

CS5245:  
VISION & GRAPHICS  
FOR SPECIAL EFFECTS

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PROGRESS UPDATE REPORT

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## **I. CHANGES AND UPDATES OF PROJECT PLAN**

There had been some minor changes to the plot of the story during the shooting but the main visual effect remains intact. Other than this, there are no other changes at the moment.

## **II. WHAT HAS BEEN DONE**

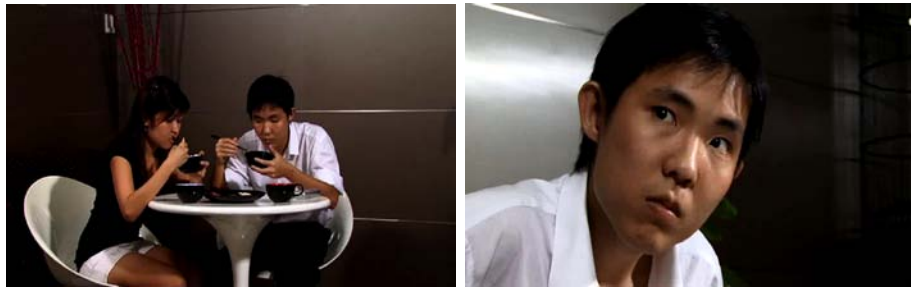
There have been some difficulties regarding the modeling of some of the CG models through the use of the 3D scanner. Therefore, the schedule has been delayed for almost a week in which the animation of the CG elements has to be delayed. The following list of tasks is the ones that have been accomplished by week 8 of the schedule:

### **PRE-PRODUCTION PLANNING**

During the pre-planning phase and before the actual shooting, we make a checklist to ensure all the equipment (For shooting and lighting) and props that are needed will be there at the actual shooting site. In addition, we contacted a lady friend to act as the wife for the short video. Furthermore, we manage to get permission to use an interior design show-case studio (Darwin Interior Pte Ltd) for our shooting site. There are various locations within the studio that gives the home feeling that is appropriate for our scenes.

## VIDEO FILMING AND EDITING

Most of the shots that are depicted in the storyboard have been recorded. (Some of them are omitted due to complexity of the physical shooting site. The studio joins different interior environments together, making certain camera angles impossible). The entire footage has been edited with solely just cuts and are placed together to form the edited footage. There are no CG elements or effects in this footage. ) Below are some of the snapshots of the edited footage.



## MODELING

We are currently modeling the water fluid to make it realistic when it is spilled in the air. Listed below are the models that we have created so far in the production phase of the project.

- Black cup
- Black bowl

### **III. DIFFICULTIES AND PROPOSED SOLUTIONS**

#### **3D SCANNING OF THE PROPS**

In order to achieve realism of the CG objects in the visual effect, we decided to use the 3D scanner to scan the props that are used in the scene. However, most of the props that we used in the scene are black in color which forbids the 3D scanner from scanning the shape of these objects. The reason behind this is because black objects absorb light. In this case, the laser projected from the scanner is being absorbed. Therefore, we need to paste tape around the objects to reflect the laser ray. However, this will affect the geometrical definition of the surfaces, making the smooth surfaces bumpy. With these problems at hand, we decided to create the models using a 3D software package like Maya.

#### **BUILD-UP OF THE CLIMAX**

The length of the edited footage is too long and this results in a slow build-up of the climax. The audience may get impatient watching the video as they wait for the visual effect to appear. To solve this, we will have to take away some of the shots from the edited footage that does not affect the main story of the short video. One such scene is the first refilling of the rice by the wife.