

CS5245 Vision and Graphics for Special Effects

Project progress report 1

Due to not being able to come up with a better icing effect our group have decided to do another special effect.

Title: Softlander

(The idea for the title's name is gotten from the brand of the fabric softener often used in many households.)

Project Team Members: Chen Yunxu; Lim Yi Xiong, Anselm; Wang Jianjie

The Effect:

- Soften the concrete floor and making it simulate a soft rubber floor. Someone jumps and bounces on it. When jumping on the floor some form of shock wave effect is created.

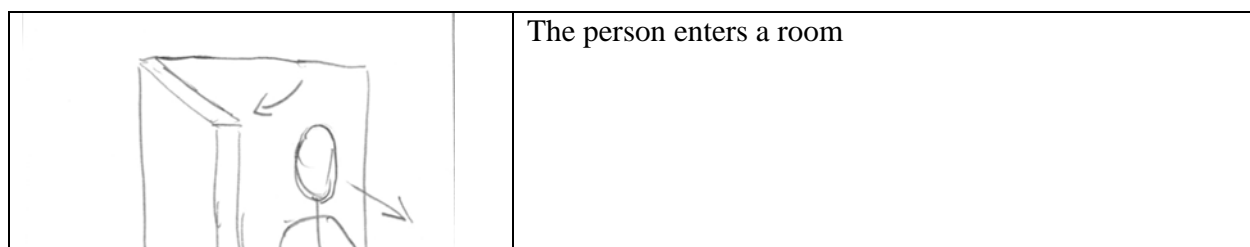
The Implementation:







- The floor of the room will be cut away in the video and replace by the floor modeled in MAYA.
- The bouncing animation of the floor will also be animated in MAYA.
- The human object jumping in the video will be taking separately and transferred onto the floor bouncing video
- Use videos found on web to study the motion of the mat and human jumping when someone is jumping on a trampoline

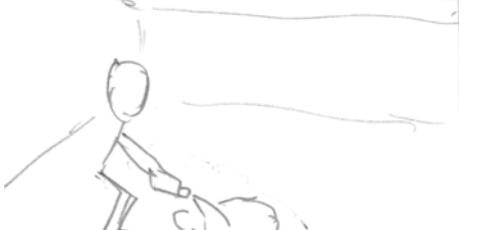

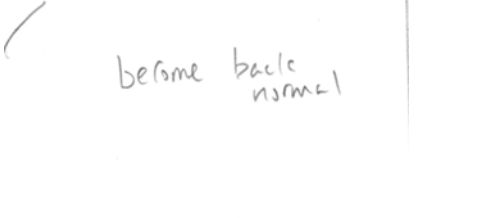


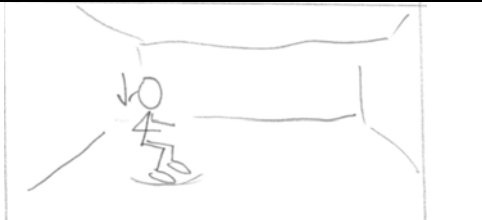
The Story:



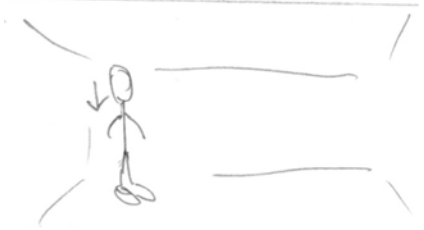
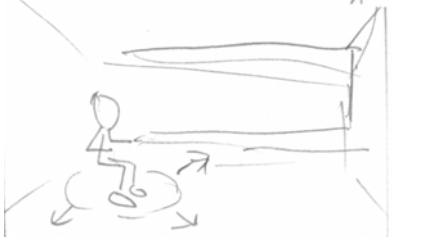


- A person walks into a room and discovers that there is a red packet hanging on the ceiling of the room. He tries to jump to grab it but it is too high and out of his reach. He goes out of the room and returns with a bottle of magic softener (Softlan). He pours it on the ground and waits for the magic softener to react with the ground. The hard floor changes into a soft rubber floor after the chemical reaction is over. The person makes use of the soft rubber floor and is now able to jump higher and higher to finally get the red packet. He opens it up to find that inside is only a piece of paper to tell him he has been tricked.


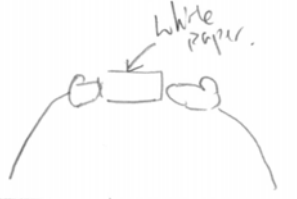

Storyboard:



	<p>Walk into the room and finds a red packet hanging on the ceiling.</p>
	<p>Jumping and trying to reach the red packet but he fails</p>
	<p>He suddenly thought of an idea.</p>
	<p>He walks out of the room</p>
	<p>And returns,</p>
	<p>With a “magic” softener, Softlan, in his hand.</p>

	<p>He pours on the floor.</p>
	<p>The chemical is reacts with the ground to cause some weird colour change.</p>
	<p>The floor returns back to its original colour after the chemical reaction.</p>
	<p>He tries to jump on the rubber floor now, creating mini shockwaves on the ground.</p>
	<p>He nods his head, thinking that the softener is really good</p>
	<p>He squat down a little bit. Making a small dent on the floor</p>

	<p>Starts to jump by straightening his legs. Making a dent on the floor</p>
	<p>Jumps up with shockwave created</p>
	<p>Coming down</p>
	<p>Bend down a little bit on landing creating some shock wave again</p>
	<p>And he do a triple jump forward towards the notes, with the last step jumping with extra strength. Creating some shock wave where ever he lands and jumps.</p>
	<p>Jumps up and reaches the red packet.</p>

	<p>Opens up the red packet.</p>
	<p>Finds that inside is only a piece of white paper writing that he has been tricked.</p>
	<p>He regrets spending all that time and effort and finally being tricked.</p>

Roles of team members:

- Chen Yunxu
 - Modeling of rubber floor
 - Animation of rubber floor
 - Filming of video footage
- Lim Yi Xiong, Anselm
 - Designing of algorithm to implement floor changing effect
 - Creation of textures for rubber floor
 - Animation of rubber floor
 - Filming of video footage
- Wang Jianjie
 - Editing of video footage
 - Composition of the different layers.
 - Main actor

Schedule

<p>Week 8</p>	<p>Redoing the project proposal</p>
<p>Week 9</p>	<p>Shooting the video again on the weekend in the school.</p>
<p>Week 10</p>	<p>Create the rubber floor in MAYA, importing videos into after effects and doing some editing of the part without the special effects.</p>

Week 11	Texture map and render the floor, doing animation to it and compositing it to the video.
Week 12	Quality check, finalizing and preparing for presentation.
Week 13	Submission.