# CS5245 End of Semester Project Presentation

Some Clothes and a Close Clone

By Gael Giraudeau

And Lu Hai Loc

# Simplified Storyline



A lazy guy creates a clone to use as a slave.

The latter is also lazy (of course he's a clone!).

So he refuses by  attacking the former.

However the clone is too weak and doesn't last long...

Finally the guy has to work by himself.

# Main effect

- Advanced interactions between 2 clones

Length of the main effect: 30 seconds

From apparition to disappearance of the

# Novelty of Effect

- Originality in the fact that cloning is usually done in cartoons (Naruto - Japanese Anime) whereas here we do it in a movie.
- Cloning actors is not that much done in professional movies. There are few examples on youtube (by non-professionals).
- No one did direct interactions between 2 clones and throwing big and complex object (throwing a can is easy) between each other.
- That what we worked on.

# Technical Innovations: Existing method

- 2 clones are apart from each other, we can use simple box mask to separate them (many examples on youtube) or keying if one is in front of the other

# Technical Innovations: Enhancement

- When the 2 clones are colliding then we have to use
  - complex masks + mask feathering to blend
  - synchronization points for the acting

# Technical Innovations:

- Existing method: one continuous action, one camera position
- Enhancement for complex continuous action:
  - move the camera from left to right side of the room, and cut in different scenes
  - Use the grid on the floor to check the correct position facing each other
- This way we don't notice any major differences

# Technical Innovations:

- Existing method: The actor has to be careful of the timing of his actions (Use of Metronome?)

- Enhancement: Correct Synchronization of the movements is done using Time Mapping

# Throwing the basket

- Record twice (One for each side, Gael helps out at the other side)
- Find a matching point in the trajectory
-  Gael is erased using basic masking technique (box masks)
- If there is no matching point we have to do it again, and try to do the very same throwing movement for each side.

# Synchronization point

- We tried different techniques
- The hidden wood stick was the most adequate solution but not completely enough to have the perfect acting
- For the punching clone, we had to move the arm manually upper
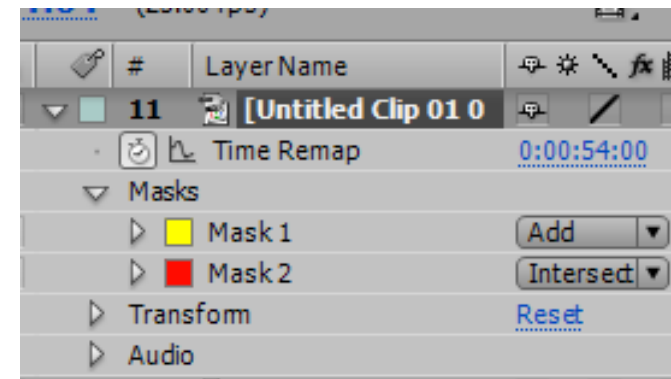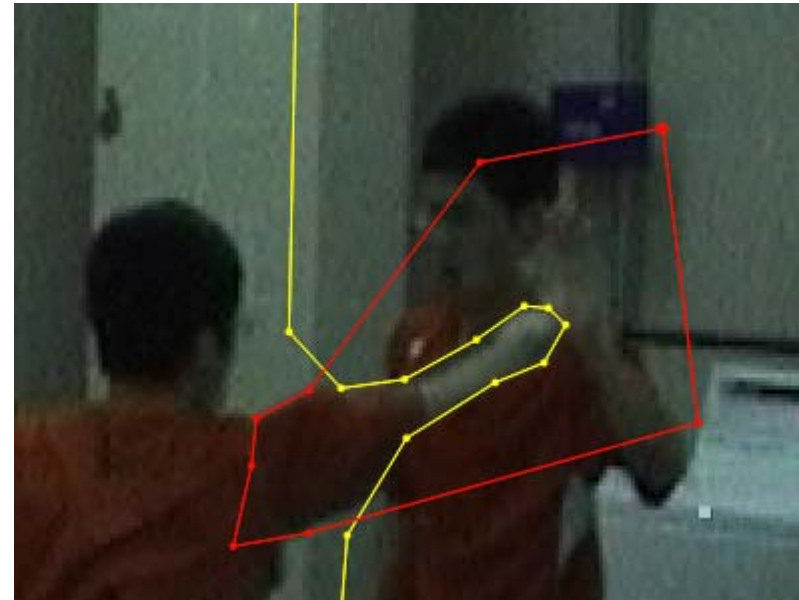
# Creativity

