

# **CS5245**

## **Project Proposal**

### **AY08/09 Semester 2**

**by**

**Jack Ong & Penny Ng Kooi Cia**

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#### **Title of effect video**

The HANDphone

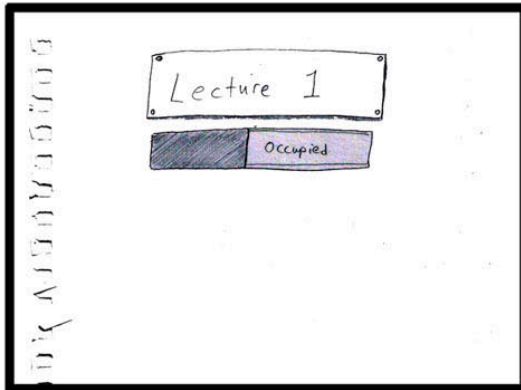
#### **The Effect**

- Texture mapping the screen of the phone onto a palm of the hand.
- Removing the palm from the rest of the arm.

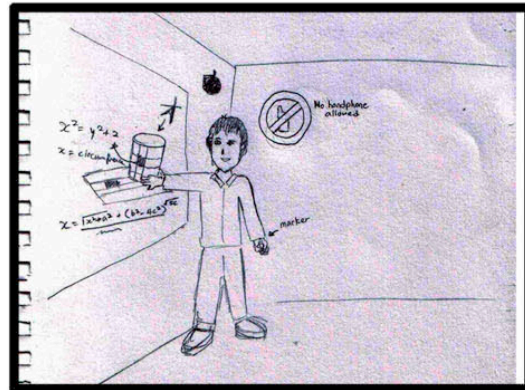
#### **The Story**

Jack, a PhD student, has a special HANDphone. His phone was brought into light when his phone rang amidst a class. After being dismissed from the class, he returns the call to his friend as he walks back to his research room. His phone then runs out of battery, and it turns off. As he enters the room, he detaches the phone off his arm and then inserts it onto the charging dock to be charged.

# Storyboard



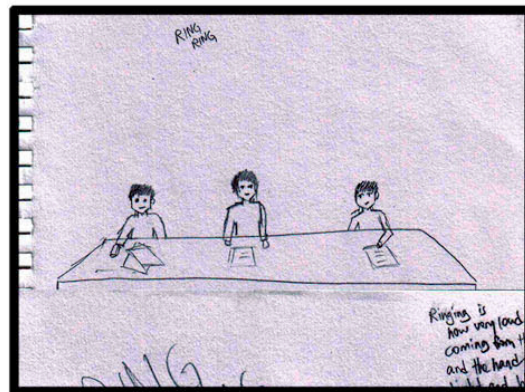
Scene 1: Lecture Room Door. Lesson in progress. Camera goes through door to next scene



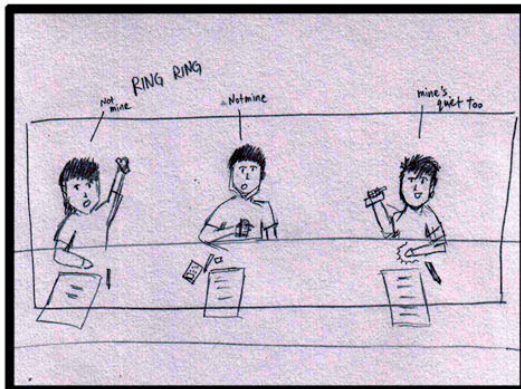
3/4 MS show lecturer teaching class. no-handphone sign very prominent. Seems like a graduate module. Someone's handphone rings.



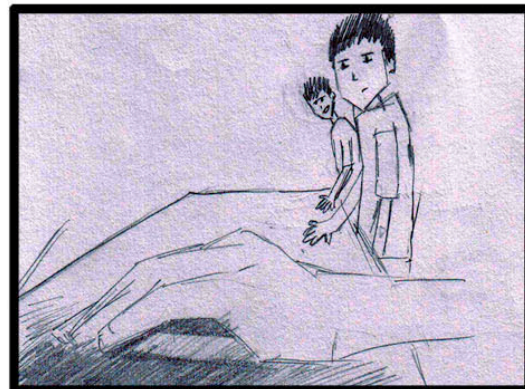
CloseUp of lecturer's face, Slow motion as he turns to look at the class accusingly.



Lecturer's POV, looking at the class left and right, searching for the disturbance. Students fidgets around for their phone.



Dolly shot of students from left to right as they claim its not their phone. Dolly stops at last student's view. left hand clearly glowing a little.



