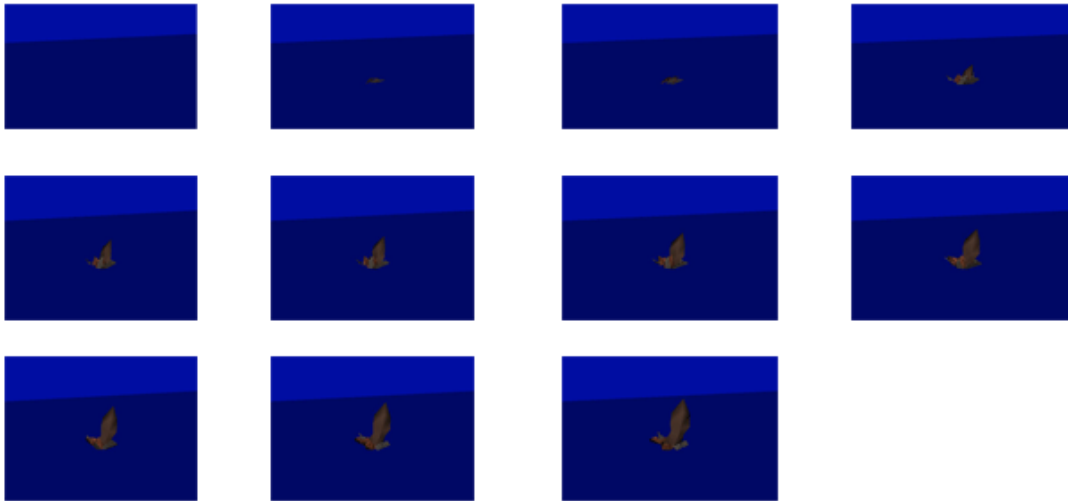


# CS5245 Graphics & Vision for Special Effects

## Project Progress Update 2

### What has been done so far:

We had output the growing spikes as an image sequence from Maya:



Then we import the image sequences into Adobe After Effects and we do color keying. Below is a frame of which we successfully keyed:



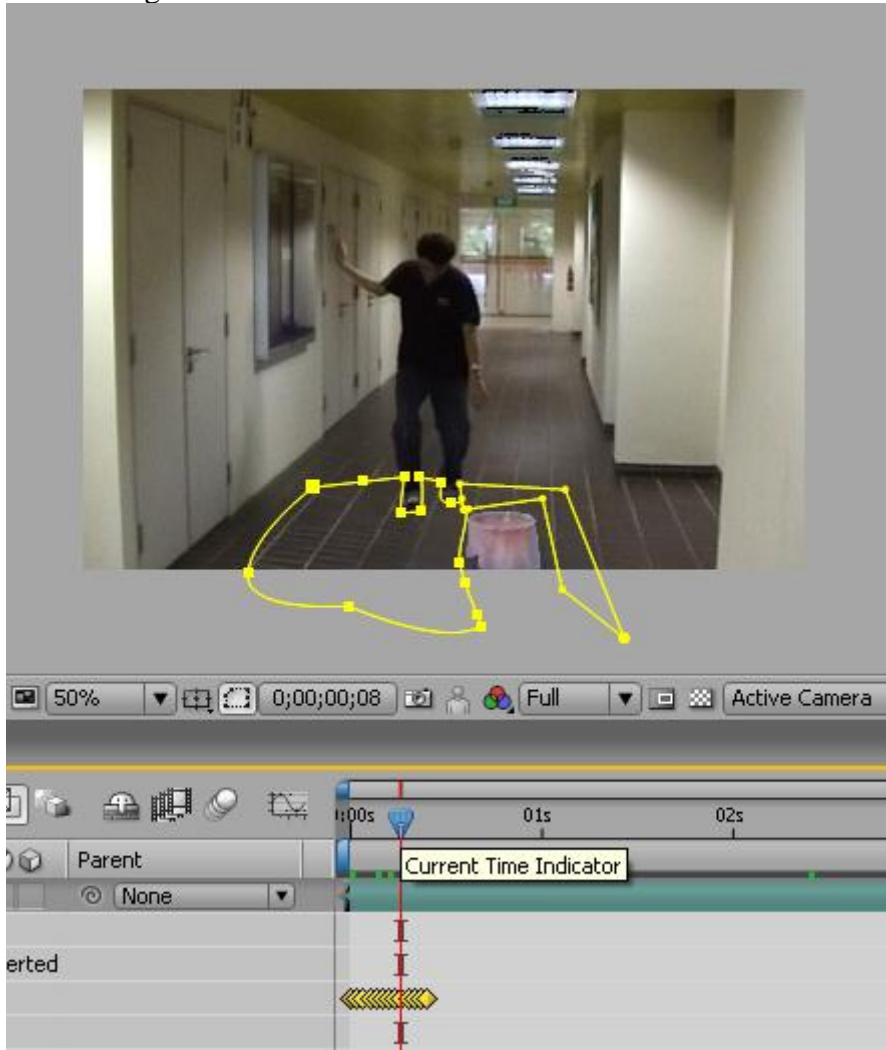
We then proceed to import the effects into the actual movie sequence. We had different layers and using masking, we made it appear as if the growing spike 'grows' and turn the rubbish bin over.





## Difficulties faced:

Initially we plan to create some dust particles effects on the blue screen when the main lead slams the ground, however, it is a very tedious job trying to color key the blue screen away as the color of the main lead's jeans is also blue. Also we realized that the white border around the screen is hard to key away without keying away the walls of the surrounding too.



\*Note that we have practically keyed every frame for just the first few milli-seconds. The yellow diamonds are the key we set for each masking to try to mask the white border and the blue screen away.

## **Solutions proposed:**

We planned to retake a video shot of the current scene. To apply dust particles effects when the main lead slams the ground, we can use Adobe After Effects particles system to emulate the dust. The integration of the kunai into the main scene is in progress also. Our last jobscope is to integrate the audio into the video for completion purposes.

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