Institute of Systems Science
National University of Singapore

Master of Technology (Software Engineering)

CS5245
VISION AND GRAPHICS FOR SPECIAL EFFECTS

Project Progress Report 1

<u>Course Instructor</u>
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<u>Prepared By</u>

Project Team

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Preliminary:

The Project Team had submitted a proposal called "Lord of the Pen". However, the team feels that it is quite steep to finish the project in such a short period so the team decided to change a new storyboard.

New Proposed Project Title:

The Tale of Stoneman

Project team members:

Huang Lianghong (HT052428X)

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Overview

The story is about a kid carring a ballon lost the ballon onto the tree. Her father could not reach that high to grab the ballon so that he drew a stoneman on a nearby wall. The drawing somehow turn to a real stoneman from the wall, and the stoneman grabbed the ballon for the kid. The kid then asked her father whether it is real without knowing that she is falling asleep on bed while her father was telling her a story.

Special Effect

The main special effect will be the stone man come out from the wall, grab the ballon from the tree and then hand over to the kid.

To achieve this effect, the stoneman and the wall will be modeled using 3D modeling software. The modeled wall will be having similar texture of the real wall and then blended into the film with the real wall. The calculation of distance and scale for the rendered stoneman will be based on the reference object placed in real world when filming. The hand over of the ballon will be filmed with a blue color real human arm and then replaced by the modeled stoneman arm.

The lighting and shadow will be simulated with the help of reference object during filming.

Storyboard
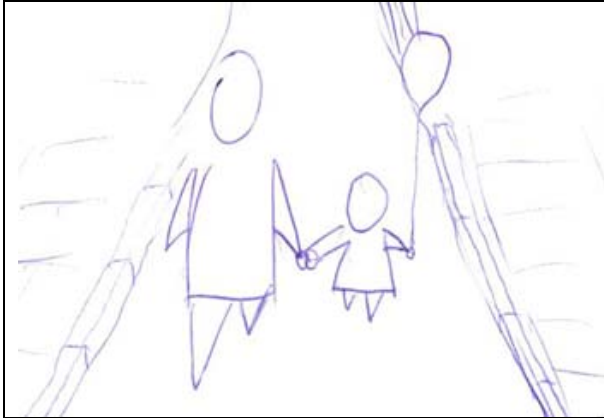
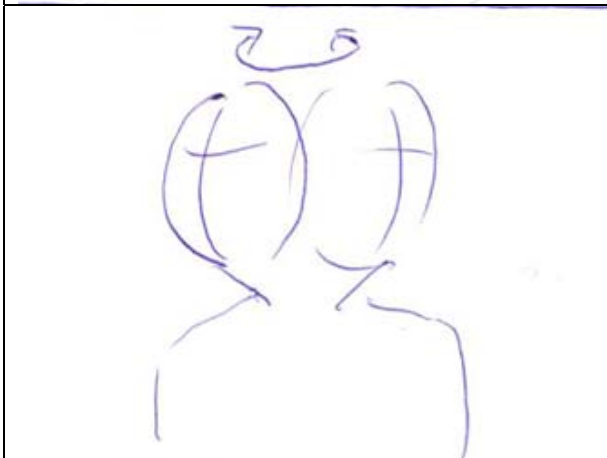|	
	On a sunny day, a father and his little daughter are walking along a road. The girl is carring a ballon.
	Somehow, the girl loses the ballon, and the ballon starts to rise onto the sky.
	The ballon is stucked in a tree.

