

CS5245

Vision & Graphics for Special Effects

JUTSU

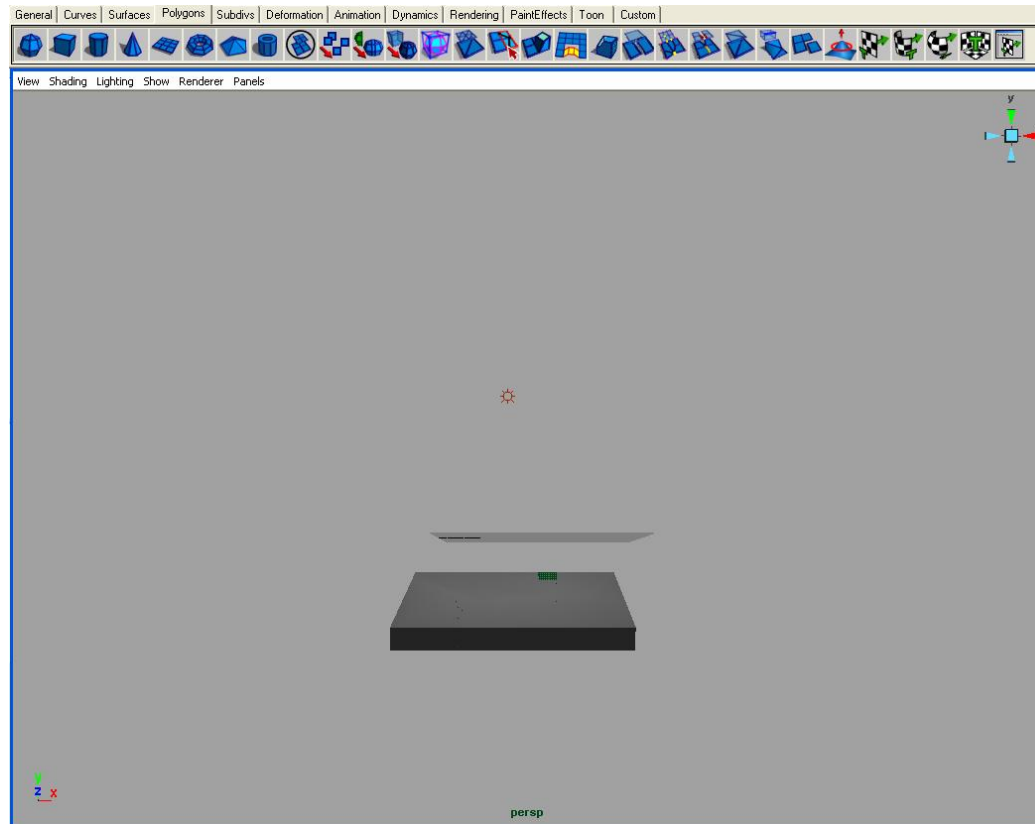
JUTSU: Storyline

- Student arrives outside his classroom, only to realize that he is late
- His lecturer had previously warned of horrible punishments for latecomers
- As he enters the classroom, his lecturer attacks him, but the student escapes
- And uses his jutsu skills to block the attacks.

