

**Institute of Systems Science
National University of Singapore**

Master of Technology (Software Engineering)

**CS5245
VISION AND GRAPHICS FOR SPECIAL EFFECTS**

Project Progress Report 2

Course Instructor

ASSOC PROF LEOW WEE KHENG

Prepared By

Project Team

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Preliminary:

The Project Team had submitted a proposal called "Lord of the Pen". However, the team feels that it is quite steep to finish the project in such a short period so the team decided to change a new storyboard.

New Proposed Project Title:

The Tale of Stoneman

Project team members:

Huang Lianghong (HT052428X)

Lee Chai Hua (HT052404R)

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Overview

The story is about a kid carrying a ballon lost the ballon onto the tree. Her father could not reach that high to grab the ballon so that he drew a stoneman on a nearby wall. The drawing somehow turn to a real stoneman from the wall, and the stoneman grabbed the ballon for the kid. The kid then asked her father whether it is real without knowing that she is falling asleep on bed while her father was telling her a story.

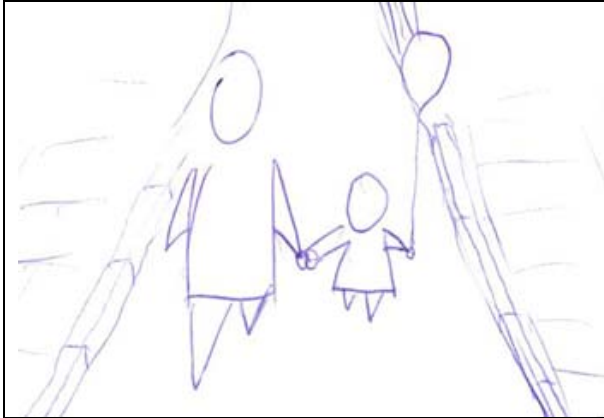
Special Effect

The main special effect will be the stone man come out from the wall, grab the ballon from the tree and then hand over to the kid.

To achieve this effect, the stoneman and the wall will be modeled using 3D modeling software. The modeled wall will be having similar texture of the real wall and then blended into the film with the real wall. The calculation of distance and scale for the rendered stoneman will be based on the reference object placed in real world when filming. The hand over of the ballon will be filmed with a blue color real human arm and then replaced by the modeled stoneman arm.

The lighting and shadow will be simulated with the help of reference object during filming.

Storyboard



On a sunny day, a father and his little daughter are walking along a road. The girl is carrying a balloon.



Somehow, the girl loses the balloon, and the balloon starts to rise onto the sky.



The balloon is stucked in a tree.



The daughter wants the ballon back.



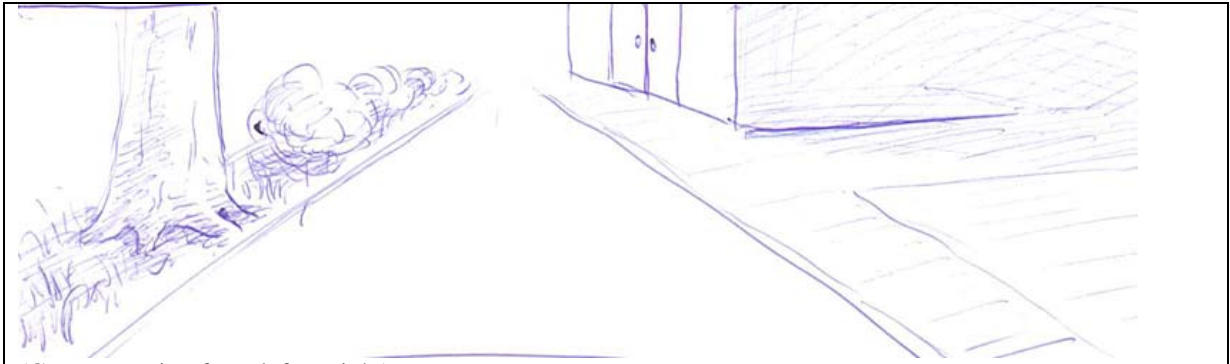
The father tries to jump and catch the ballon. But the ballon is hanging too high.