- The rest is for consistency of the storyline
- apparition and disappearance has to be "magic" so more effects (Zooming, blurring…)
- synchronization of the music: more dynamism
- Punching and wind sound: little more realism
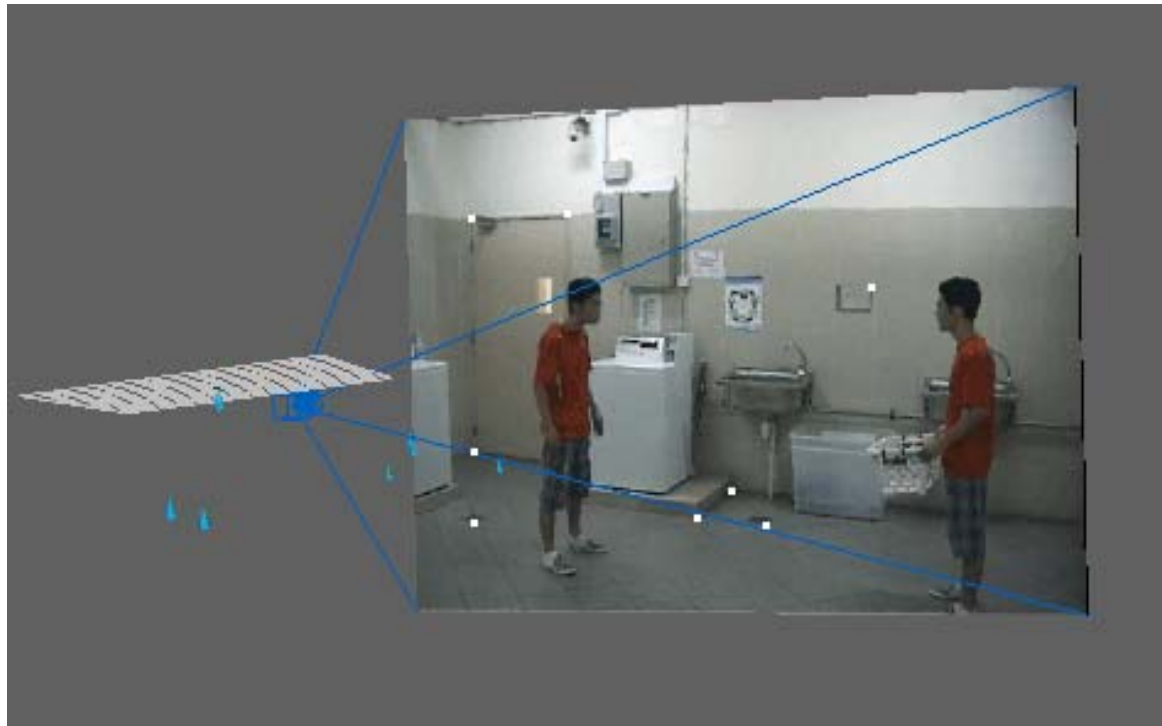- The cloning idea, the use of the music and of the hand gestures is to make reference

