

School of Computing - NUS

Vision and Graphics for Special Effects

**PROJECT PROPOSAL
MAGICAL SPECTACLE**

**Submitted By
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CS5245 Project Proposal

1.1. Title

Magical Spectacle! (Tentative)

1.2. Team Members

Sathakkathullah Abdul Kafar (HT052557B)

Manjula Paul (HT052509X)

1.3. The Effect

The actor sits in front of the mirror, sees her image as different from real when wearing the unique spectacles. We have the following effects in our proposal.

- In the beginning, the actor sees her image as real. After wearing the spectacles her image morphs in to computer graphics character which looks different from real.
- When the actor turns her head, the CG character also turns, but with some exaggerations to make the video more interesting.

1.4. How the effect can be achieved?

First we will prepare the following input set.

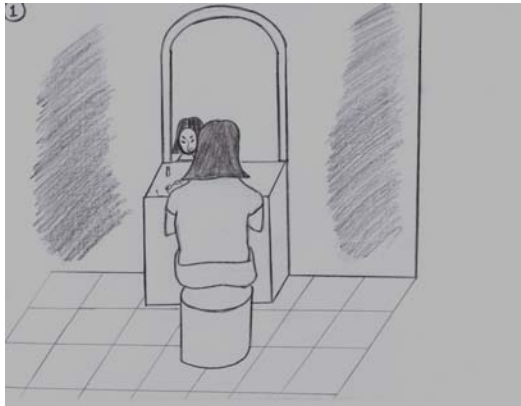
- A video sequence with the actor and her image on the mirror (with and without spectacles) captured.
- Another video sequence with no actor and no image captured. (to be used as a clean plate)
- A computer graphics character to be animated in the mirror image is created.

After preparing the input sets, we will apply the composite techniques to prepare the output video.

1.5. The Story

The actor sits in front of the mirror sees her image as normal. But when the actor wears the spectacle, presented by loved one, the actor sees her image on the mirror that is too funny and different from real. The fun ends when the actor remove the spectacles.

1.6. The Story Board



Wide Shot of the Room: The actor is in front of the mirror,



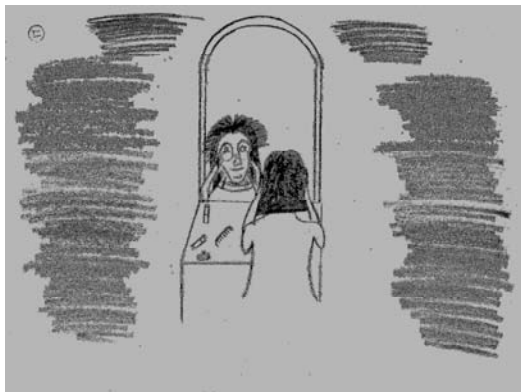
Close Up Shot: Zoom in to show the actor's image on the mirror clearly. The special Spectacles also visible at this frame.



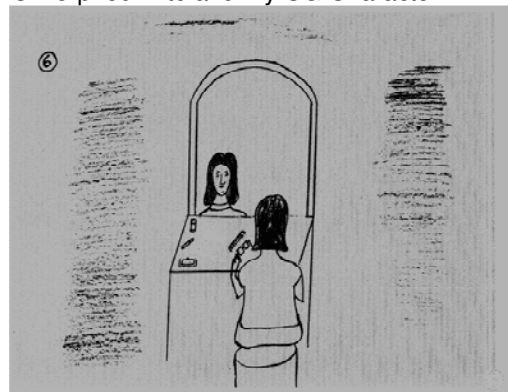
The actor starts to wear the unique spectacles



Once the actor finishes wearing it, her image is morphed in to a funny CG Character.



When she tries to remove it, she could see the combined image of her real image and morphed image.



Finally the fun ends when the actor finally removes the spectacles.

1.7. Roles of the Team Members

Sathakkathullah	Manjula
<ul style="list-style-type: none"> • Shooting Video • Compositing animations into video. • Helping Morph & Animation. • “Making of “ video clip 	<ul style="list-style-type: none"> • Shooting Video. • Animating actor’s image morph into CG character. • Animating CG character. • Helping compositing animations into video. • “Making of “ video clip

1.8. Schedule

Week	Description of Task
Week of 21 Feb	Submit Proposal, Planning, Finding actor and location
Week of 28 Feb	Mock up video shooting, Self learning on Maya and After Effects
Week of 6 Mar	Live video shooting, CG Character
Week of 13 Mar	Project Progress Report Animating creature, virtual camera and animating morph
Week of 20 Mar	Animating morph, compositing creature animation into video
Week of 27 Mar	Compositing creature animation and morph animation into the video
Week of 3 Apr	Project Progress report Compositing and final editing.
Week of 10 Apr	Final editing, “making of” video, presentation preparation
17 Apr	Project presentation