

CS5245 Project Progress Report

Project Title: Jutsu





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Changes & Updates of Project Plan:

Following are the changes made to the original proposal:

- A Ending scene is added to the storyboard
- Added interaction with real live object (Dustbin)

Footage Taken:

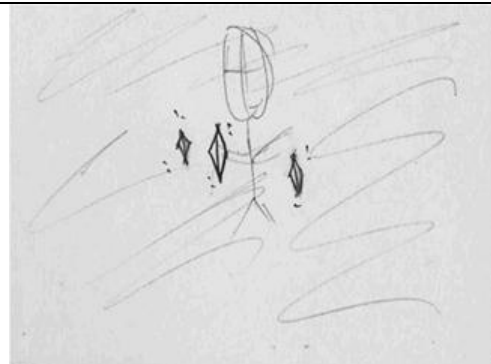
	
<p>This scene is will initiate the start of the earth spike animation. Ripple effect will be composited to the existing clip in the later stage to give a shockwave effect. The blue screen below the protagonist is used to capture the shadow information of the object for compositing.</p>	
	
<p>The fall of the live object, through a nylon string, is not obvious enough therefore no culling is needed for the clip. This scene will be the scene where our animation interact with the real live object.</p>	



Same as above.

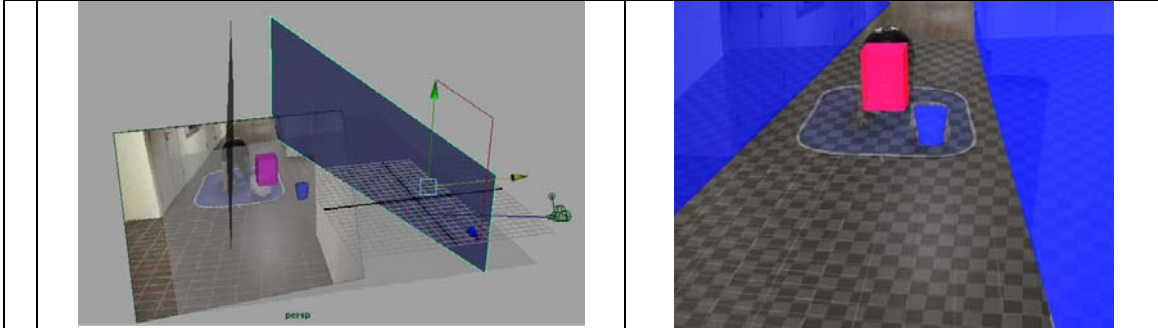


This is the newly added ending scene which will portray protagonist hiding behind his formed spike. Looming shadow will be added to the clip which will mark the end of the clip.

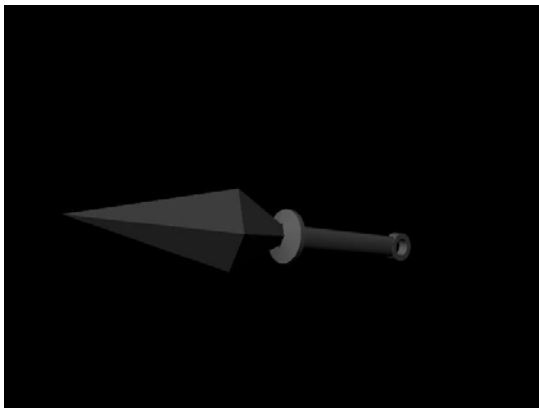


Animated kunais will be “released” based on the actor action in this scene.

Modeling



A model of the animation scene is created, spike animation will be created in this space. It will create a bounding box of what will be culled when the spike protrude the walls.



Kunai is modeled for the scene.

Challenges Ahead:

- A small jitter occurs in the actual footage which includes the spike animation. Adjustment to the animated scene might be needed to compensate the camera movement.
- Correct lighting information have to be lit in the animated scene
- Texturing of cracking floor to look realistic.
- The use of particle effect to create a after effect of the spike animation.

Schedule Updates:

Milestones	Event
Completed	Scene survey, walkthrough, measurements.
Completed	Model Spike and Kunais Filming of footage
Week 8	Animation of Earth Spike (draft) + texturing Animation of Kunai (draft) + texturing Match movement
Week 10	Rendering of models Create dust and crumble Particle Effect
Week 11	Video Composition
Week 12	Amendments of video. (if any)
Week 13	Submission.