



CS5245

PROJECT UPDATE

The Trailer

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1. The Title

We have titled our project as “The Trailer”.

2. The Effect

A real-life Counter Strike scene comes to life after a snake attacks his mouse while he’s playing.

3. The Story

The story first starts out in a first-person scene in the game Counter Strike. Dave was seen playing a good game of Counter Strike in his room. He was so engrossed in his game that he did not notice the appearance of a snake. It seems as though the snake was interested in Dave, but actually, what it was really interested in was Dave’s mouse. The moment Dave’s hands leave the mouse, the snake went forward to grab it away and left secretly by the slightly ajar door in which it has entered through previously.

It was only when Dave finished typing to his team mates and wanted to use the mouse that he immediately swung around, only to discover that the snake has left, with his beloved Logitech mouse. Almost immediately, he went online searching for a USB Submachine Gun so that he can be better armed to kill the snake. With the latest E-Commerce technology, Dave’s USB gun was delivered right on the spot of purchase. He packed up, launched his USB pistol and went to the stairway in search of the cursed snake and his lost mouse.

Dave made his way slowly up the stairway, attempting to look and feel the snake’s movements. The snake was actually just behind him, hanging from the top of the ceiling. He felt something amiss and swung around immediately and started firing at the snake. The poor snake hurled and threw itself around aimlessly as it tries to avoid the gun shots. As Dave’s frequency of gun shots decreases, the snake took the chance and tried fleeing from the scene. Dave’s USB gun has ran out of ammunition. He was so frustrated and immediately called to replace it, but the merchant was not convinced by his snake and lost mouse story.

NOTE: For a clearer idea of the storyline, please see the Appendix for the storyboard.

4. Production Ideas

The main special effect that we will be accomplishing in our video would be to simulate a 3D snake that sometimes does actions out of the ordinary, such as flying around the room and bouncing. To do so, we plan to model a 3D snake with 3DSMax, texture map it using bump, specular mapping and UV map such that it looks more realistic. In addition, we will animate the various actions by the use of smooth lines and path deforming the snake to those lines or by using 3DSMax's reactor rope or rigid body simulation.

In order to integrate the 3D model with the scene, we will be using Matchmoving. To make it look realistic, we will also be using motion blur and advanced lighting.

Some other special highlights in our video include:

- Muzzle flashes to simulate shooting in Counter Strike
- Explosions and fire sparks to simulate sparks from shooting

4.1 Scene Sequence

- The opening sequence will depict a **close up** with of a screenshot of the game. It will then zoom out to show Dave playing the game in front of his laptop.
- **Over shoulder** which sees Dave playing his game in his laptop.
- Animation of depth shot with the snake appearing at the back of Dave.
- **Side** shot of Dave placing his right hand on his mouse, concentrating in his game. The camera will now focus on the details of the mouse. Dave now moves his hand back to the keyboard, and the animation of the snake grabbing the mouse and moving away.
- **Half-shot, close up** shooting of the slightly ajar door and computer graphics animation of the snake of it escaping from the small opening.
- **Pan from Scene 2-2 to Danny's face**, Danny discovered that his mouse was missing and looked towards the door where he heard the snake escaping.
- **Over the shoulder shot, anti-clockwise panning from shoulder to keyboard.** Dave plans to kill the snake and retrieve his mouse. He went online to purchase his USB pistol.
- **Close up** of Dave buying his USB pistol.

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- **Wide-shot** of Dave packing up and arming his USB pistol to his laptop aka weapon-to-be.
- **Close up, half body shot** of Dave loading his USB pistol.
- **Half body shot** of Dave entering from the stairway door and walking towards the stairs slowly.
- Camera zooms out to capture a **wide shot** of stairway.
- **Side view**, Camera **pans** to follow Dave walking up the stairs.
- Camera **pans upwards from stairs to ceiling** sees Dave walking up the stairs slowly.
- Camera **pans slowly till still**, computer graphic animation of snake crawling out from top and hanging down from the upper railing.
- **Half body shot** of Dave noticing something behind, he does a sharp turn and starts firing at snake.
- **Wide angle shot** of gunfire shots at snake. Computer graphics animation of snake dodging and preparing to spring to side wall.
- **Side view** of Dave shooting the snake with his USB pistol.
- **Wide angle shot**, with computer graphics animation of snake springing over to side wall, gunfire shots carry on.
- **Wide angle shot with camera panning from right to left wall**, computer graphic animation of snake springing across stairway corridor.
- **Wide angle shot** with computer graphics animation of snake slowing down and attempting to flee from the scene.
- **Half body shot** of angry Dave realising his USB pistol has ran out of ammunition.
- **Close up shot** of Dave making his call for a replacement of his USB pistol but to no avail as the operator was not much convinced by his snake and mouse story.