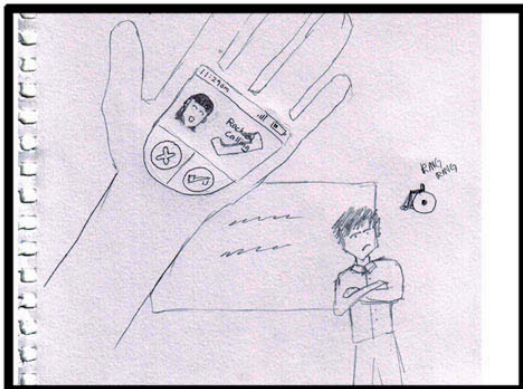
VCU left hand, the other two students look at the glowing hand. Ringing sound gets louder here because its near sound source.



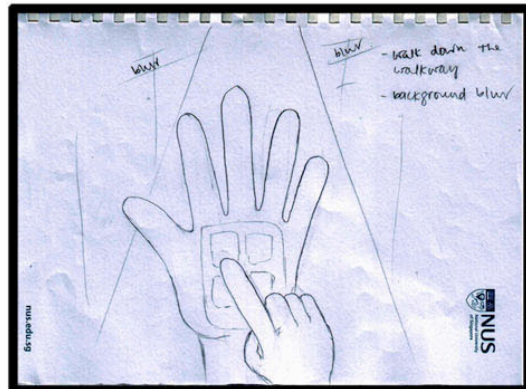
MS of student as he notices the attention to his left hand. glances down and suddenly remembers his left hand.



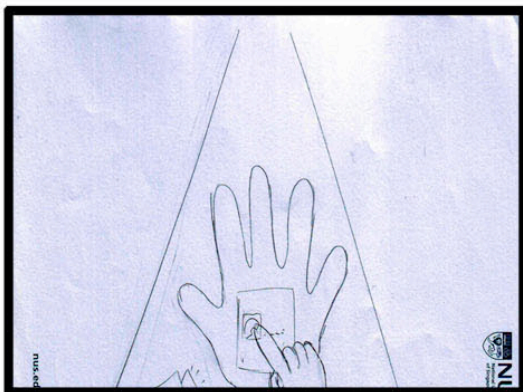
Same scene, student acknowledges his "HANDphone"



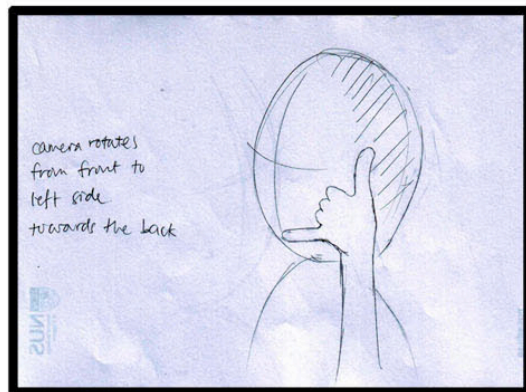
Student POV as the HANDphone clearly shows an incoming call. BG out of focus irritated lecturer looks on as lessons end, heard by the ringing bell.



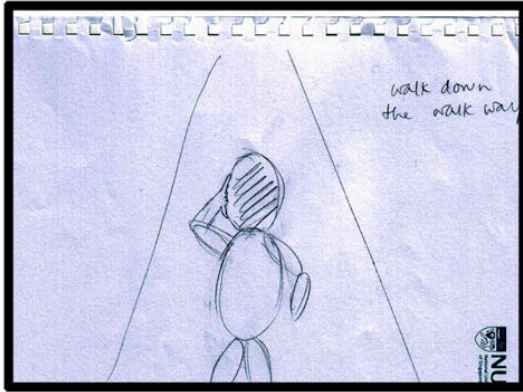
Student POV, walking out of lecture room and presses a few buttons



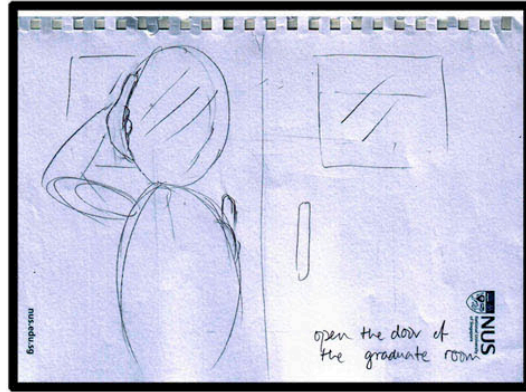
Student POV receiving call, camera swings to the left keeping HANDphone center