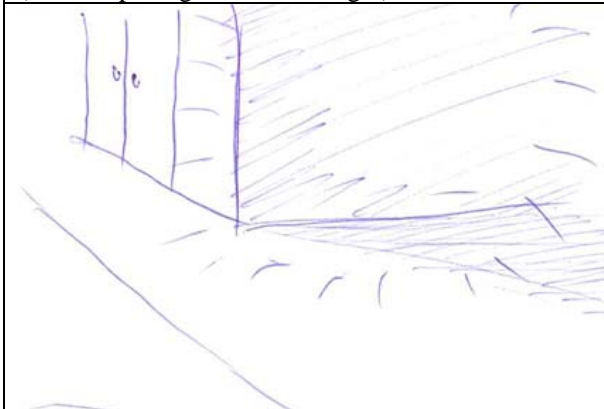
The father is thinking of some other solutions.



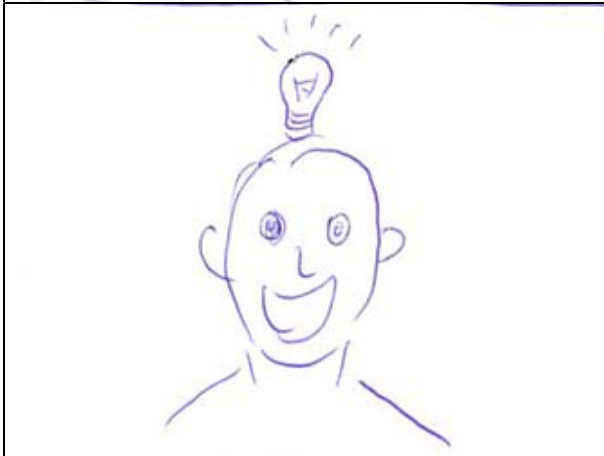
He take a glance of the around worl.d



(Camera panning from left to right)



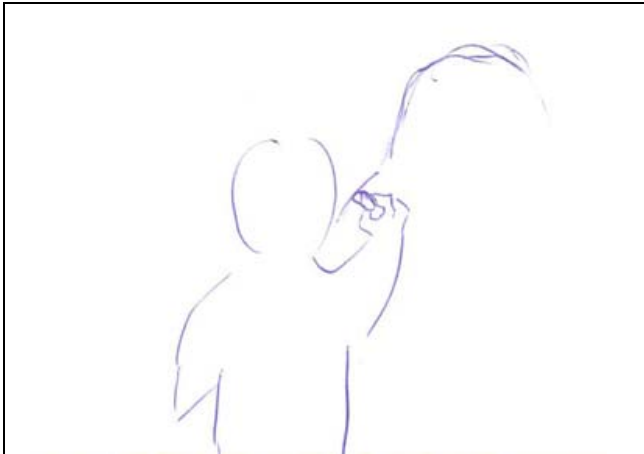
(Camera moves over the wall a bit and then quickly swing back and fixed at the wall)



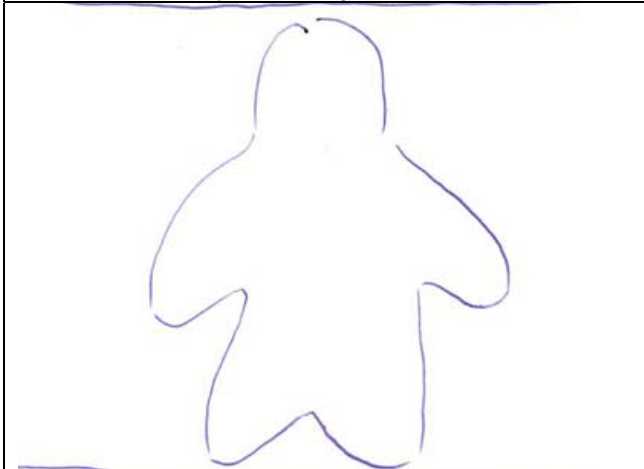
The father seems got an idea.