5. Roles of Team Members

The table shows the roles and responsibilities taken up by each member in the team.

Name of Team Member	Roles and Responsibilities
Ho Weiren Travis	<ul style="list-style-type: none">• Snake Grabbing Mouse Animation (Scene 2-2)• Matchmoving and CG Animation of Snake in Background (Scene 5-4)• Fire Sparks and Explosion Scene (Scene 6-3, Scene 6-4)• 3D Modelling of Snake• Texture Mapping of Snake• Lighting
Li Yuanxue	<ul style="list-style-type: none">• Storyboarding• Live Video Shooting• Muzzle Flashes (Scene 5-6, Scene 6-2, Scene 7-1)• Editing of Scenes (Adobe Premiere, After Effects)• Sequencing of Scenes (Adobe Premiere, After Effects)• Digital Compositing (Adobe Premiere, After Effects)• Audio Elements and Narration• "The Making Of" Video
Wong Wang Yui Joanna	<ul style="list-style-type: none">• Project Proposal and Progress Reports• UV Mapping of Snake• Snake Peering at Mouse Animation (Scene 1-3)• Snake Escaping with Mouse Animation (Scene 2-4)• Snake Draping over Bars (Scene 6-1)• Snake Flying around Room (Scene 6-3)• Reactor (Rope Collection) (Scene 6-4)
All	<ul style="list-style-type: none">• Presentation• Conceptual Design

6. Project Schedule

Week	Description of Task
Week 5	Brainstorming, Conceptual Design, Storyboarding, Project Proposal
Week 6	Finding Equipment, Audio Elements and Narration
Recess Week	Live Video Shooting, "The Making Of" Video Shooting, 3DS Max Modelling
Week 7	Live Video Shooting 2 (For changes etc.), "The Making Of" Video Shooting, Matchmoving, Animation, Muzzle Flashes, Explosions and Fire Sparks
Week 8	Project Progress Report, Animation
Week 9	Reactor Animation, Lighting Effects
Week 10	Digital Compositing, Integration
Week 11	Editing of "The Making Of" Video
Week 12	Integration, Project Presentation Preparation
Week 13	Project Presentation

7. Work Completed

- Storyboarding
- Live Video Shooting
- 3D Modelling of Snake
- Texture Mapping of Snake
- UV Mapping of Snake
- CG animation of snake peering at mouse (Scene 1-3)
- CG animation of snake escaping with mouse (Scene 2-4)
- CG animation of snake draping over bars (Scene 6-1)
- Matchmoving and CG Animation of Snake in Background (Scene 5-4)
- Fire Sparks and Explosion Scene (Scene 6-3, Scene 6-4)
- Sequencing of Scenes
- Muzzle Flashes (Scene 5-6, Scene 6-2, Scene 7-1)

8. Problems Met

- Snake Flying around Room (Scene 6-3)
- Reactor (Rope Collection) (Scene 6-4)

8.1 Possible Solutions

- Using manual animation instead of reactor, though it is a more taxing way, but it might end up looking more realistic if done correctly.

