CS5245 Project Update
The HANDphone

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I. What is done

1. Shot the footages

2. Prototype of the effects

II. Changes & update of project plan

1. Detaching the hand

   Initially we planned to detach the hand this way (by holding onto the wrist). But we realized that there are a lot of difficulties in keying out the remaining part of the arm. The

   So we changed the idea to holding onto the fingers instead. This way, we can mask out the arm more easily. The arm can be cut at the forearm below the palm so that we can use a simpler method than having to actually create multiple footages of the same action.

III. Remaining difficulties

1. To make the blending of the arm and the socket look real.
2. To make the charger (the arm part of the hand) look real standing on the table.

IV. Plans to overcome the difficulties

1. Try shooting from different angles and then composite it with the clean plate (the table & background). If that doesn't work out, we will have to do modeling in Maya and then do skin texturing.

2. Palm Tracking
   Parts of the special effects include the simulation of a phone screen to be affixed onto the palm, which will animate and move along with the palm of the hand. Some footage was shot as testing material for the effect.

   The reference animation is a movie animation that has pictures and text on it. Using the tracker feature from Aftereffects CS3 we are able to animate the movie as though it is fixed onto the hand, when tracking points are affixed onto the palm. Prior attempts at tracking the hand using natural curvatures of the hand resulted in inaccurate tracking, resulting in a distorted "phone screen" that does not look natural on the palm surface.

   We then decided to have the points fixed onto the palm, and then either use the phone's aesthetics to hide it, such as hiding the markers behind an opaque border around the phone, much like Apple iphone design. Another way would be to simply track the markers individually and then

to paste a skin-colored circle on the palm to hide the dots. This method is more natural-looking than that of the first and we are currently adapting this work to our use.

Shown below are some snapshots of our work. Due to the large file size we are not able to attach the video onto this update. It will be available on request.

The next step would be to use actual footages and implement the tracking system on them. This would be easy to do as we have achieved satifactory results with the prototype attempt. After that we will add shadow and glow as necessary to make the effect realistic.