JUTSU: Main Effect

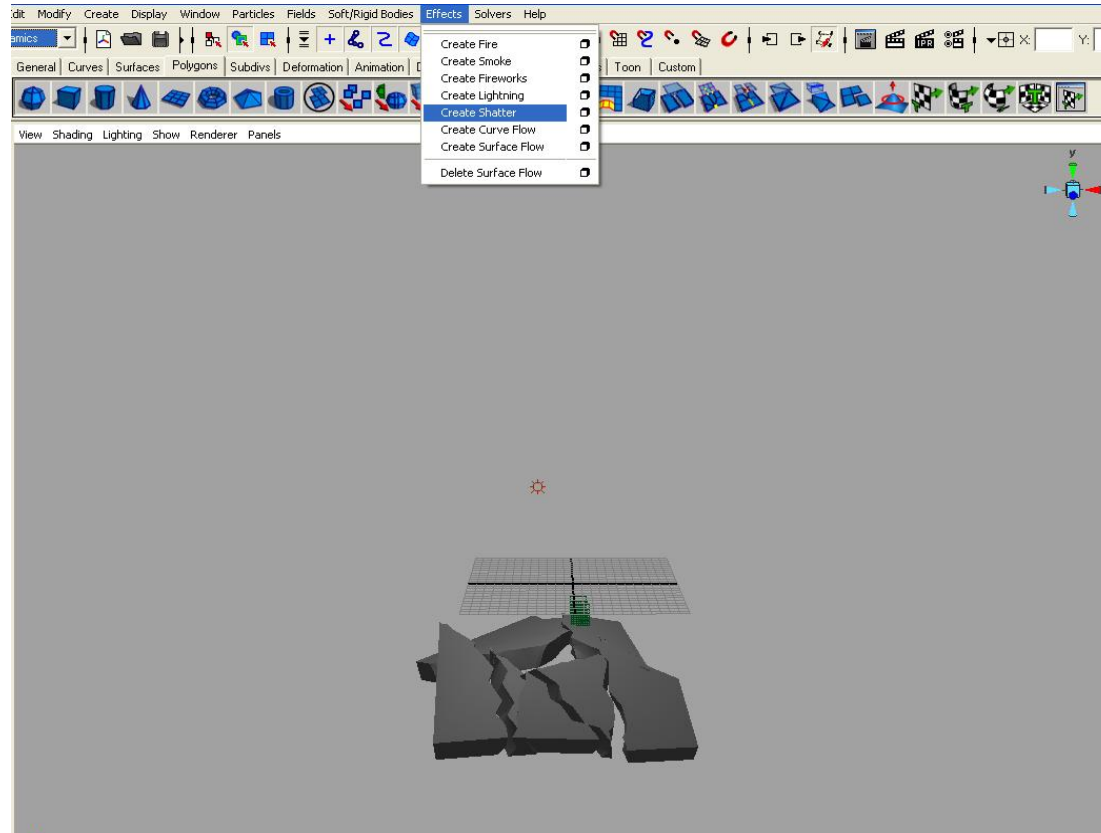
- Cracking of the ground
- Small spikes emerge, and ends with a large spike erupting from the ground

JUTSU: Achieving the effect



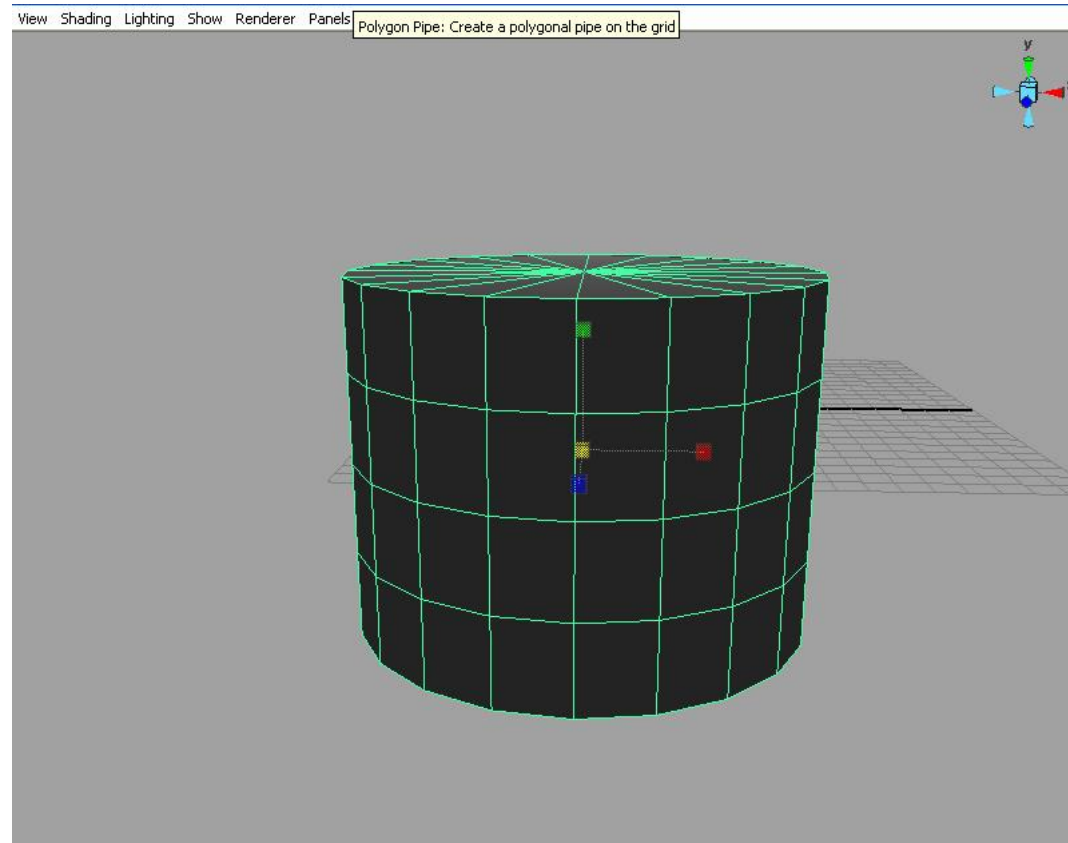
Firstly, we create a polygon plane in Maya.

