

## **CS5245 Vision and Graphics for Special Effects**

### **Project progress report 2**

Title: Softlander

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#### **What we have done so far**

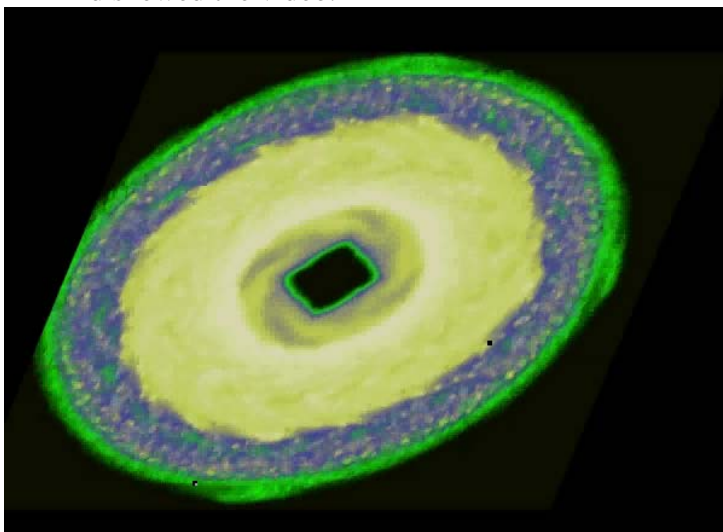
1. Took the video for the project.
2. Editing of raw clips. Cutting and linking of the raw non effect clips together.
3. Constructed and texture mapped the model of the “rubber” floor created in maya.
4. Animated 1 cycle of the floor.
5. Composited the 3D model into the scene
6. Added some effects in the scene where the main character is pouring water on the floor.

#### **Problems encountered**

1. The roof is actually quite low, so we tried to make the roof seems to be higher when jumping and trying to grab the red packet by jumping from a squatting position.
2. The blue screen is too small for use to capture out jumping action. Therefore, other than using blue screen to help us in keying, we took a video of a clean background, in case we need to use difference keying.
3. We found that discovering only a piece of white paper is quite boring so we tried to add in some funny element inside by changing the white paper to a paper with the phrase “Good jump” written on it.

#### **How the effect on the pouring water is done.**

1. We took a video of Microsoft media player playing some effect when the music is played. And skewed the video.



- Put this video and the water pouring video in after effects and do some blending and animated masking on the video.

