CS5245 Vision and Graphics for Special Effect

Project Update

Title of effect video

o iGrabU (name changed, same effect)

Project team members

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The Effect:

o Pulling an iPod out from a website.

Changes:

The Story:

1. Main actor sees another person with iPod, so envy of the person
2. Go online to search for iPod price, but realise that price is too expensive.
3. Check wallet, no money.
4. Program pop up with adver on "No money? Just grab it!"
5. Special Effect
   - o Hand reaches in to screen to grab iPod
   - o Earpiece is still attached to screen (Big resistance encountered)
   - o Actor pulls
   - o Earpiece snaps and screen warps and ripples.
6. Actor is happy
7. Tries to listen to his new iPod but realises that earpiece is left in screen. Frayed wires.
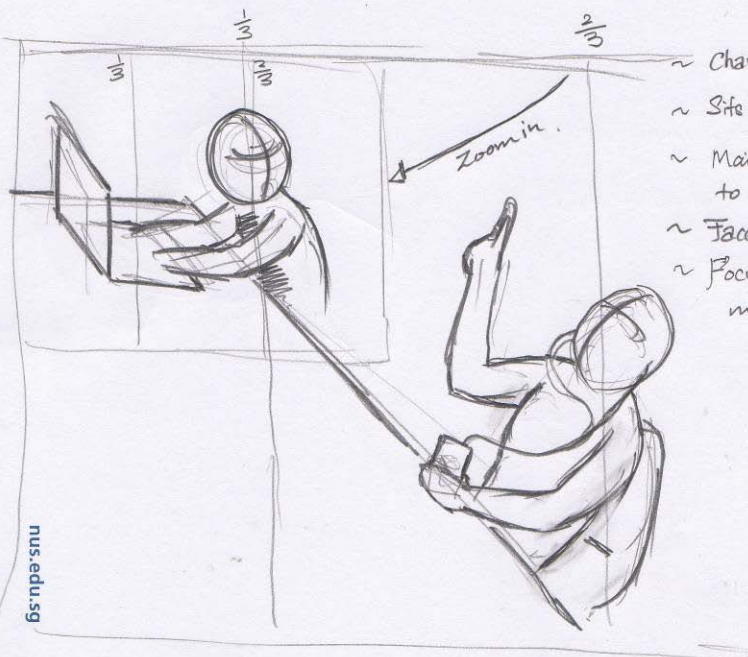
Storyboard

Setting Up the Scene.

$\frac{1}{3}$
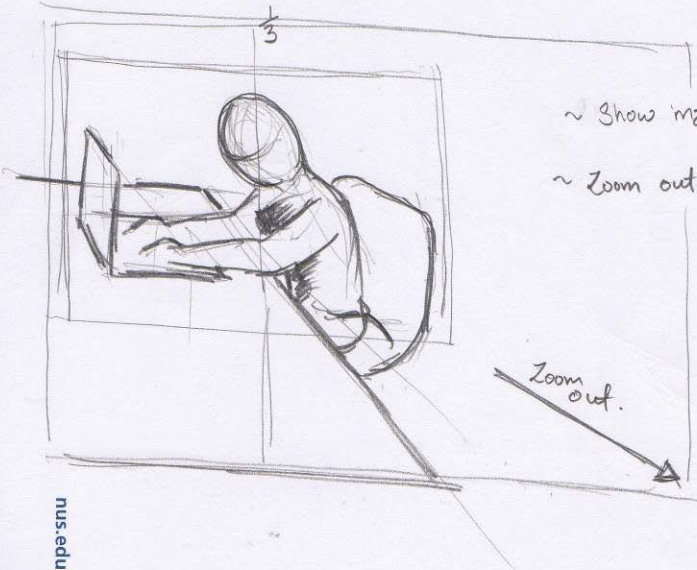
~ Show main lead using laptop.

~ Zoom out to set the scene.

Zoom out.

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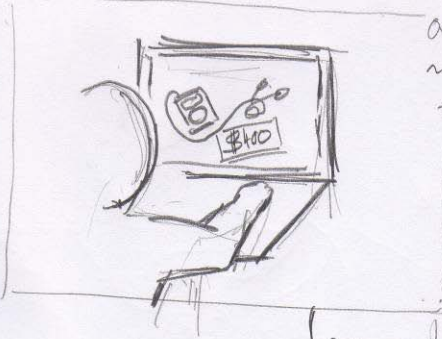

$\frac{1}{3}$ $\frac{2}{3}$

$\frac{1}{3}$ $\frac{2}{3}$

Zoom in.

~ Character with Ipod appears.

~ Sits down on chair

~ Main lead turns head to look at him.
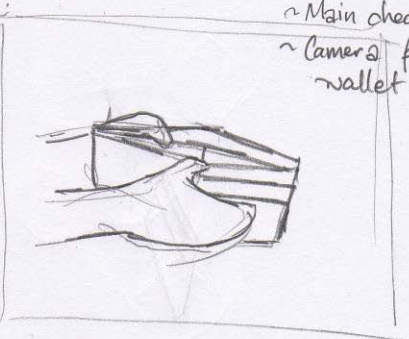
~ Face of envy.