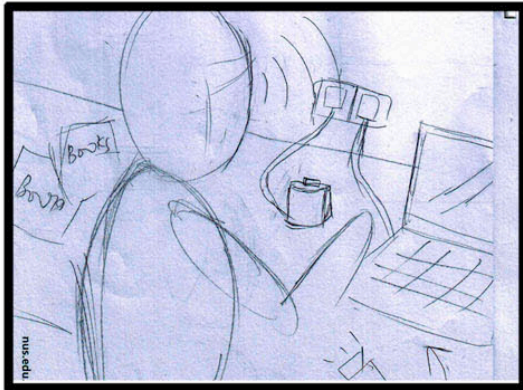
CU showing student receiving the call



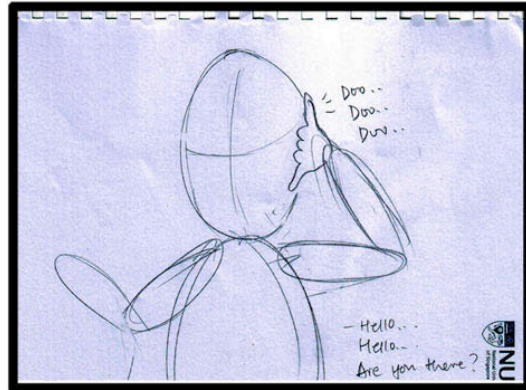
CU to MS showing student walking away



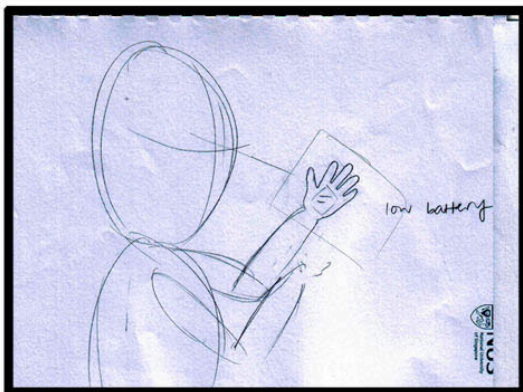
MS show student stopping at door, still talking. Camera fasts forward to speed up time



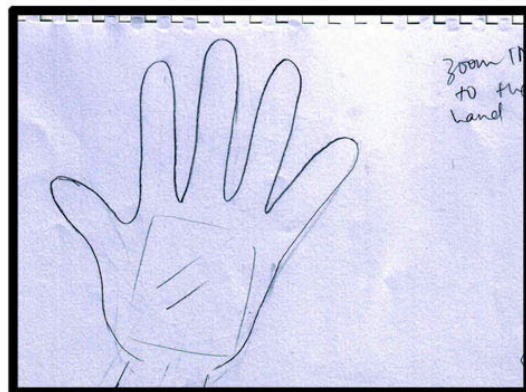
3/4 MS student enters the room and sits down at desk, still talking



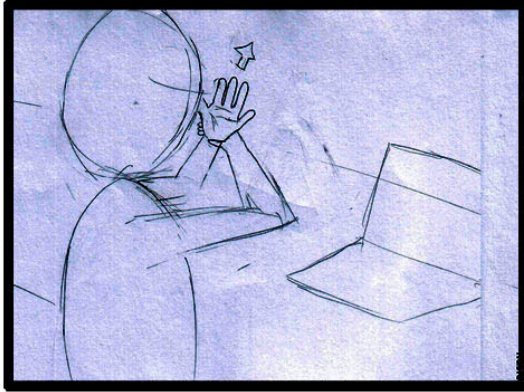
MS front shot of student as his HANDphone suddenly sounds "low battery" noise



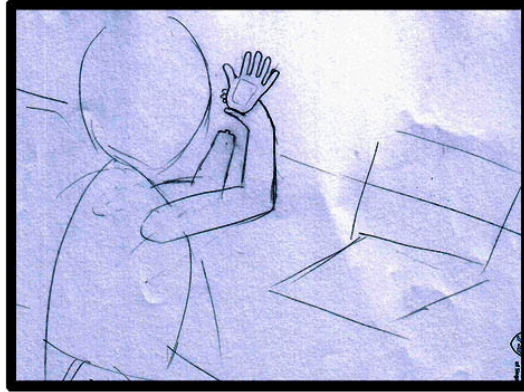
3/4 MS student looks down at HANDphone, which is running out of power.



