
The Tale of Stoneman

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Outline

- Storyline
 - Main Effect
 - The Making of Effects
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Storyline

- A father and a son walk into a hall and the son leaves go of a balloon to the ceiling.
 - The father can't reach the balloon and therefore draws the shape of a stoneman on the pillar.
 - The stoneman becomes live and catches the balloon for the son.
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Main Effect 1

- The stoneman emerges from the pillar.



Main Effect 2

- The stoneman pulls out the balloon from the ceiling.



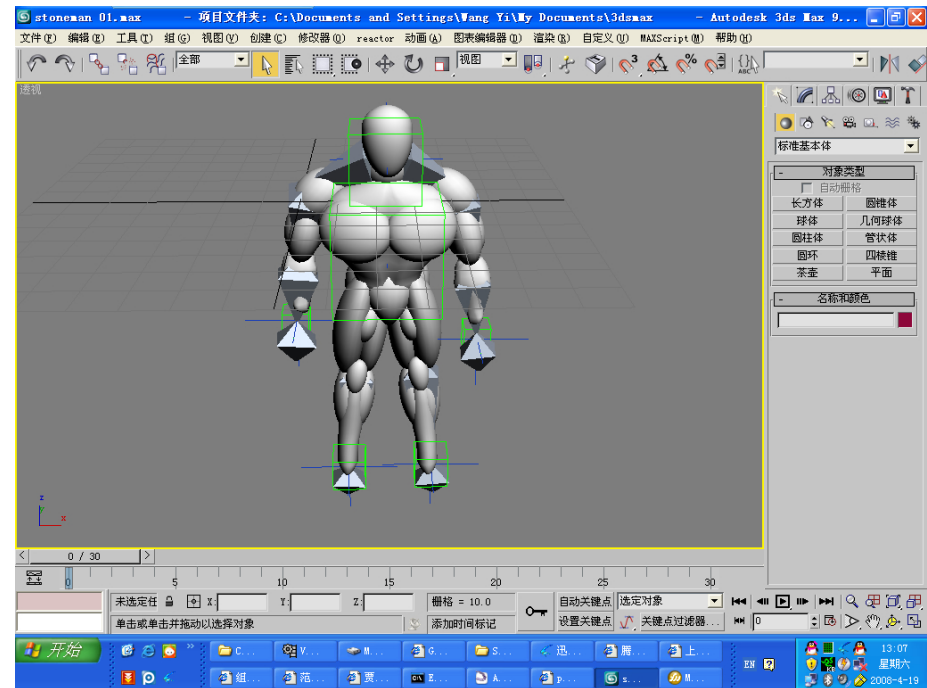
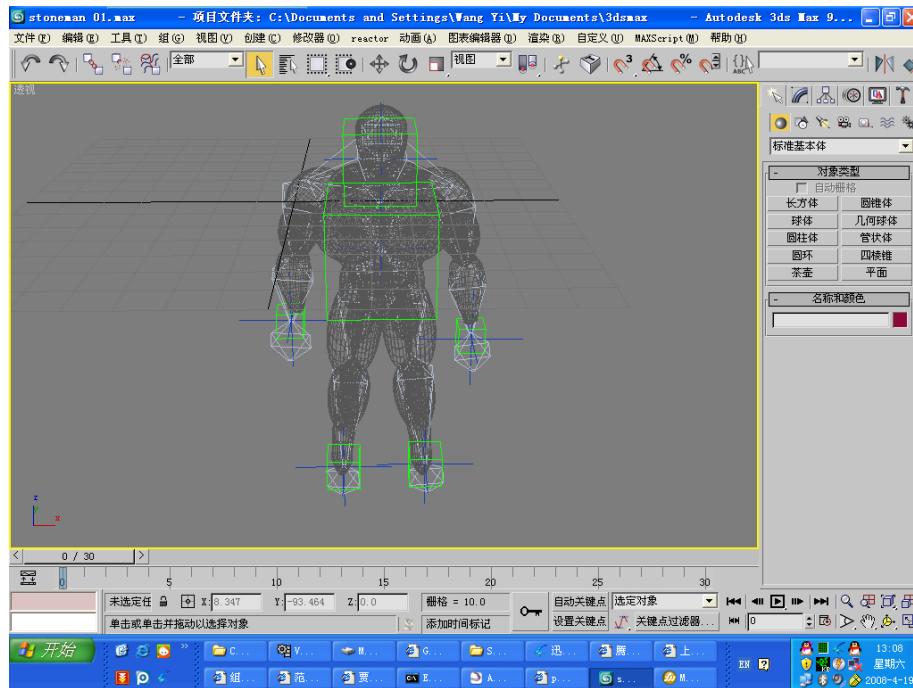
Main Effect 3