# The water clone scene

- Using Matchmover – Maya - Realflow
- Water effects:
  - apparition (water rainbow + rising water)
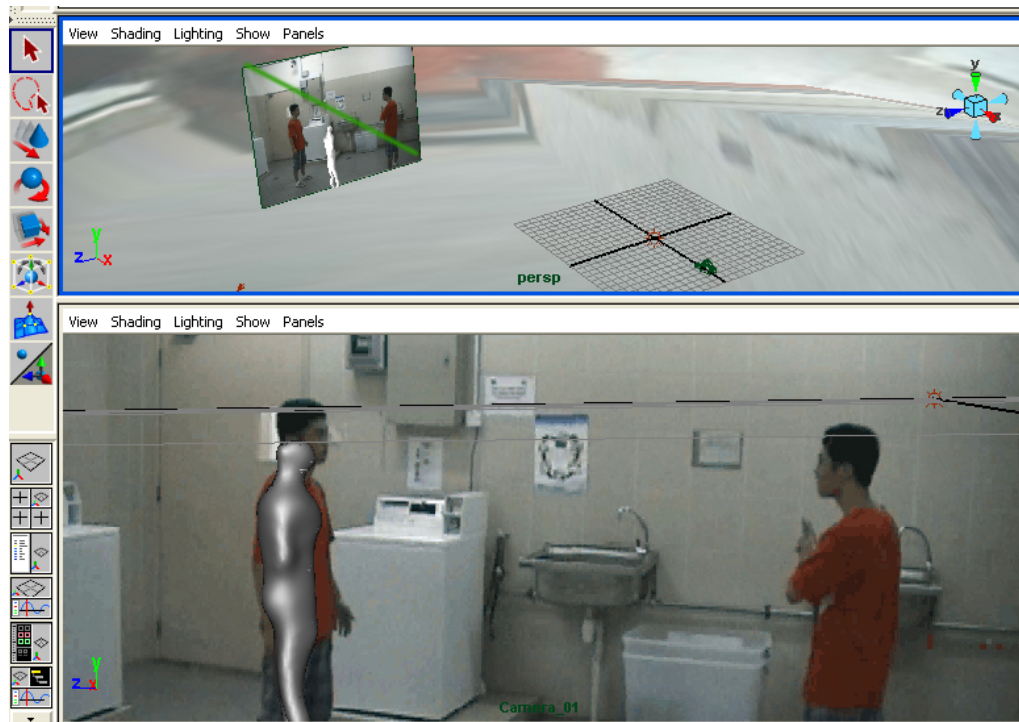  - disappearance (water explosion)

# The water clone scene - Matchmover

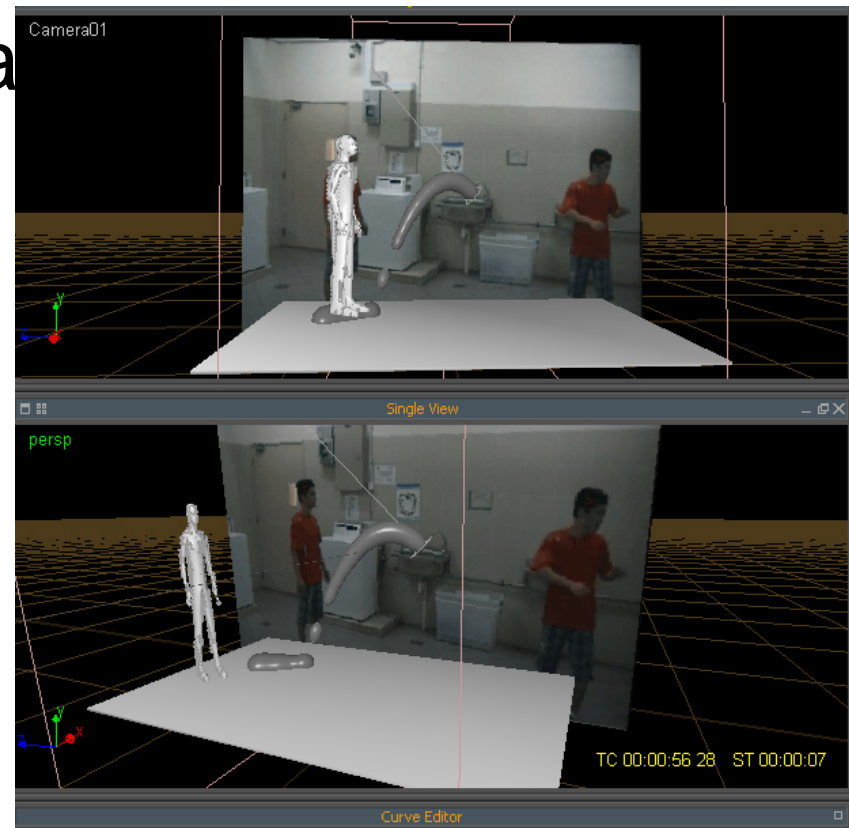- Matchmover to solve for the camera → export to Maya