JUTSU: Achieving the effect



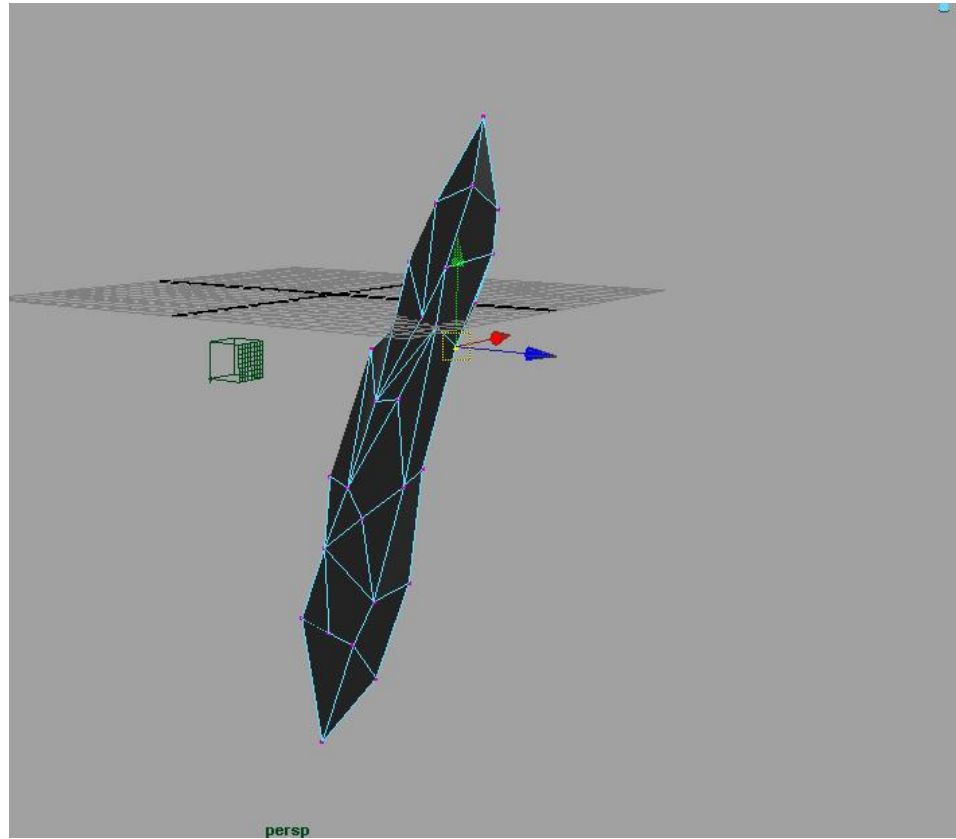
Then using the 'Create Shatter' under Dynamics, we shatter the polygon into 6 pieces.