- The stoneman gives the balloon to the son.



The Making of Effects

- Model the 3D stoneman in 3ds Max



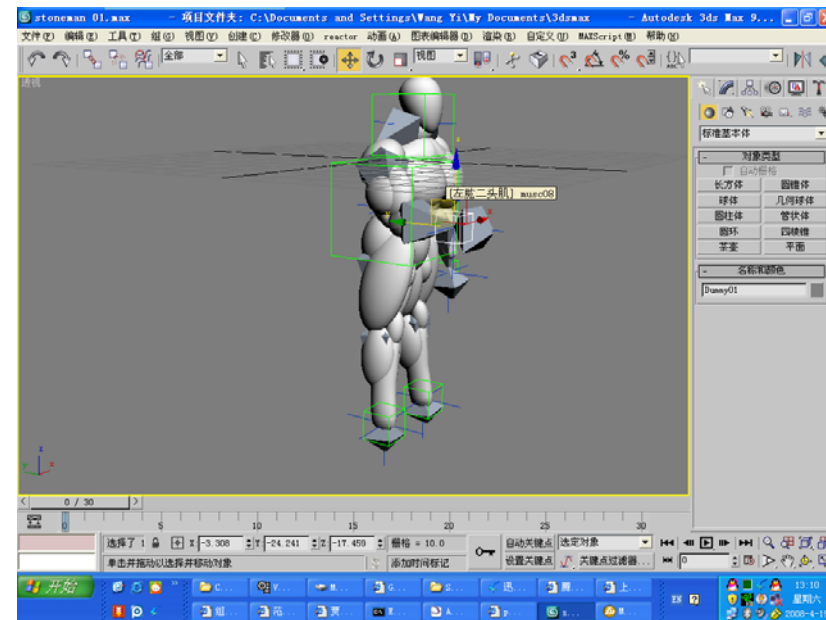
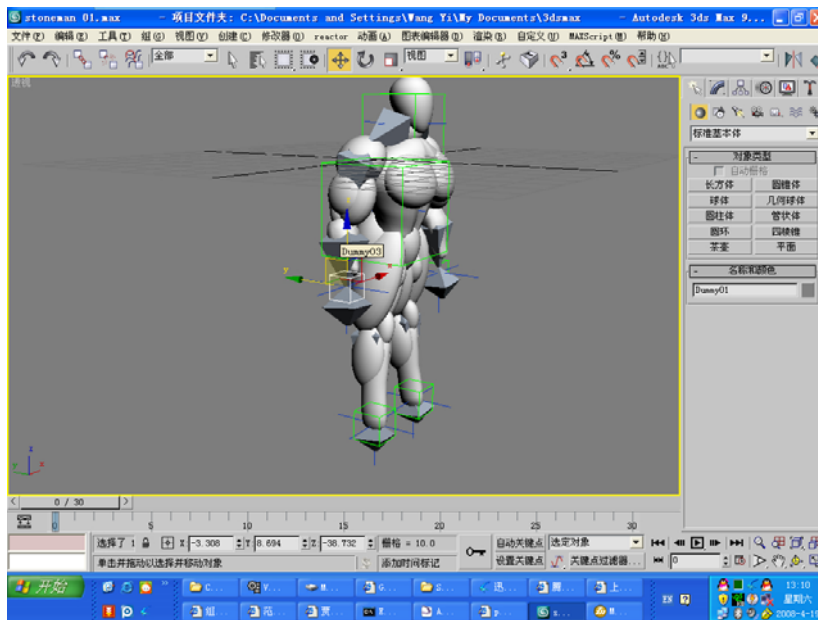
The Making of Effects