9. Screenshots



Explosions and Fire Sparks



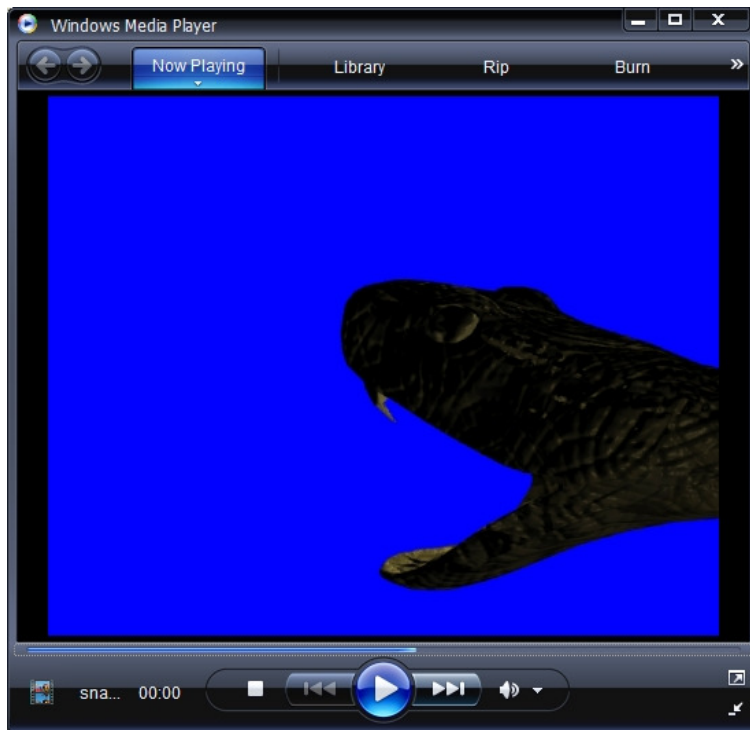
Muzzle Flashes

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Matchmoving and CG Animation of Snake in Background



CG Animation of Snake Peering at Mouse

10. Appendix

Scene : 1-1



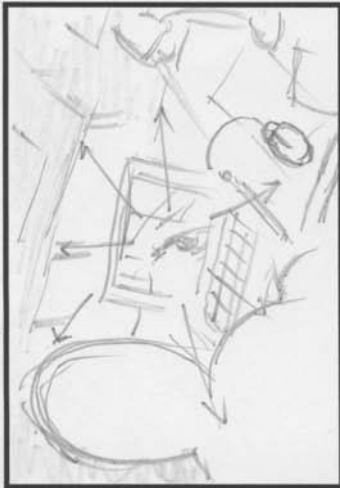
(close-up) Establishing scene; screen shot of the game. Camera zoom out to show Dave playing the game in front of his laptop

Scene : 2-1



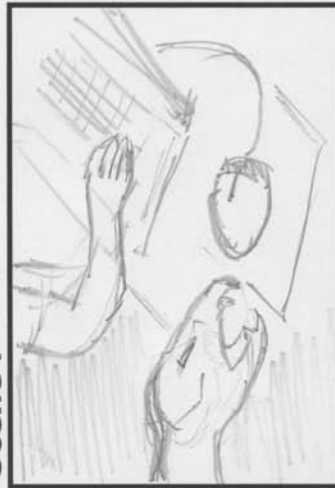
(side shot) Dave place his right hand on his mouse working on his game focus on the detail of the mouse

Scene : 1-2



(Zoom out to over the shoulder) Dave playing his game on his laptop

Scene : 2-2



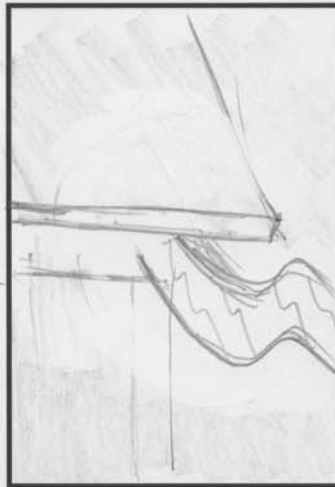
(side shot) As Dave switch over to his key board, the snake sneak in from the side & eats the mouse away (preserving the whole mouse & plugging off the laptop)

Scene : 1-3



(Background Blurred, foreground clear) A depth shot with the snake appearing at the back of Dave

Scene : 2-4



(Half shot, close up) Shooting half the door opening; the snake escape through the door opening

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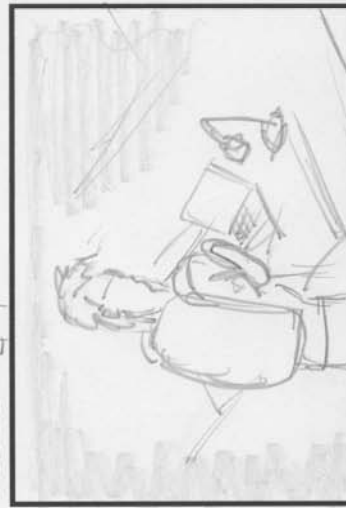
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Scene : 2-3