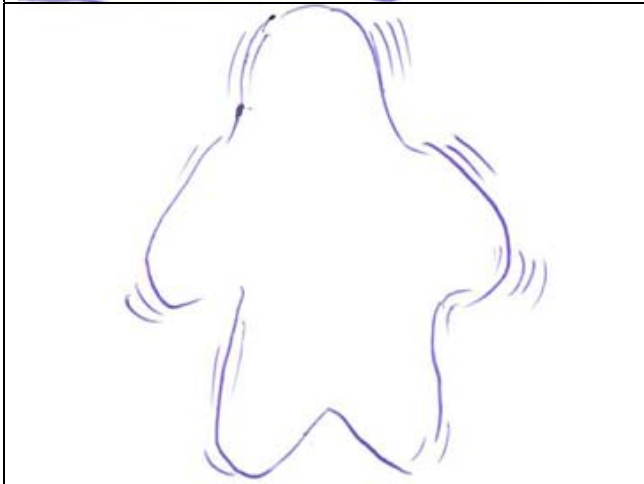
He walks towards the wall.



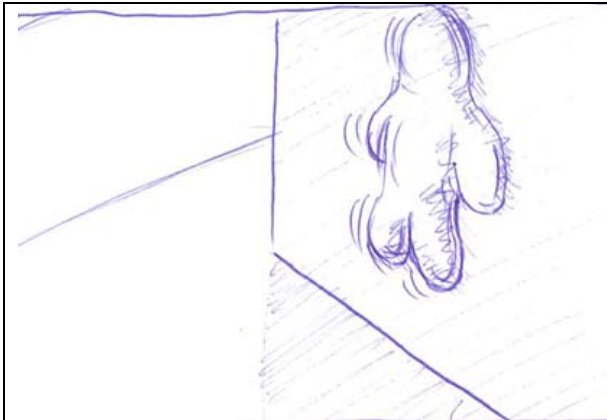
He starts to draw something with a stone picked up from the ground.



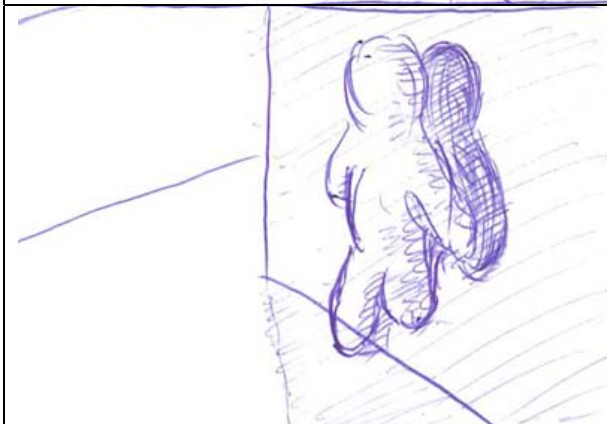
When finished, it is a cartoon man shape. (about 1 meter tall)



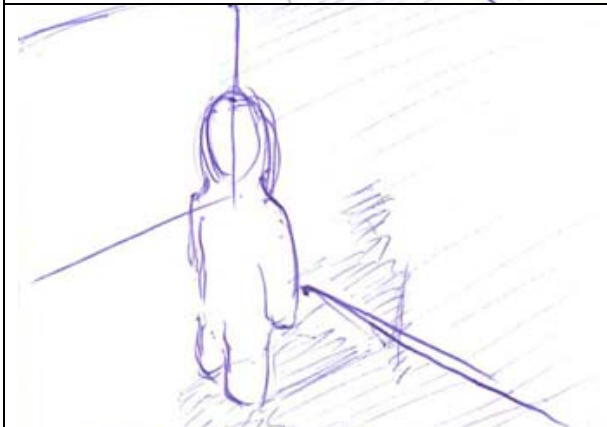
Two seconds later, the wall begins to shake a bit.