- Apply similar skin to the stoneman by fine tuning the material settings in 3ds max.



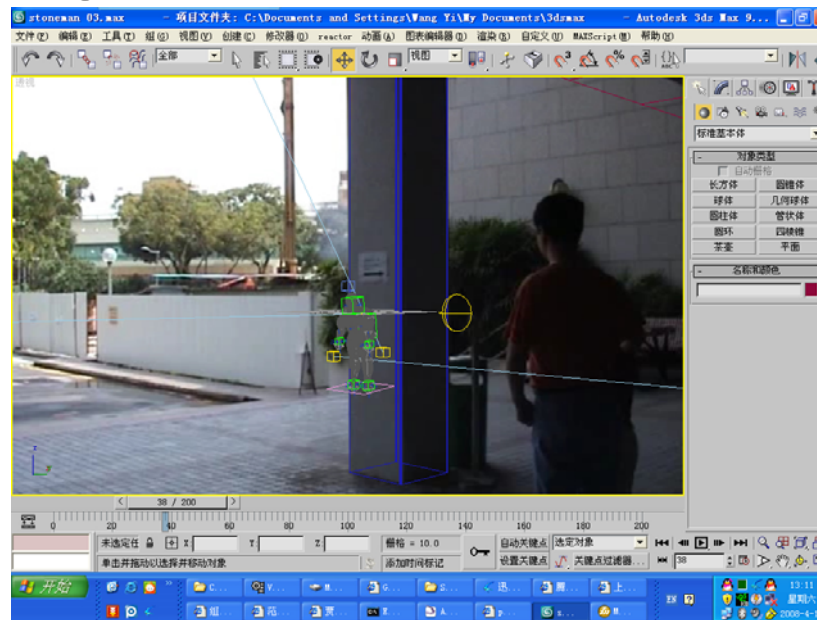
The Making of Effects

- Make stoneman moving by adjusting the green helper boxes.



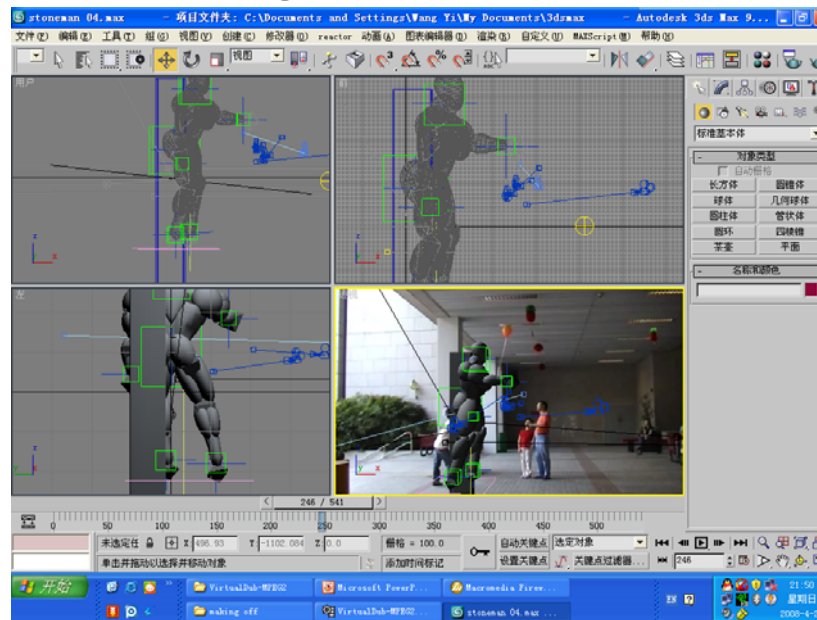
The Making of Effects

- Set real scene as background in 3ds max. Move the view in 3ds max to similar position as the background.