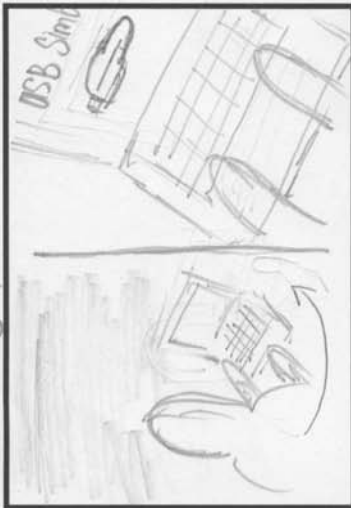
(Pend up from 2-2 to face)
Dave discovers his mouse is missing and
look towards the door when he heard the
snake escaping

Scene : 4-1



(wide shot) Dave puts up & arm his
USB pistol to his laptop - confirm - quiver

Scene : 3-1



(Over the shoulder, DCU pending from
shoulder to keyboard) Dave plans to
kill the snake and retrieve his mouse. He go
online to purchase his USB pistol.

Scene : 4-2



(close up) Dave load his USB pistol
(Half body shot)

Scene : 3-2



(close up) Dave virtually purchase the
USB pistol & take it off from the screen

Scene : 4-3

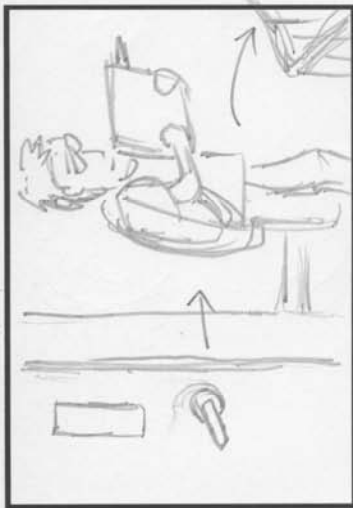


(Pend left-to right) Dave get ready
to (escape - tip room)
(Half body shot)

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Scene: 5-1



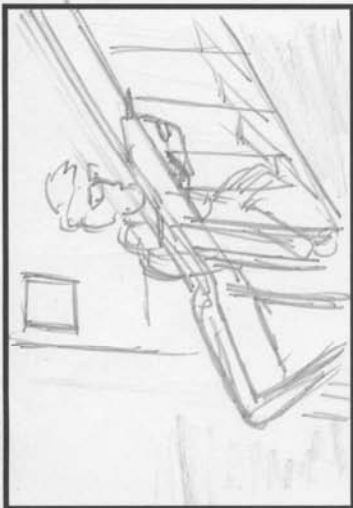
(Half body shot) Dave enter from the
stairway door and walk towards the stairs
slowly (Zoomout) Camera zoom out to
a wide shot of the stairway

Scene: 5-4



(Slow panning to still) The snake appears
to crawl out from the top, hanging
on top of the upper railings.

Scene: 5-2



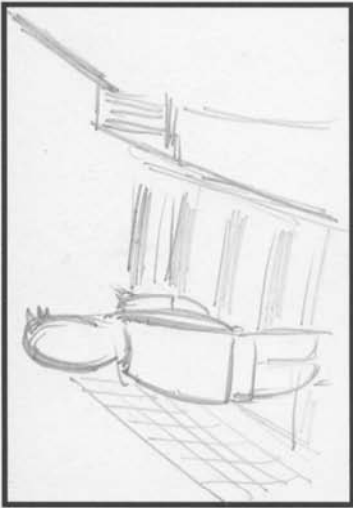
(Camera follows Dave up the stairs) (side view)
Camera panned btw the stair way railing
Dave walking up the stair

Scene: 5-6



(Half body shot) Dave notice something
behind, he does a sharp turn and starts
firing at the snake. (camera turns
with the actor direction)

Scene: 5-3



(Pend upwards from stairs to ceiling)
Dave walking up the stair slowly

Scene: 6-7



(Wide angle shot) Gun fire shots on & off
snake sludge & prepare to spring to
the side wall.

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Scene: 6-2



(Side view) Dave continue to shoot the snake with his USB pistol

Scene: 6-3



(wide angle shot) The snake spring over to the side wall. (Gun fire carry on)

Scene: 6-4



(wide angle shot, camera pond from the right wall to the left wall) The snake springs across the stairway corridor.

Scene: 6-5



(wide angle shot) The snake finally slow down and try to flee from the door.

Scene: 7-1



(Half body shot) Dave realises his USB pistol had ran out of a man and get piss off.

Scene: 7-2



(close up) Dave try to make a call to get his replacement simon to find that operator was not convide for his purchase.