

CS5245 Vision & Graphics for Special Effects Sem2 08/09

The Escape Door

Project Proposal

Title

The Escape Door

Project team members

Kwan Peng Git Christopher

Koh Choon How

Suriana Bte Selamat

The Effect

A door emerges from a wall.

The Story

A thief draws a door on a wall and it becomes real, allowing him to escape to another location. His pursuer catches up just as the door is closing and is left with just the doorknob when he tries to pull the door back open.

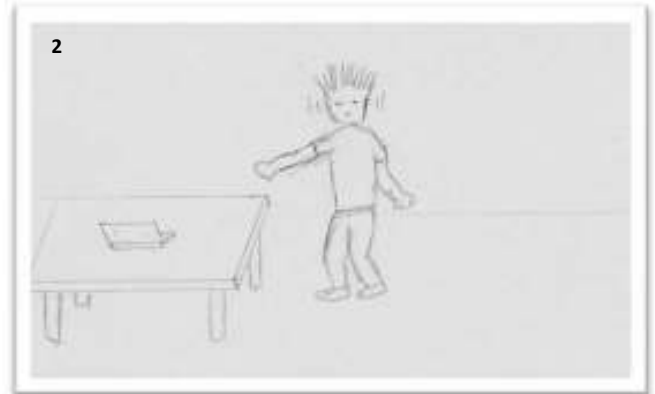
Production Ideas

In the scene where the thief draws out the door, a digital drawing will be used to avoid damaging the wall. A digital door, textured to look like the wall the door is drawn on will be used. Either actual footage or an image mosaic will be used to create the scenery seen through the door. The doorknob will be morphed from a flat 2D drawing on the wall into an actual 3D object that both the thief and the pursuer can interact with. Blue screen footage with appropriate lighting will be used to create the effect of the light on the other side of the door on the thief.

Storyboard



Owner of the laptop went off to the toilet leaving the laptop behind.



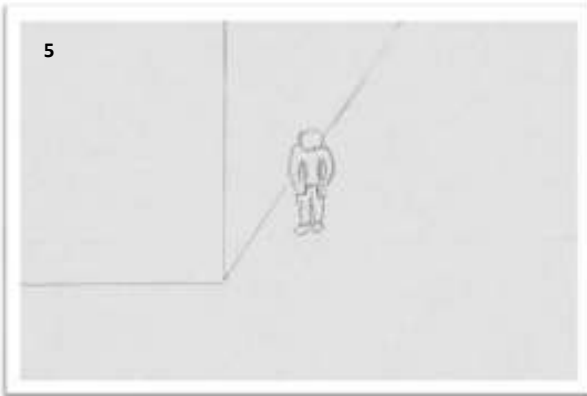
Another person comes into the scene. He looks around and approaches the table. He proceeds to walk away with the laptop.



The owner comes back to see the thief walking away with the laptop. He starts to chase after him.



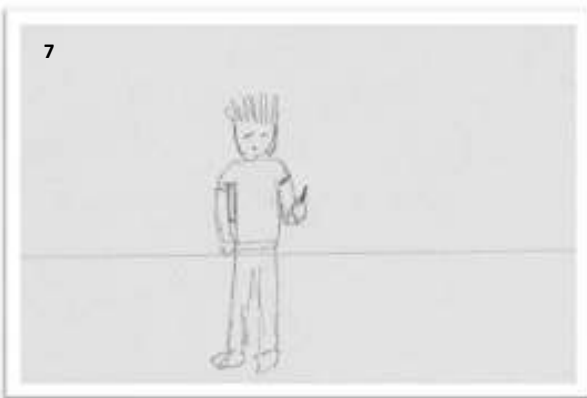
The two of them can be seen approaching the camera. Here, the thief turns right round the corner.



The owner pauses for awhile, catching his breath.



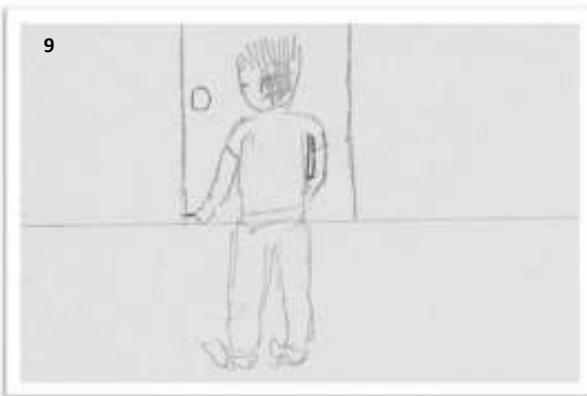
The thief comes to a long stretch of wall. Suddenly, he got an idea.



