CS5245 Vision and Graphics for Special Effects
Project Proposal

Title: Frozamania

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

The Effect:

- An effect of ice crystals slowly freezing up a moving object.

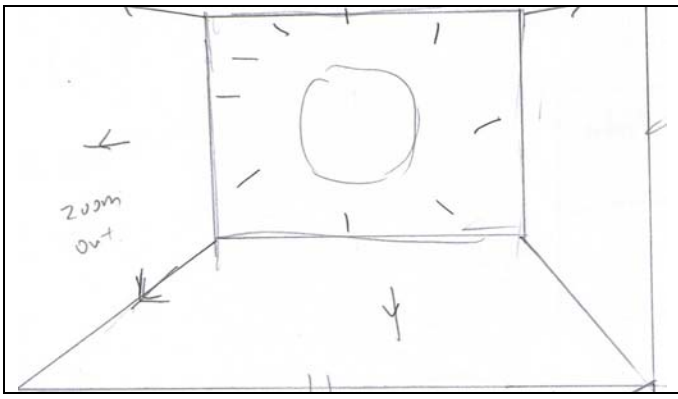
The Implementation:

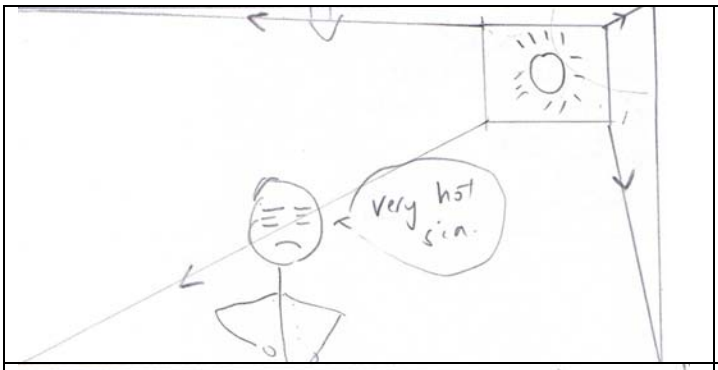
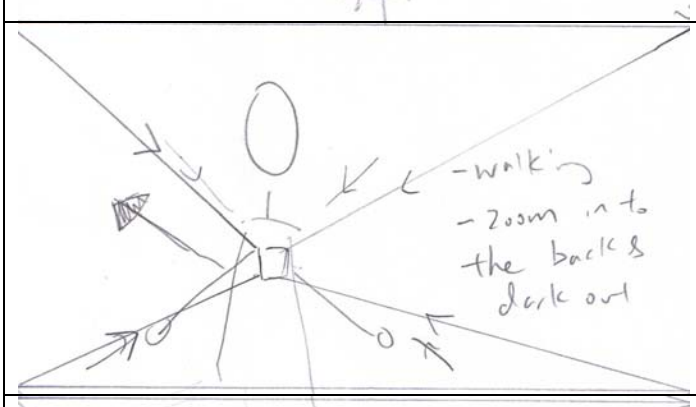
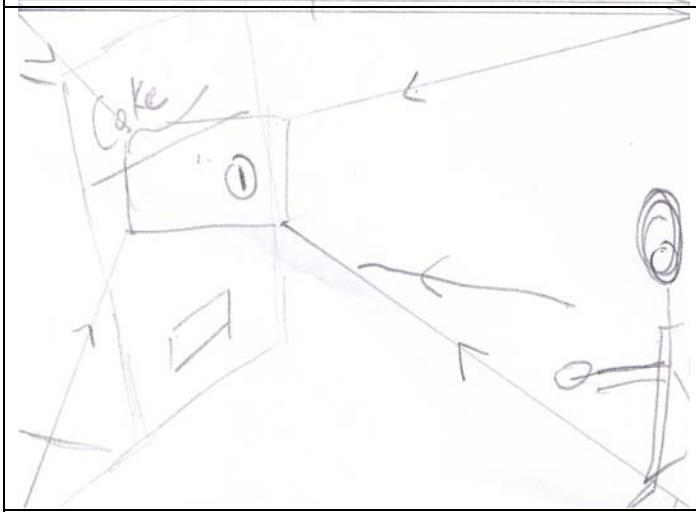
- We will do this by creating a 3D model on top of a human actor, and will be animating this model to synchronize with the real person in the video. Since we will have the person freeze from the middle out, we will be using a 3D ball to slowly morph into a human shape. The expansion and morphing of the ball will be calculated using an algorithm so that it does not look to be expanding linearly. We would be doing the ice effects using texture and bump mapping on this model and then composite it with the video.