The Making of Effects

- Set .avi file as animated background in 3ds max. Move the hand of stoneman according to animated background.



The Making of Effects

- Remove unnecessary person from the scene.



Scene in use



Clean background

The Making of Effects

- Crop the clean background and mix with the real scene in use.



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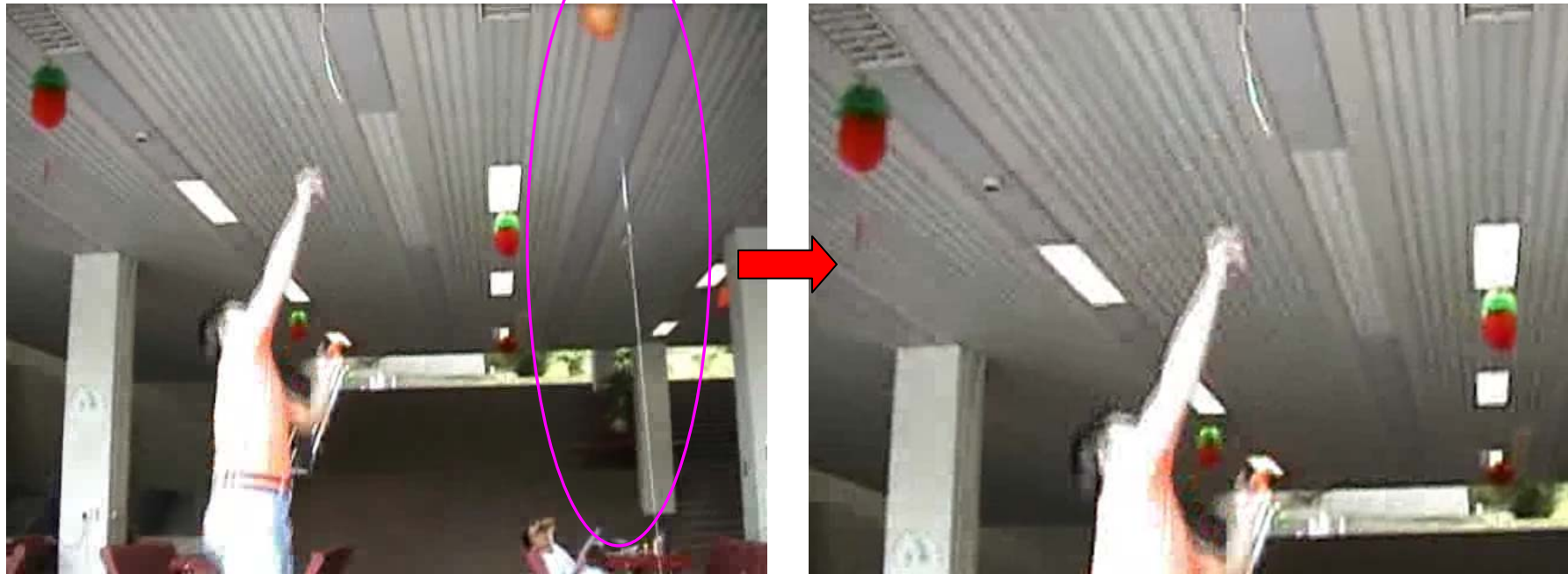
The Making of Effects

- Place 3ds rendered alpha images onto the cleaned clips.



The Making of Effects

- Remove unwanted balloons by enlarging video.



The Making of Effects

- Compose clips in Adobe After Effects.