JUTSU: Achieving the effect



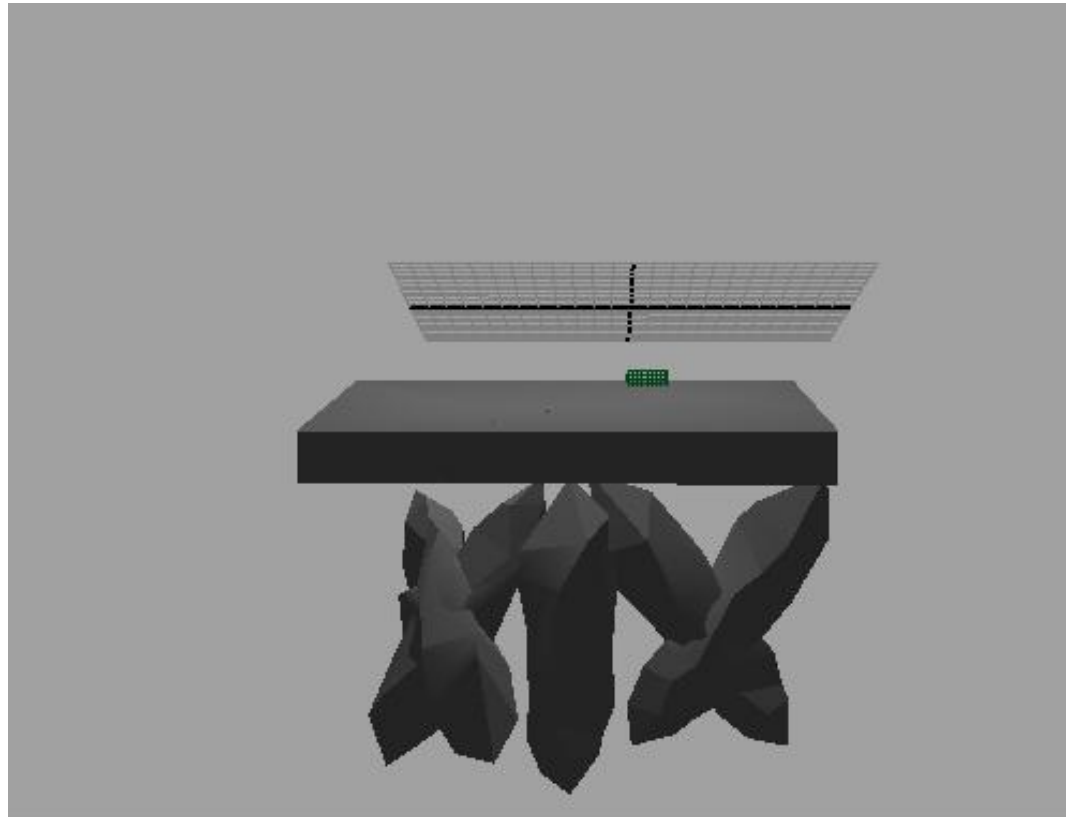
After which, we create a cylinder polygon with 3 height subdivisions.