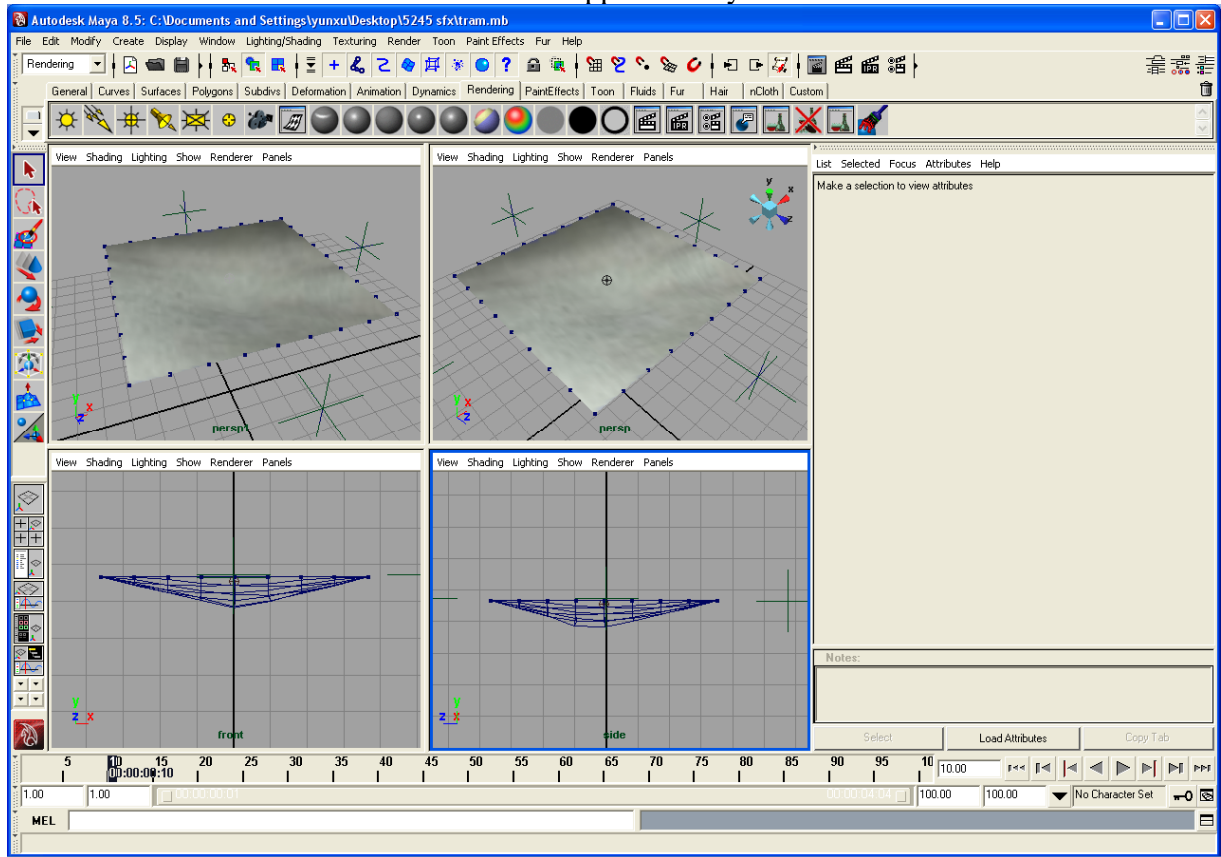


- The mini effect is done



## The making of the rubber floor

### 1. The floor model is modeled and texture mapped in Maya



### 2. It is then composited in After Effects

3. 1 cycle of the animation is done currently to see how it looks like  
Before the floor sinks down



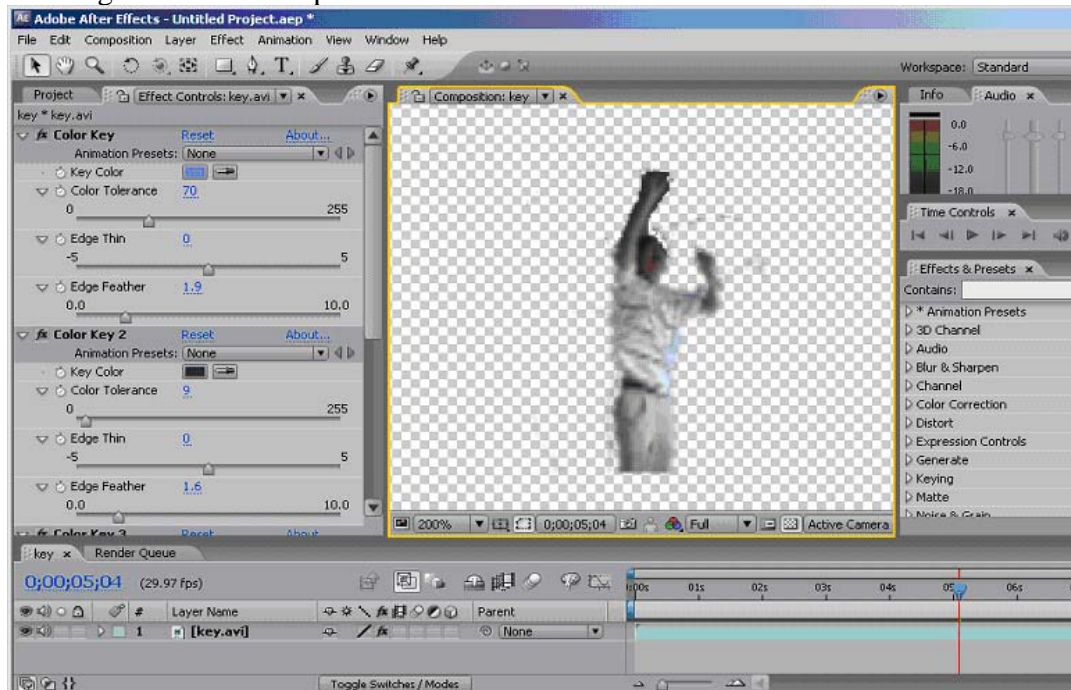
How it should look like when someone jumped on it and sink down





### The keying of the person out

Our member has some problem keying the person out from background since the blue screen is not big enough to cover the whole person. Even with using difference keying some noise problem still occurs. Currently thinking of a better solution other than doing an animated masking over the whole person.



### **What is to be done**

1. Key the main character out from blue screen.
2. Modify the jumping speed and distance if necessary.
3. Animate the floor according to the main character jumping.
4. Add in title scene and credits.
5. Put everything together.

### **Screen shots of non effect video**









