CS5245

Vision & Graphics for Special Effects

Progress Report 2

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Lecturers

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1. Special Effect

Wall destruction and the live footage after the wall have been shattered.

2. What Have Been Done

This section highlights the list of tasks that have been done over the past two weeks:

✓ **Changed of proposal**
The new proposal is focusing on special effect on wall destruction. The new storyboard is shown under section *4. Appendix (Storyboard)*.

The latest and final proposal that we have submitted was to show the wall destruction effect and the live footage after the wall have been "destroyed".

The timing that is shown in the storyboard has been adjusted appropriately based on the footages taken during the video shooting.

✓ **Video shooting**
The shooting session was a tedious one. Due to lack of experience and resources, the shooting was carried out in dull and boring classroom environment. In the last week before submission, we are thinking of shooting the last scene of the movie sequence in a golf course environment.

The shooting was done in a few days:

- The video shooting was done inside one of the classrooms at the Institute of Systems Science, National University of Singapore.

  The initial movie sequences were badly done due to camera movement. We manage to resolve the problem by using a full height tripod (we borrow it from SOC resource centre on the next day). See figure 1 for sample sequences.

- The subsequent video sequence was also shoot in a similar classroom. The idea follows closely to the storyboard. The camera will cut or pause in each of the 10 scenes that we have carefully designed. The camera focus, view or movement will be discussed in the later section.

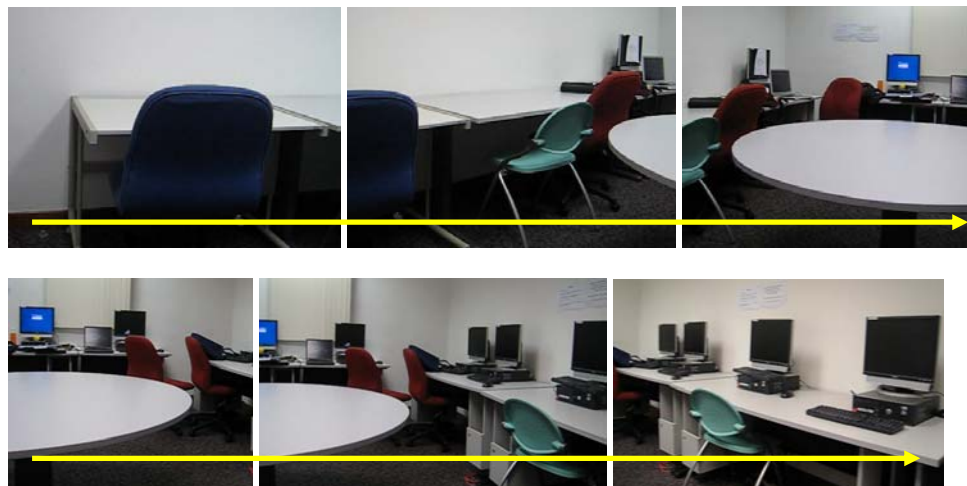Opening Scene: The camera pan from left to right (it shows an overview of the classroom)

Figure 1: Sample sequences of the opening scene

✓ **Reconstruct the layout of 3D environment / Matchmoving**
We have tried to reconstruct the 3D points of some of the main footages that we need to include in the wall destruction. We decided to drop this idea due to time constraint. The animated wall will be blended or composited into the live-action footage well since it doesn't interact much with the live element from the live-action footage.

✓ **Animation**
We have completed the creation of the destruction effects in Maya, using dynamics Effects. The initial idea is to break the wall into 8 or more pieces, see figure 3. But we have modified the idea, that is, to break the wall into 3 pieces, see figure 4 to 5. This is because the Maya software hangs while playing back; we are unable to render the wall shattering effects if the wall is to break into 8 pieces.

If time permits, we shall add a small animated stress ball (using sphere polygon) shattered into fine-grain fragments with explosion and flames. Please see figure 2 for an initial prototype.
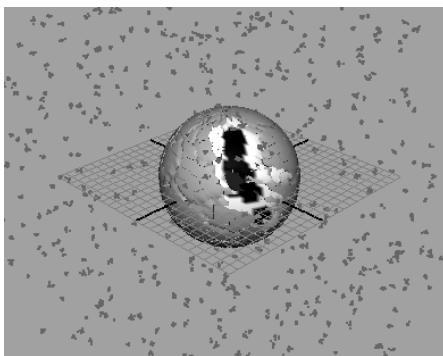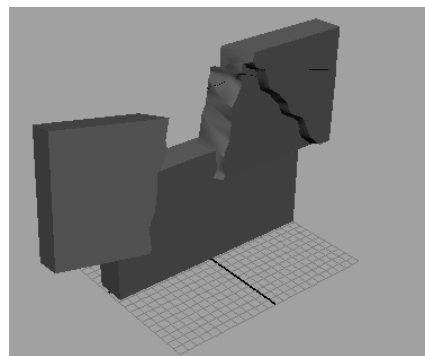
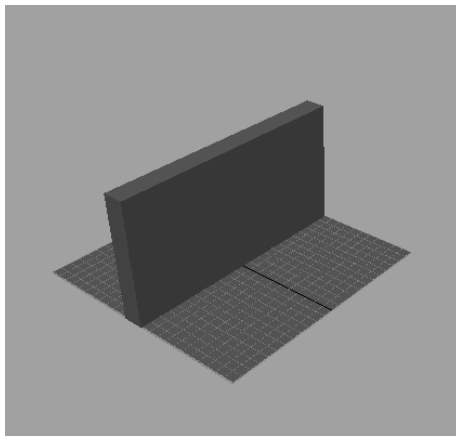Figure 2: Stress ball   Figure 3: Wall destructed into 8 pieces

