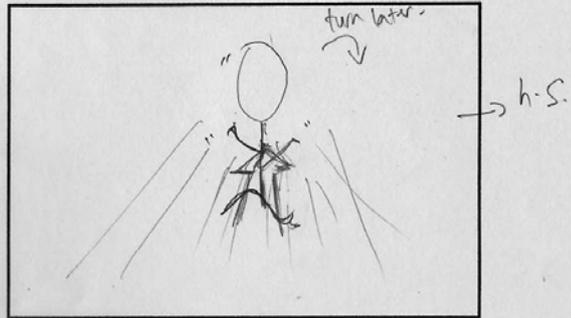Slide No. #7

ZOOM

Lecturer throws ē kurenai

Slide No. #8

POV of LJ
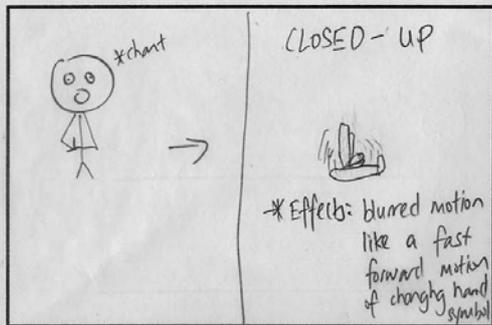(Bg is blur, focus in on ē kurenai)

Slide No. #.9

(In LJ's phone)

Slide No. #.10

turn later.
→ h.s.

LJ running.
(Back view, camera is static facing back of LJ)

Slide No. 11

*chant

CLOSED-UP

* Effect: blurred motion like a fast forward motion of changing hand symbol

LJ quickly chant and some hand symbols.

Slide No. 12

dust

little rocks dropping

* Shake screen to show impact of the slam.
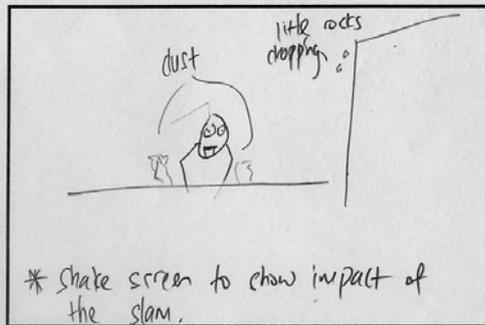
He slams the ground after last hand symbol

Slide No. 13 — ※ Effects: Cracking of the ground

Slide No. 14 — ※ Effects: Spiky rocks erupt from the ground.
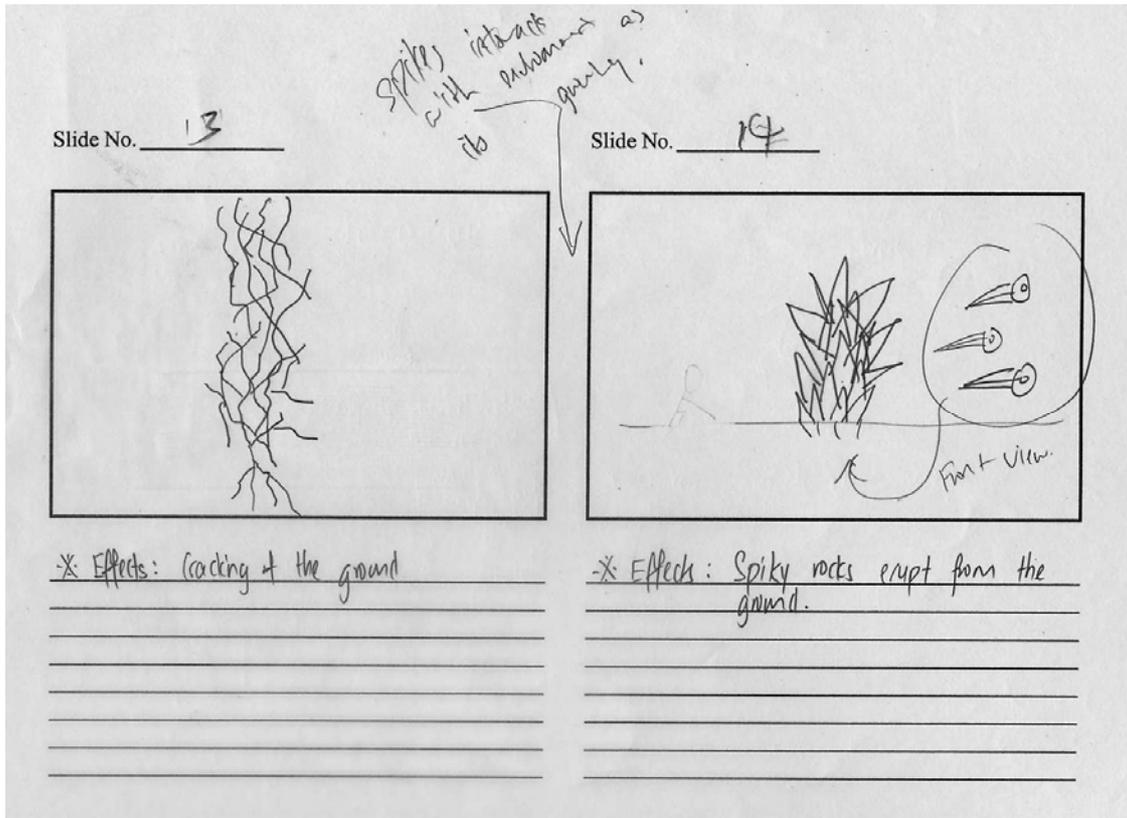
Work distribution

Jun Cheng: Animate particle effect, Acting, Filming

Ragnus: Modeling and Texturing, Directing

Xiuhui: Digital Composition, Documentation

Schedule

Milestones	Event
Completed	Scene survey, walkthrough, measurements.
Midterm Break	Model Spike and Kunais Filming of footage
Week 8	Animation of Earth Spike (draft) + texturing Animation of Kunai (draft) + texturing Match movement
Week 10	Rendering of models Create dust and crumble Particle Effect
Week 11	Video Composition
Week 12	Amendments of video. (if any)
Week 13	Submission.