# The water clone scene - Maya

- Triangulate before exporting to Realflow with the matchmover camera

# The water clone scene - Realflow

- Create circle and fill object emitters.
- Build meshes according to the particles
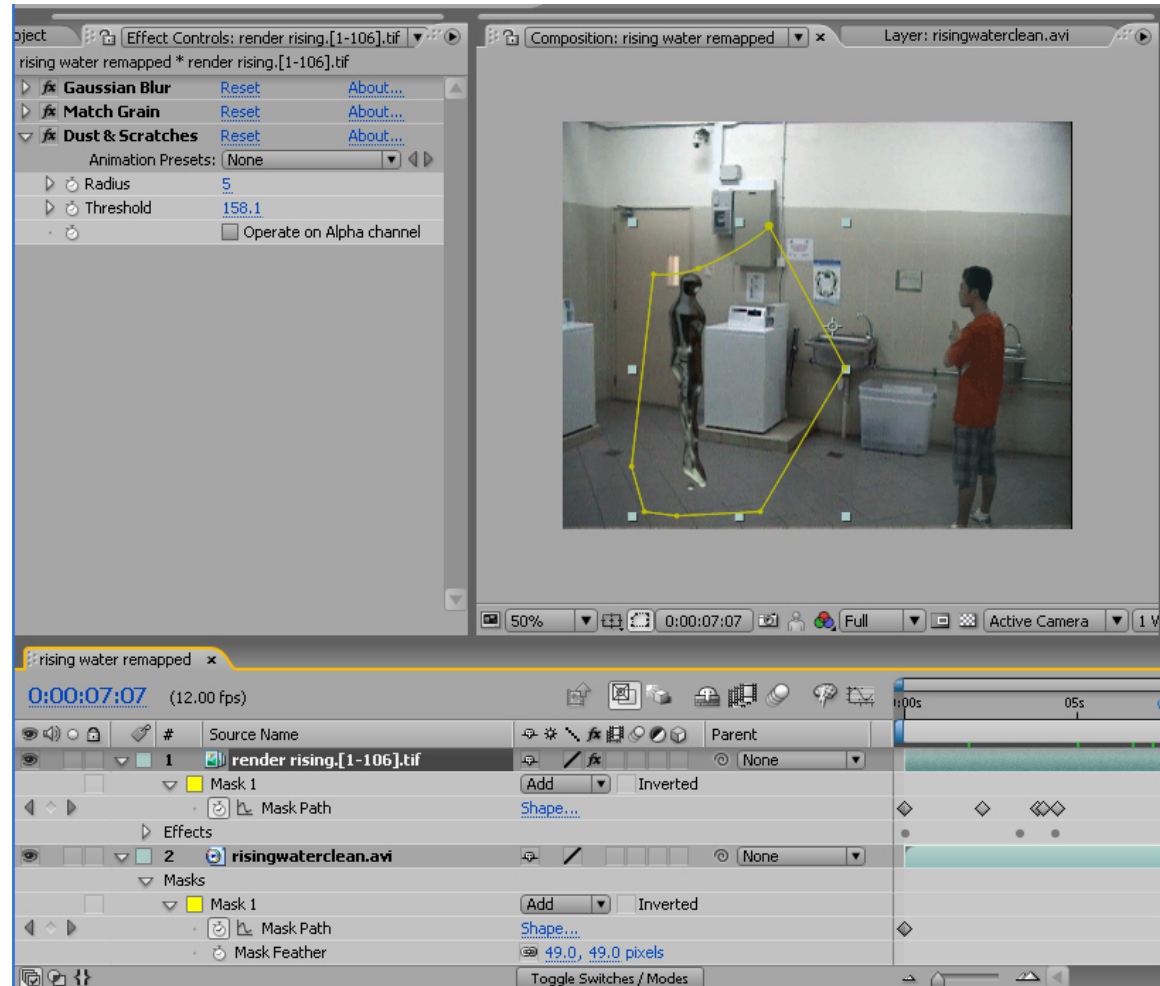- Export back to Maya

# The water clone scene – Mental Ray

- Use dielectric material + caustics to create water effect

# The water clone scene – Everything in AE

- Use masks
- Blur and dust to blend the CG with the footage

# Questions?