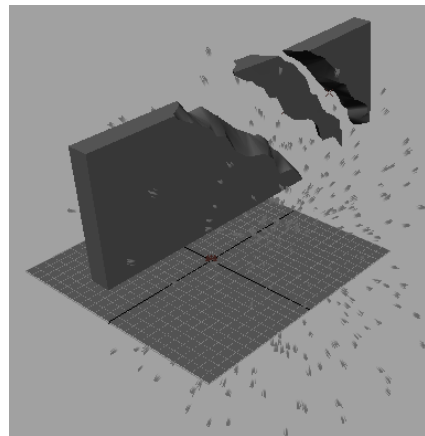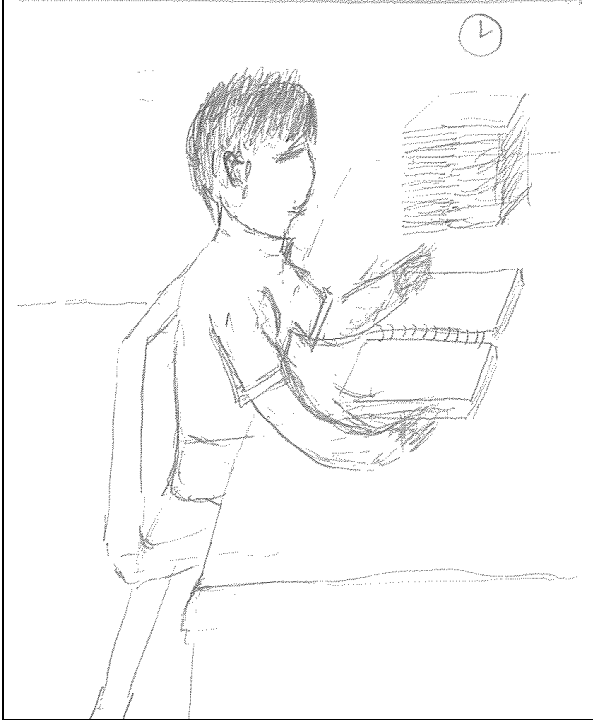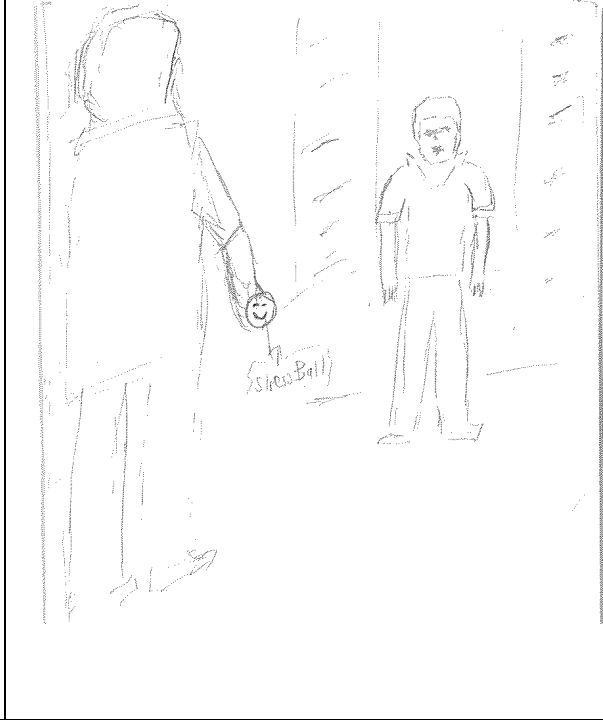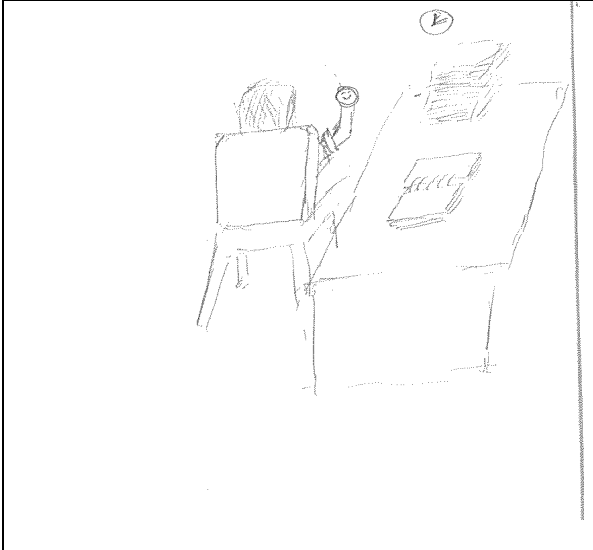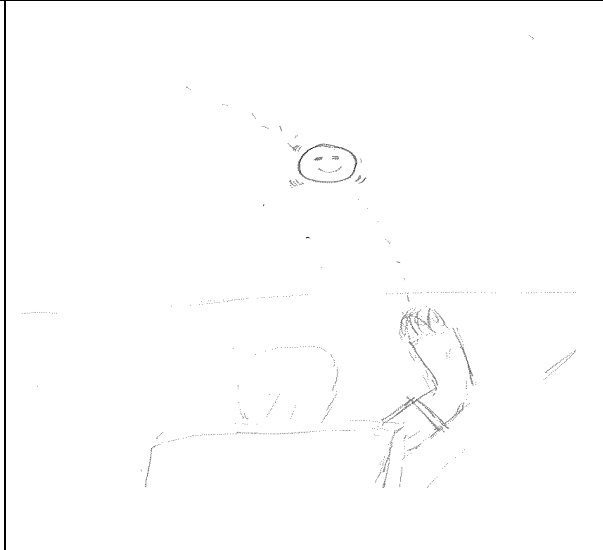Figure 4: Original wall   Figure 5: Wall shattered into fragments