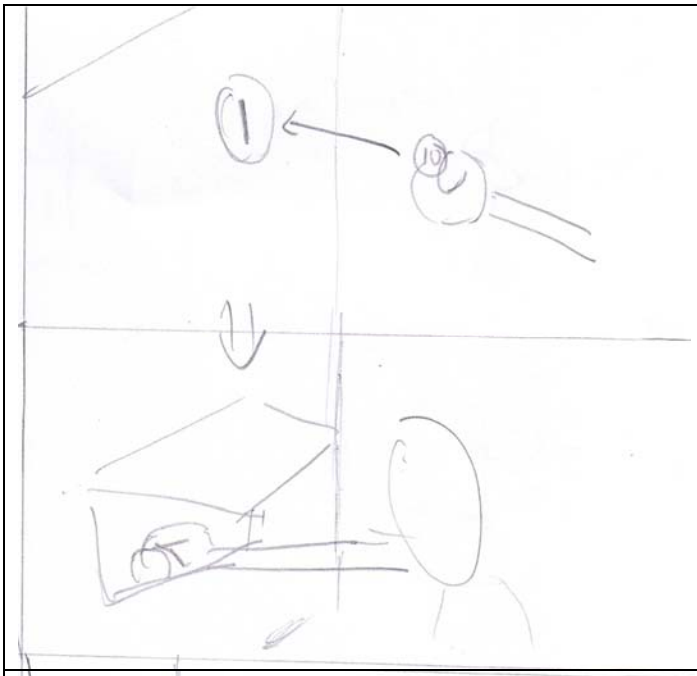
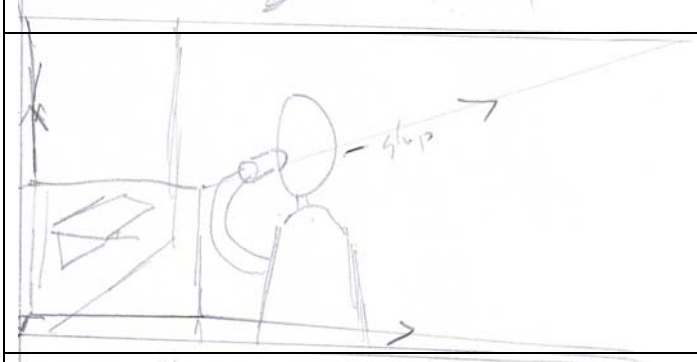
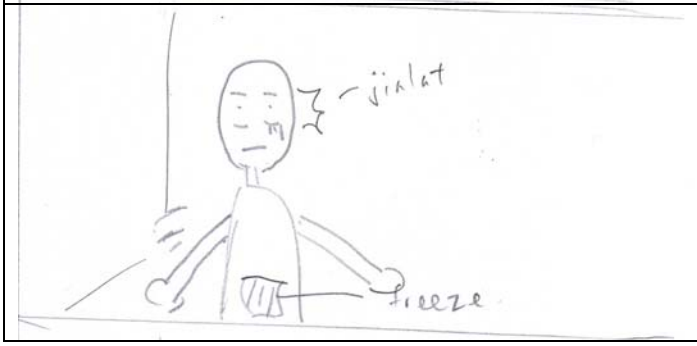
The Story:

- A person is feeling thirsty, and decides to go grab a drink, Frozamania from his refrigerator. After he finishes his drink, he feels something is wrong with his stomach, and when he finally realizes what has happened, he found out that he is starting to freeze from inside out.

Storyboard:

	Zoom out from the sun

	Zoom out to see the man sweating in to hot sun complaining about the sun being too hot
	Continuing from the same view the man decide to go and buy some cold drinks, so he turn around and walks towards the left
	Camera then zoom into the back of the man while the man walking. While zooming the scene darkens.
	Go to the next scene, the man walk towards the vending machine from the right side. While walking the camera zooms into the vending machine and the man

	The man insert and coin and selects the drink. The camera will capture it by panning from up to down following the man's action
	While the man takes and drinks the soft drink, the camera will zoom out to be able to see half the man
	The man starts to feel something, special effect on freezing will kick in from the stomach of the man

	The man got frozen all over. The end

Roles of team members:

- Chen Yunxu
  - Modeling of 3D person
  - Creation of skeleton for 3D person
  - Animation of 3D person
  - Filming of video footage
- Lim Yi Xiong, Anselm
  - Designing of algorithm to implement freezing effect
  - Creation of textures and bump maps for 3D person.
  - Animation of 3D person
  - Filming of video footage
- Wang Jianjie
  - Editing of video footage
  - Composition of the different layers.
  - Main actor

Schedule

Midterm Break	Filming of video footage. Modeling of 3D person.
Week 8	Creation of textures and bump maps for 3D person. Designing algorithm to implement freezing effect. Creation of skeleton for 3D person.
Week 10	Editing of video footage. Animation of 3D person to blend in with video.
Week 11-12	Finished rendering of person with freeze effects. Composition of the different layers.
Week 13	Submission.