JUTSU: Achieving the effect



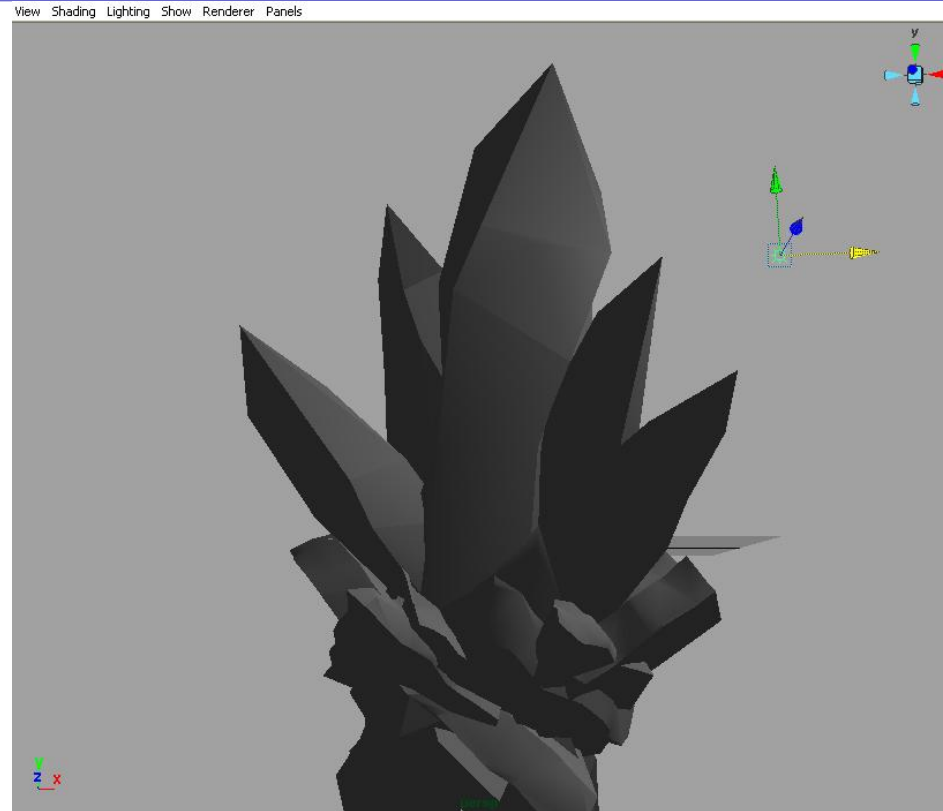
In Vertex mode, we tweak and adjust each vertices to form one of the spikes as shown here

JUTSU: Achieving the effect



We insert several copies of the spike into the scene.

JUTSU: Achieving the effect



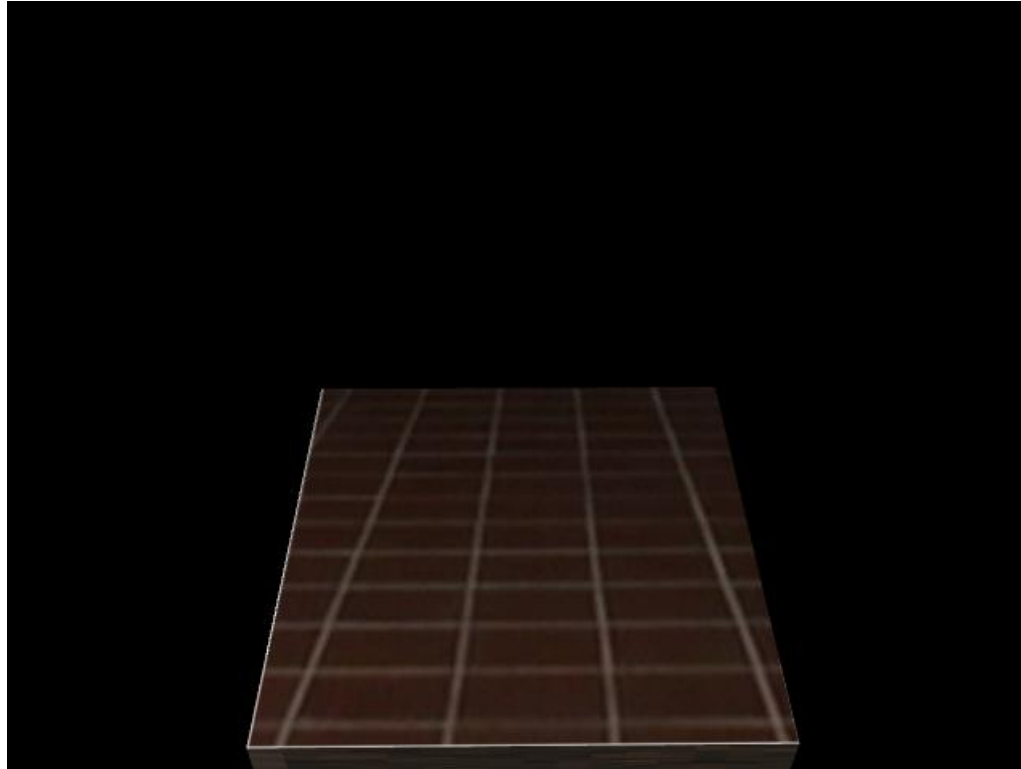
Then at a few frames, we keyframed the position of the spikes, and the fragments of the shattered ground.

