

Group Gael – Loc

Main effect: **ubiquity** of the actor (same person at 2 different places) and interaction between themselves

what has been done:

some tests to get familiar with After Effect

- 2 clones next to each other, but not overlapping can be achieved using masks, and without moving the camera

- 2 clones overlapping is difficult to get using masks, so we need keying.

So we tried masking, keying, and motion tracking.



Example of test we did: [Throwing object from one to the other](#)