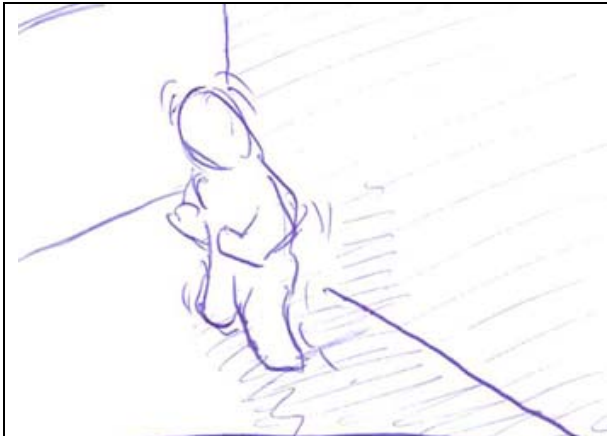
A stoneman gradually comes out from the wall.



Its right feet reaches the ground and all its body almost comes out fully.



The stoneman fully stands on the ground.



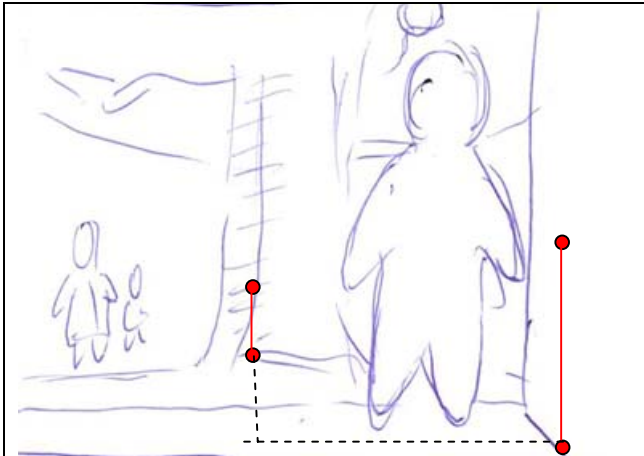
It begins to use some internal strength and its body is again shaking.



Its size suddenly becomes larger (in about 3 meters high)



(Camera view of the fully enlarged stoneman)



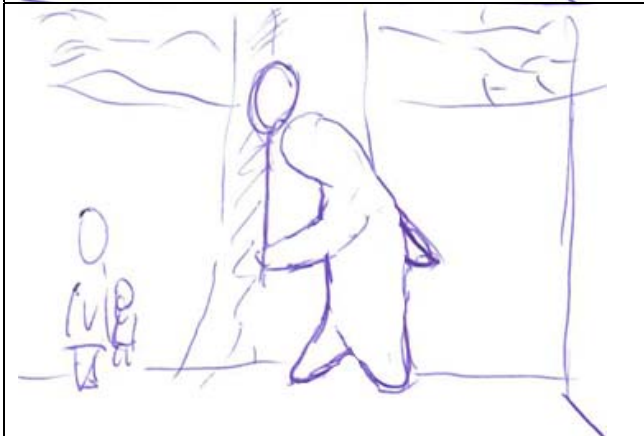
The stone man turns to the tree and warlks towards the ballon.

(In this scene, there will be some reference points placed on the wall and the tree to indicate 1 meter height.)

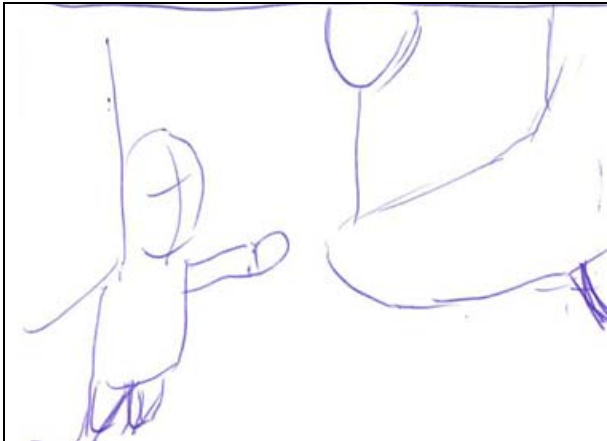
(The verticle distance of the reference points will be measured in real world.)



