An UFO visit – Project update

Team Member

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Project status

What we have done so far can be broken into:

- **Filming the scenes** (see story board for screen shots)
  We did this at PGP . We shot all the scenes at once, using the Sony DCR-SR65E 25x zoom standard definition. Our main difficulty was to avoid using the digital zoom when we did our "closing in" scenes, since we knew the zoomed frames could prove difficult to track and transfer to 3D-camera in our modeling software .   We solved this by manually moving the camera. It took a lot of attempts to get it right, but we are pretty happy with the result.

- **Initial clipping**
  We have clipped down our footage to the length we want to have in our final result.

- **Adapting the footage for CGI compositing**
  Since we have a moving camera, we needed to use match moving tools to create the same movement in our 3D-scene. We used Voodoo Camera Tracker for this.

- **Creating fire effect**
  We created the fire effect using a particle generator. We have done some compositing of the effect test it out. Here is a screen shot :

- **Modeling and animation / initial compositing**
  We have created the UFO and alien model using the modeling tool Blender.
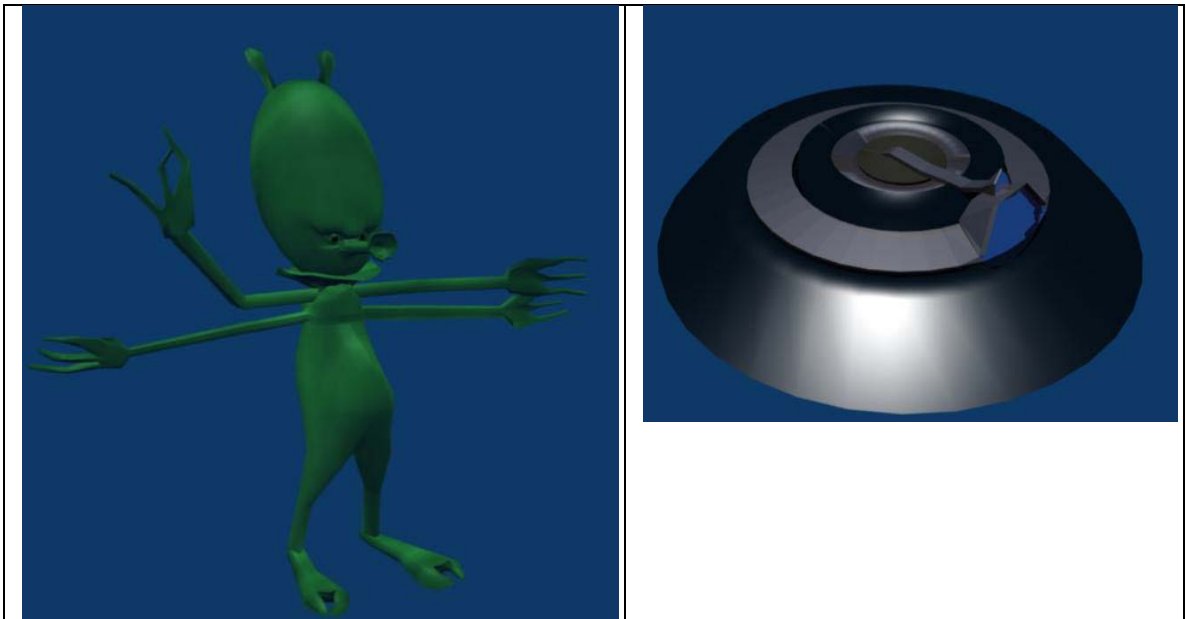
We are currently working on creating the animation for the alien and making it blend better with the environment. It's a challenge to make the CGI-elements look realistic in our footage, since it contains a lot of noise, but we are trying to solve this by applying a "noise texture" the CGI. We have so far completed the animation and compositing for the scene "Alien walks in", and experimented a bit with the fly path of the UFO in the scene "UFO flies in" . Here are screen shots from the composited footage:
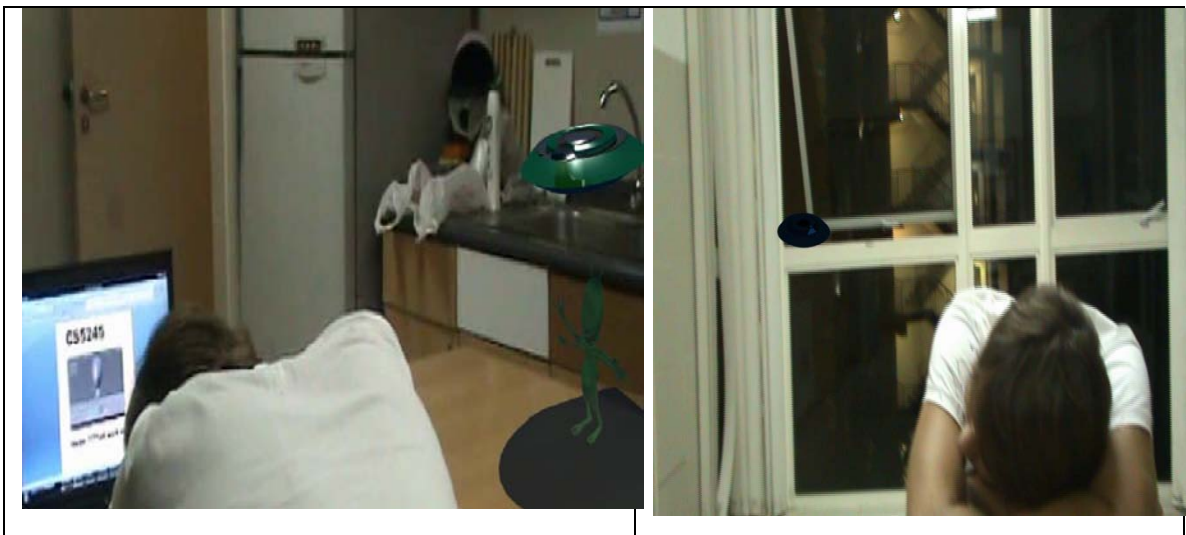
What remains to be done / difficulties can be broken into:

- **Finalize the animation and flight path of the UFO**
  We need to create alien animation for the rest of the scenes, and we have to create a more realistic flight path for the UFO in the scenes were it is moving.
- **Green smoke effect**
  We have decided to add another effect to our video. This effect will be a green smoke that is covering parts of the alien. We plan to generate this in a particle generator. The reason for adding this additional effect is to create a more interesting alien.
- **Compositing**
  We will need to composite the real footage, animation of the alien, the UFO flight path, the fire effect and the green smoke into a finalized result. A this point we have to major challenges:

  1 We have to work on lighting, textures and shadows for our CGI-elements so that the interaction   with the real footage looks more realistic.
  2 The window gap in the "UFO flies in scene" is too narrow. We will have trouble of making the flight through the window seem realistic for mid-sized UFO. We are working on a couple of solutions to this problem. We could remove the window frame using a software tool, but then we have to manually mark each frame. Another solution will be to make the size of the UFO vary (make it go from very tiny when it flies in, and then become large before it lands on the table). This can be used as an effect if we do it right.

- **Editing**
  We will have to do some final clipping of our composited footage. We are also planning to add music and sound effects.

Storyboard with screen shots of our footage