3. What To Do Next

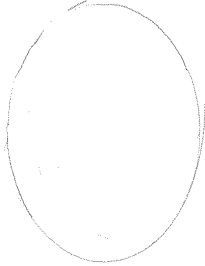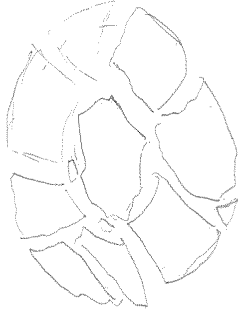This section highlights the tasks that need to be completed for the next 2 weeks:
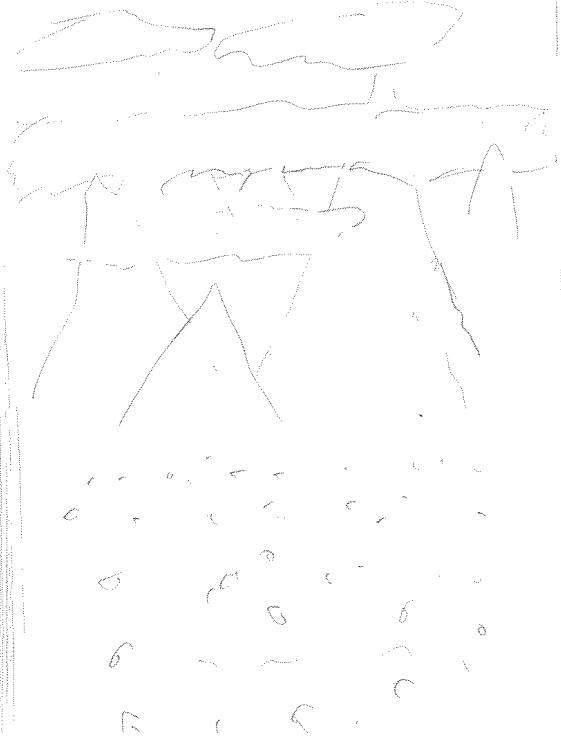
- Will apply texture to the wall and stress ball
- Re-shoot certain footages if necessary
- Will import the animated wall and place it into the live footage
- Will perform digital compositing – to composite the wall with the live footage
- Add background music for the video if time permits
- Create the explosion sequence for the stress ball if time permits

4. Appendix (Storyboard)

This section highlights the updated storyboard.
Note: [MM:SS] denotes the estimated time in minutes and for the pictorial above it.

[00:08 – 00:10] Camera is static, shooting at the actor	**[00:11 – 00:18]** The actor is stress-up due to work, family and study commitments. The actor imagines that one of his friends is jesting at him. The character facing the camera is "imaginary"
[00:19 – 00:25] The sequence will be a wide angle shot. The table and the stress ball, together with the actor will be in the camera view. The actor will grab the stress ball and throw it at the wall.	**[00:26 – 00:30]** The camera will focus on the stress ball. It will be played in slow motion.

[00:31 – 00:35] Begins	**[00:36 – 00:40]**
This sequence will be an extremely close up shot. The camera will zoom in to the stress ball.	The stress ball will be blown up into pieces and causes flames and explosion.

[00:41 – 00:43]	**[00:44 – 00:52]**
The sequence continued from the previous sequence	The camera view will change. It will focus on the wall instead of the ball. The wall will shatter into 3 pieces (with small fragments flying in different directions)

	The End
[00:53 – 01:00] This is the final sequence. The actor will be amazed. Guess what's behind the wall – a golf course	