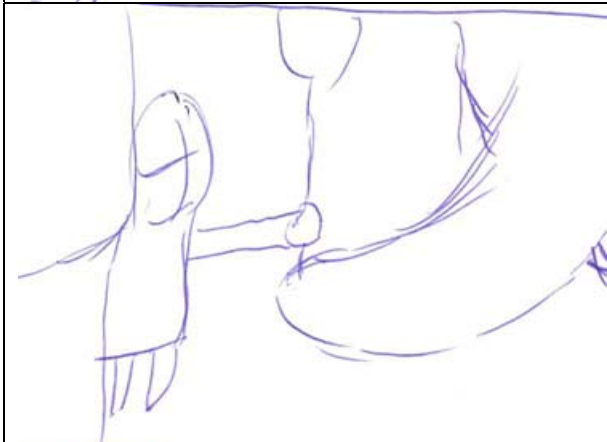
It grabs the ballon easily with its giant hand.



Then it walks to the girl.



Hands over the ballon to the girl.



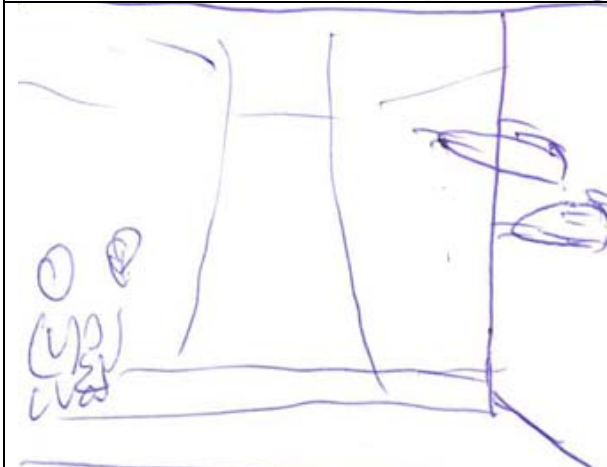
The girl grabs the ballon.



The stoneman starts to push down its weight.



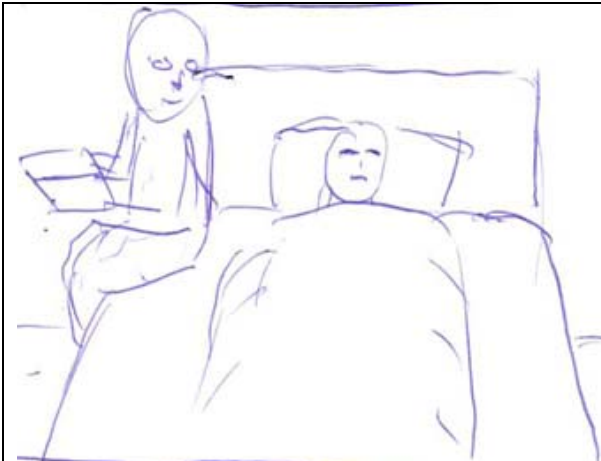
The stoneman jumps reversely towards the wall with its face facing the sky.



The stoneman vanishes in the wall.



The girl asks his father: daddy, is it real?



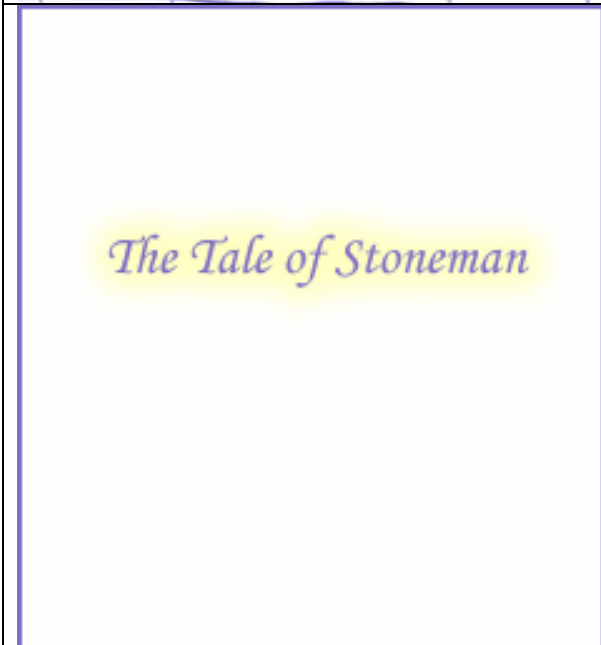
(Camera swithes to another scene)
The girl is lying on the bed and almost falling asleep. His father is sitting next to her and seems reading a book for her.