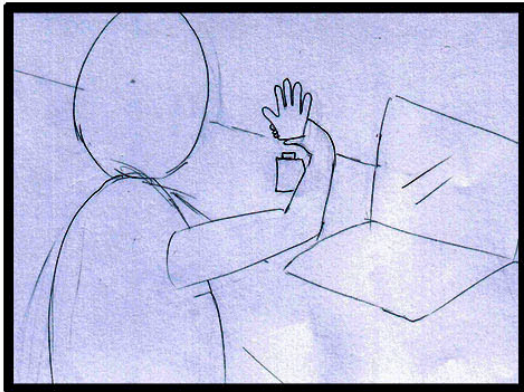
Student POV as HANDphone shuts down and goes limp



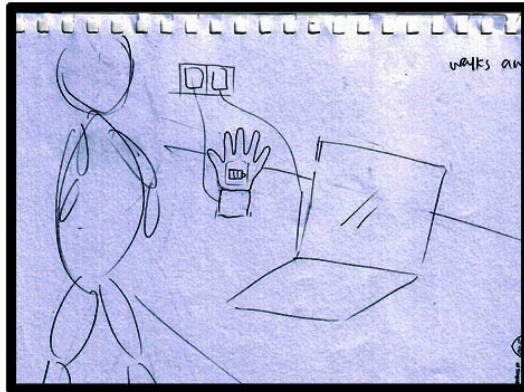
3/4 MS student shakes palm to pull it out



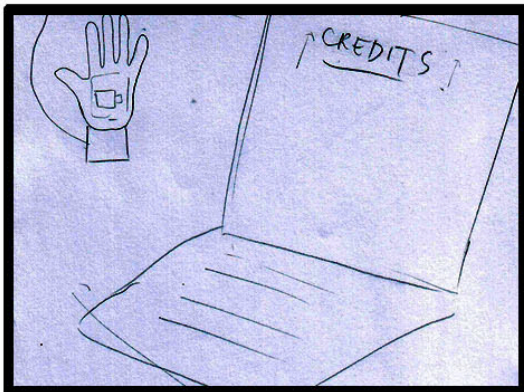
3/4 MS student, HANDphone plugged out of limb socket



Camera then turns to show student docking the hand on a dock.



After docking, student switches on laptop and walks away. camera slowly zooms closer to the hand



while zooming on the way to the hand, the laptop shows credits



Scene fades to black with "the end"

## Production Ideas

One of the ways in which we can achieve this effect would be to project the hand phone underneath the palm, and have the sections of the palm removed so as to reveal the screen from underneath. However, for this method the screen would have to be real (as in it exists in some mobile phone) and would also have to synchronize with the movements of the palm itself.

Another idea would be to simply put place markers onto the palm and then edit in the screen post-production in a video-editing application such as Adobe Premiere. In this way, we can easily account for the little motion details of the palm easily. This method also allows for creative re-design of the screen for the palm. However this method does not look and feel realistic as the screen would simply look like it is projected onto the palm, which is not very cool.

An afterthought is that we can add in more place markers instead of simply a rectangular frame to create a 3-D mesh on which we can project the screen, thus creating the effect that the screen can roll and crush according to the motions of the palm, allowing for believability. However, extra effort is required to remove the visual markers from the hand so that they will not be seen in the final product.

Here are some production prototypes to visualize the effect:



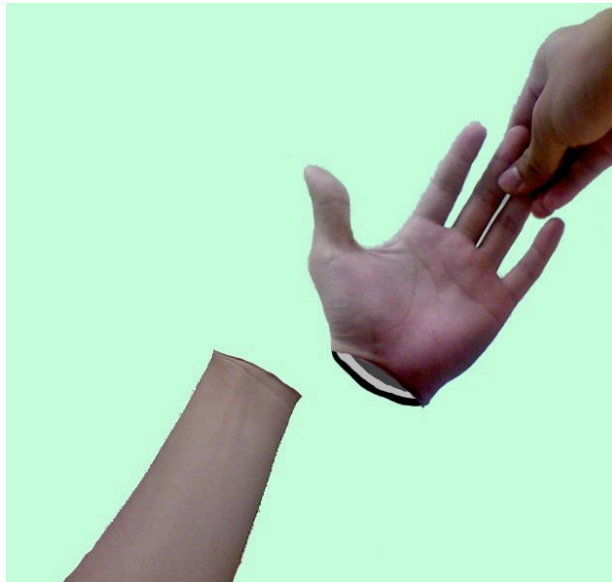
## **Detach the palm off the arm**

This is mostly a camera trick. We have come up with several ideas as to what will look realistic and believable. A technique could be to have multi-passes on the arm.

Firstly the “stump” area of the hand is shot, with a blue screen over the hand portion. Post-process to create a socket for the limb.

Secondly, the arm would then be wrapped in blue cloth and the hand exposed, and the actor will then “plug it out of its socket” and proceed to dock the HAND phone.

The two shots are then meshed together to create the effect. The socket portion of the palm is then drawn in, possibly a realistic socket created from Maya.



## **Roles of team members**

Penny Ng Kooi Cia

- Keying, realism effects

Jack Ong

- Phone Screen integration, color balance

## **Plan for shooting live action footages**

We plan to shoot the raw footages in the recess week from 23<sup>rd</sup> to 27<sup>th</sup> Feb. This is to allow more time to incorporate the special effects which will be created from within After Effects or Maya.