

CS5245 Vision and Graphics for Special Effects

Progress Report Update 1

Title: *Super Potion*

Team Member: Li Zhongyan (HT072303A)

Sun Hao (HT072318E)

Pi Yi (HT072311Y)

1. **What has been changed:**

Up until the current progress, there are some changes and updates on the storyline according to the comments on the project proposal.

1.1 We add a new beginning of the storyboard. The film starts on the moving screen of one ancient painting, and the screen is fixed at one bottle on the painting which will be gradually changed to the bottle in the real world.

1.2 So according to above, we add the new feasibility about the special effect.

1.3 We also have removed some character and changed scenes that we have had in the storyboard to make the film more reasonable.

2. What has been done:

1.1 Scene surveying:

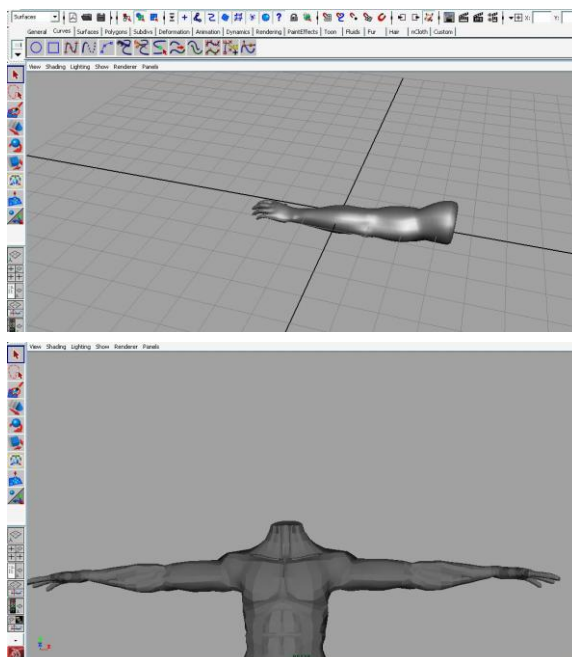
We have managed to scout the locations and done the scene survey after submitting the project proposal.

And we have made a misplay of planning the location as NUS swimming pool in the proposal. Because the NUS swimming pool is forbidden to film, we had to change the location to Football Field. As a result of this problem, we have spent lots of time.

1.2 Modeling:

We have created the models that are significant so far as following:

- The bottle
- Rough model of the left arm
- Rough model of the upper human body



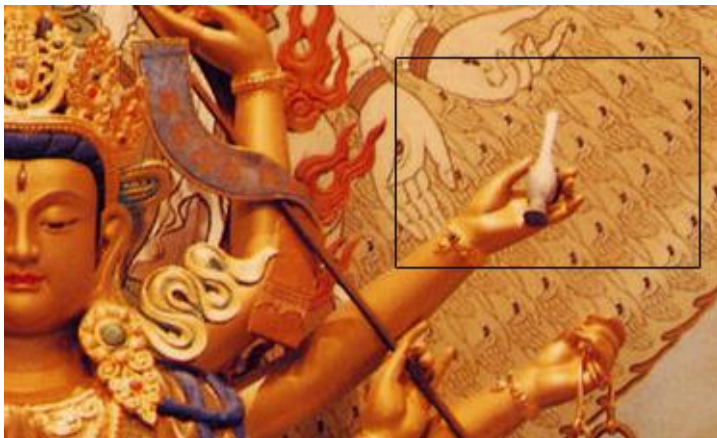
1.3 Video filming

All the shots of the video on the football field have been done. But the shots of video which are used to do the compositing did not turn out so well. We plan to take these shots again in the next week.



1.4 Animation of the bottle in the beginning

We have used superimposition and fade away in Adobe Premiere and done this effect. Further work needs to be done to make this job look smoother.



3. **What needs to be done:**

- Texturing the models of arm and body
- Completing the CG based on the models
- Re-capturing the video sequences which is difficult to key out the body's image
- Compositing the CG arm into the video sequences
- Compositing the CG body into the video sequences