~ Focus and zoom in on main lead.

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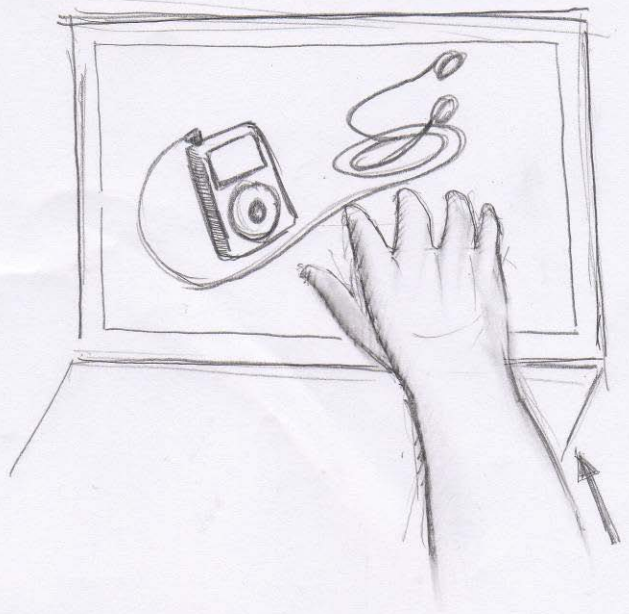
Over the shoulder
~ Main checks website
for price of Ipod
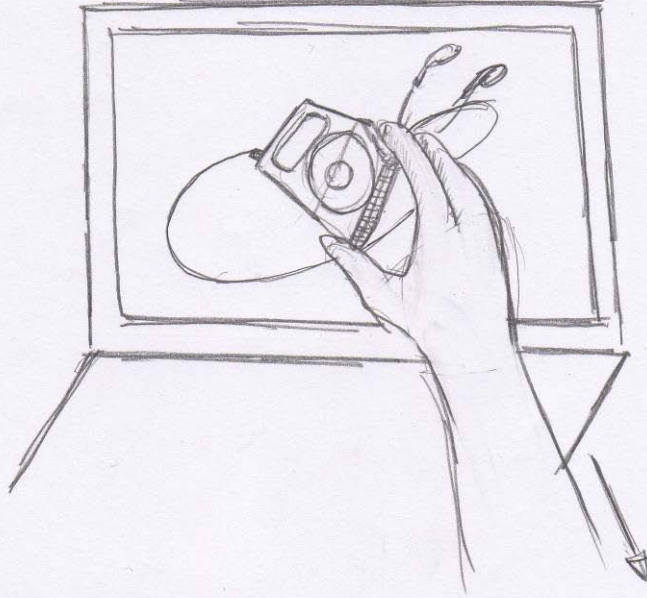
Cut scene

~ Main checks wallet
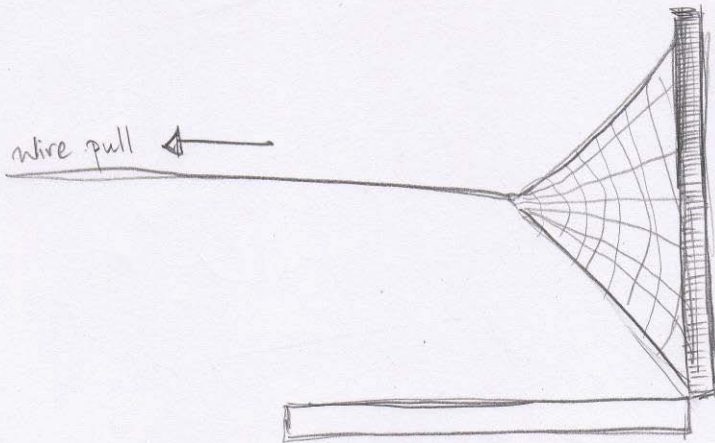~ Camera focus on
wallet.

SPECIAL EFFECTS
① Front View.

② Front View

③ Side View.