JUTSU: Achieving the effect



After finishing the keyframes for the animation, we create a PSD texture link to the ground, and use the above texture map to map to our ground.

JUTSU: Achieving the effect



This is the result of the texture mapping rendered in Maya.

JUTSU: Achieving the effect



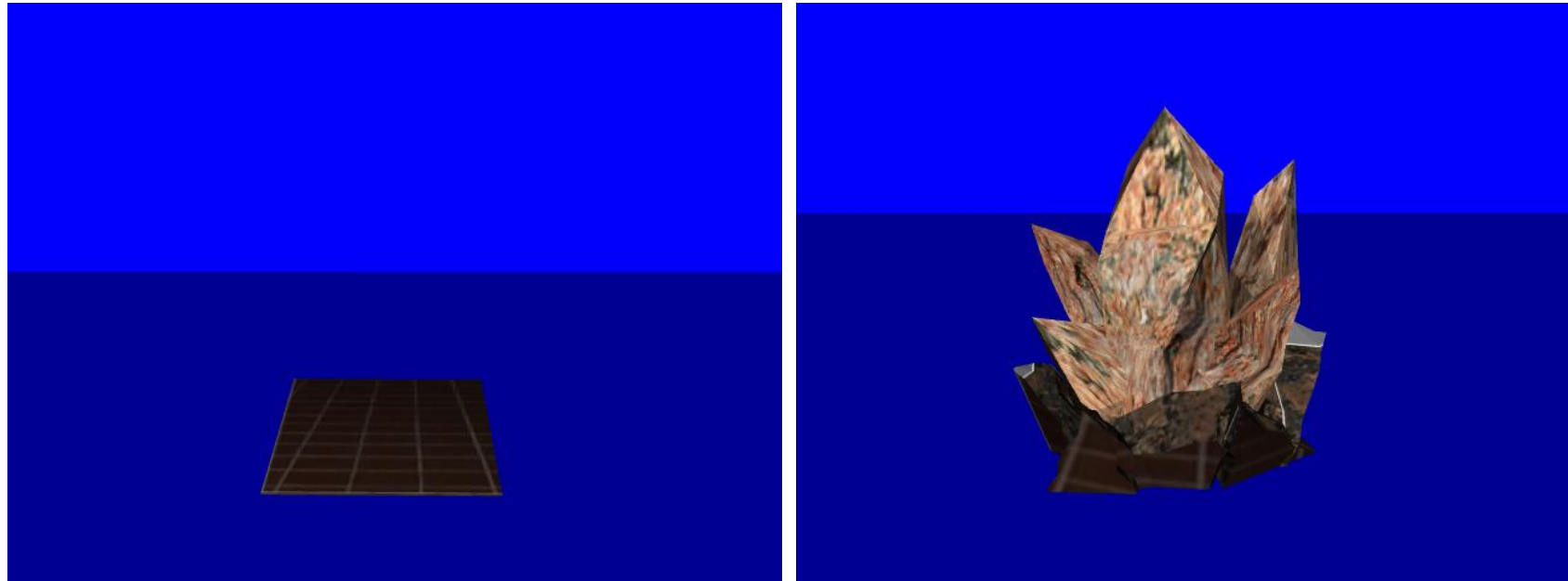
We googled for images of rock texture as a lambert material for our spike, thus we found this rock image which looks very realistic.

JUTSU: Achieving the effect



This is the final product of our spikes using the previous image as the lambert material for the spikes.

JUTSU: Achieving the effect



Finally, we added two blue poly-Planes in our scene.

This is for the purpose of ease in keying away the blue background after we import the images into Adobe AfterEffects.

JUTSU: Summary of Making-of Video

- We imported all the CGs into Adobe AfterEffects
- Then, we removed the blue background by keying
- CGs are then composited onto the real video footage

JUTSU: The Effect Video

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The End

- Any Questions?