“Daddy, is it real?”, she asks slowly to his father. (The voice is more real than previous one)

“Yes, dear. It is real...”. His father replies gently.



The girl falls into sleep. His father leaves the book on her bed and closes the light. The room becomes dark.



(Camera zooming towards the book)
The name of the book “The Tale of Stoneman” is revealed.

<h1>The End</h1>	<p>The end</p>
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Work distribution

Member	Task Assigned
Huang Lianghong	<ul style="list-style-type: none"> ✓ Shooting and editing video ✓ Animation of the object coming out from the wall and jumping back into the wall ✓ Digital Composition
Lee Chai Hua	<ul style="list-style-type: none"> ✓ Shooting and editing video ✓ Digital Composition ✓ Documentation
Wang Yi	<ul style="list-style-type: none"> ✓ Acting and directing filming ✓ Object design and modeling ✓ Animation of picking up and handing over ballon

What has been done in phase 2

Shooting the video

We have shot the video according the storyboard. Some slight change to the storyboard is that we changed the tree which makes the balloon stuck to a ceiling inside a building.

Editing the video

After the video is captured to the computer, we briefly edited the video as a draft version in which is very close to the final version of the video except special effects.

Modeling and animation

With the filmed real environment of the scene, we are building a stoneman model close to the environment. The body and bones are created, IK connections are built also. We are testing different type of skin materials to make the stoneman more realistic to the real wall. The lighting in the 3d model is being tested. Somehow it is not so close to what we want. But we are working on that to make it close to the scene filmed.

What has been done in phase 1

Create new storyboard

A new storyboard about the stoneman has been created.

Modeling

Some sketching of how the stoneman should look like.
Learning how to build man-shape object and how to link IA bones in 3DS Max.

Learn After Effects and Match Moving Technique

As we are new to these tools, we have spent some times to acquire the knowledge of these techniques.

Challenges of the project

During the actual day of filming, we found the ideal place we wanted to film had a lot of mosquitoes and we could not film freely (especially we have a kid), so we decided to change the shooting place from wild to a hall. The tree which was thought to stick the balloon has been changed to the ceiling inside the building. The shooting angle of each scene also needs to be altered a bit in order to suite the new filming environment.

The lighting in the 3d modeling is still a challenging task. We could not get very looking of the stoneman close to the real environment. However, we are still exploring the 3d software (3ds Max 9) to fine tuning a better result.

Project Risk

The stoneman may not be as realistic as we expected. However, we are trying out the 3d software (3ds Max) to see all possible ways.

Revised Schedule

Timeline	Task	Status
Week 5	Brainstorm and list out the project ideas	Completed
Week 6	Decide the project topic, finalize and submit project proposal	Completed
Week 7	Plan our new object model and redesigned the story. Feasibility study and research on the available technique.	Completed
Week 8	Prepare first project progress report, finalized the new storyboard. Start filming and Modeling.	Completed
Week 9	Rough Model of the stoneman. Video editing, compositing and adding special effect.	Modeling and video editing are done. Special effect is to be added.
Week 10	Matchmove editing, compositing and adding special effect.	Learning porting coordinates of MatchMover to 3ds Max...
Week 11	Video editing, special effect and prepare second project progress report	
Week 12	Create making of video, finish all related video effects and documentation.	
Week 13	Project presentation and submission. Task accomplished.	