wire pull ←——→

④ Side View

SNAP

WOBBLE

Laptop
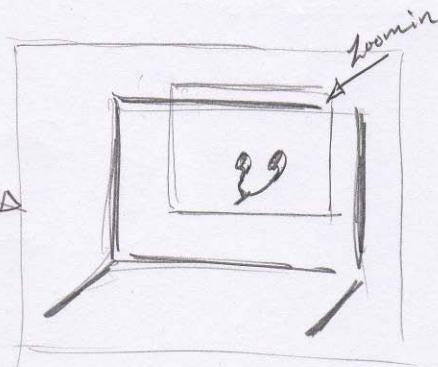shakes.
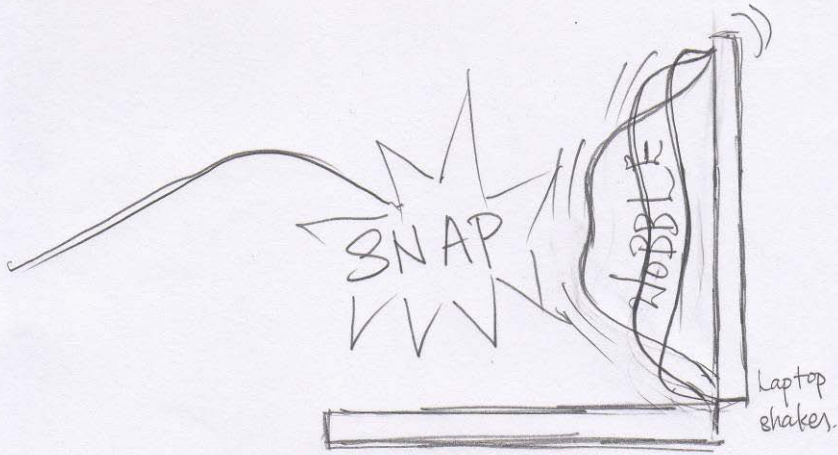
Front View.
~ Main looks at Ipod fondly
~ Smiles.
~ Tries to listen but
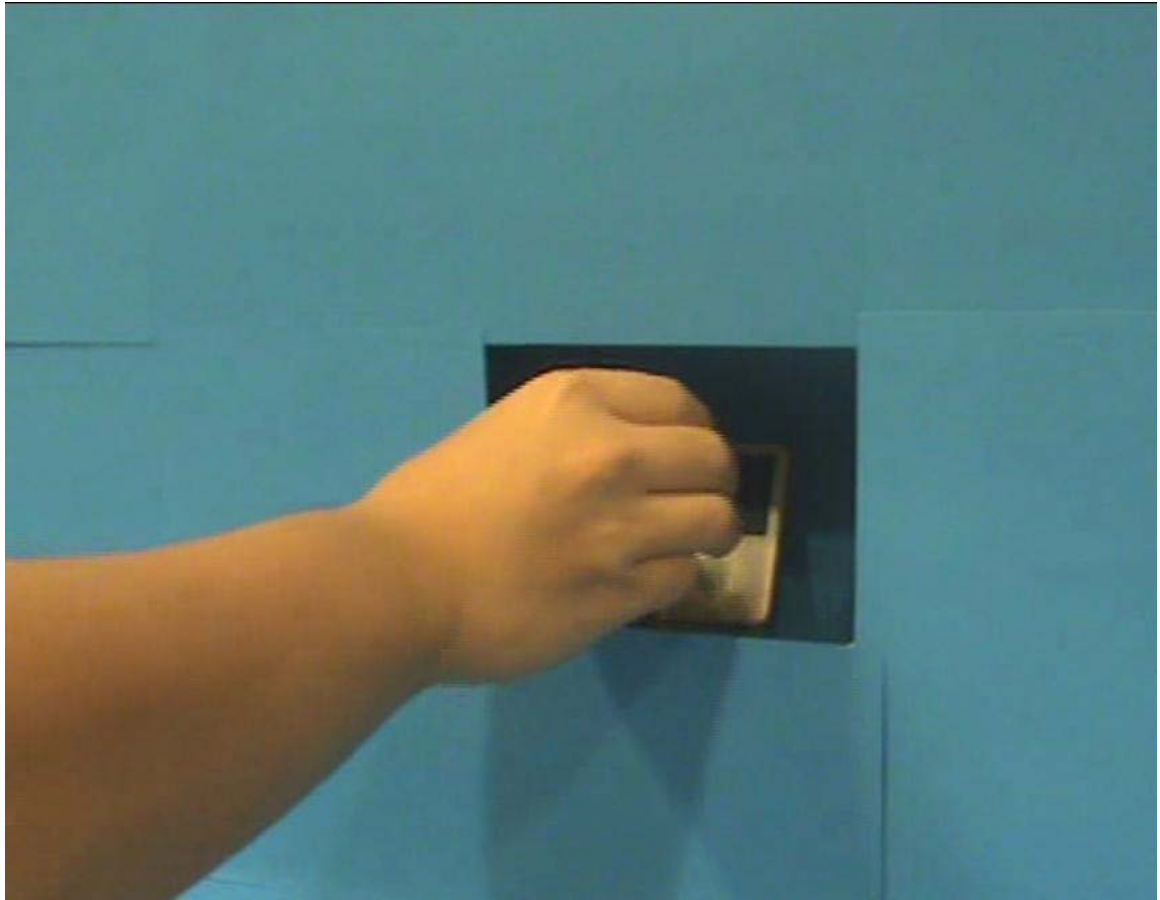realise that the
earpiece is missing
~ frown.

Cut scene.

Zoom in

Production Progress

- Shooting of scenes 90% complete
- Footage selection and compilation
- Editing of footage in progress

Difficulties Remaining

1. Technique to demonstrate transition of iPod from screen to real world

   Original idea - Reach into a blue screen and do 2D animation for onscreen image.

2. Alternative idea – Shoot 2 separate real footages to composite into a final image.
   - Layer 1 (Background) – Scene with laptop and fake webpage
   - Layer 2 – Hand grabbing iPod out on blue screen

3. Animation of rippling effect of screen
   - Create a 'fake' website showing desired screen capture and save to file
   - Using Maya, texture the 2D screen onto a fake 3D model and animate it