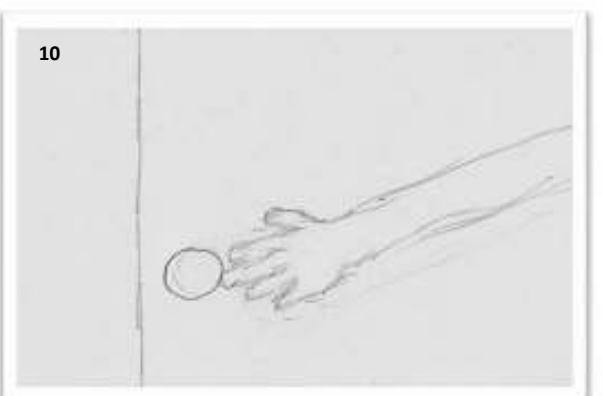
He then takes out a marker.



He proceeds to draw a door on the wall.



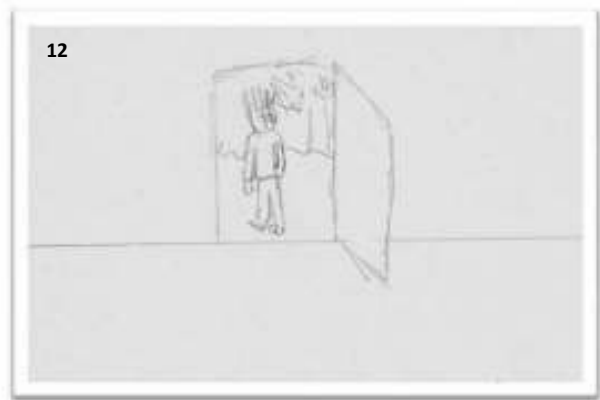
He finishes the drawing.



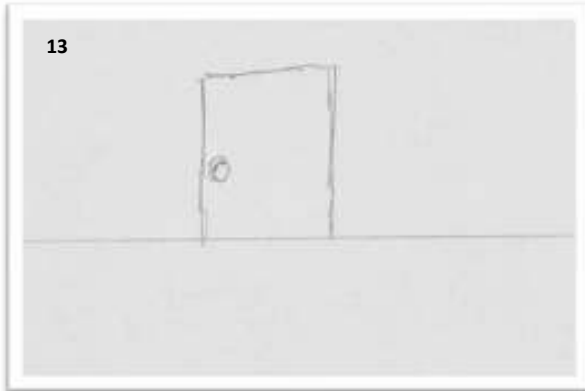
He reaches out for the door knob and the knob transforms into an actual knob for him to grab.



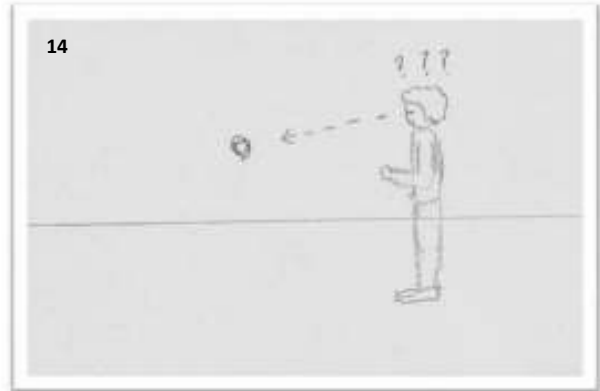
He opens the door and sees another place through the door.



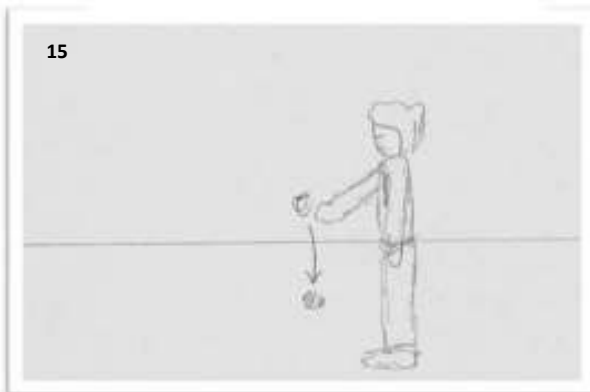
The thief then walks through the door. The door slowly closes behind him.



The door closes and the "real" knob is left on the wall.



The owner arrives and could not find a trace of the thief. He then notices the knob hanging on the wall.



As he touches the knob, it falls to the ground and feels even more puzzled.

Roles of team members

Kwan Peng Git Christopher	Compositing & Directing
Koh Choon How	Modeling & Animation
Suriana Bte Selamat	Digital drawing & Morphing
All	Making of... video

Schedule

Week 6	Proposal, Finding locations
Recess Week	Measurements, Logistics, Shooting
Week 7	Modeling of door, Morphing draft
Week 8	Animation of door, Digital drawing
Week 9	1 st draft Compositing, Integration
Week 10	Buffer for reshoot, Editing, Remodeling, Narration of Making Of...
Week 11	2 nd draft, Editing of Making of...
Week 12	Final editing
Week 13	Submission