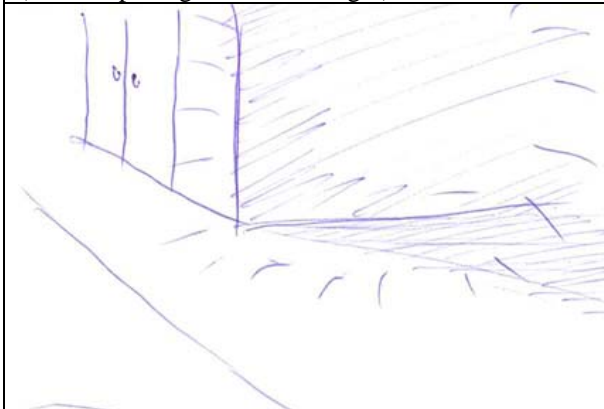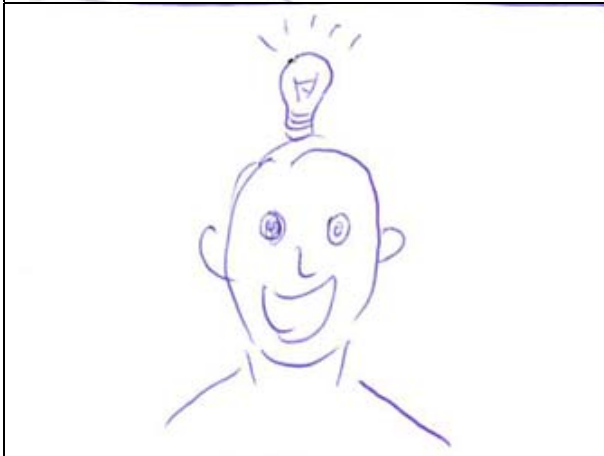|	
	The daughter wants the ballon back.
	The father tries to jump and catch the ballon. But the ballon is hanging too high.
	The father is thinking of some other solutions.
	He take a glance of the around worl.d
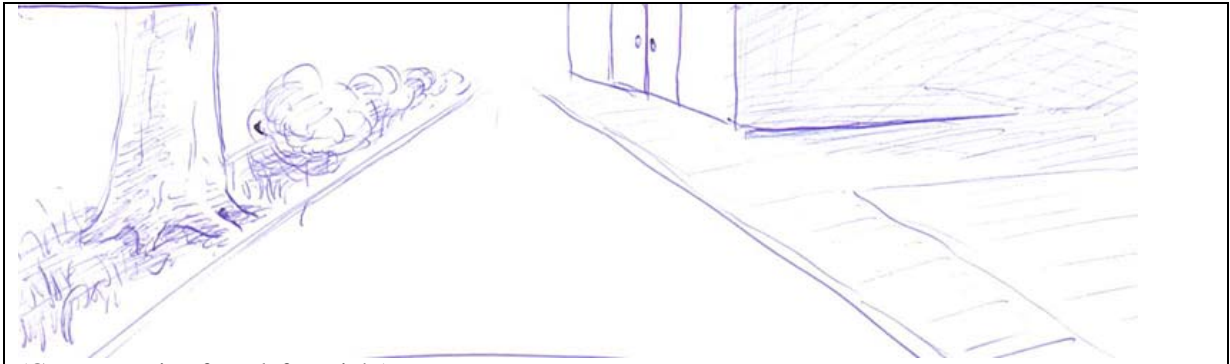
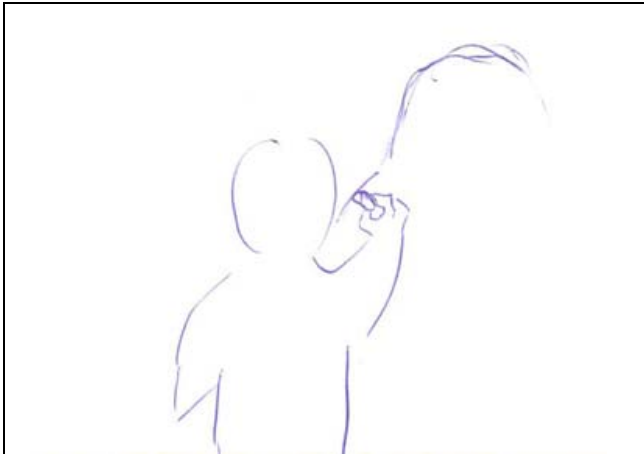(Camera paning from left to right)

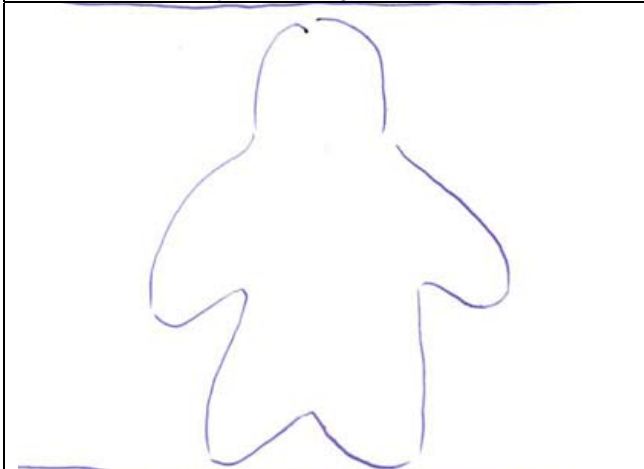(Camera moves over the wall a bit and then quickly swing back and fixed at the wall)
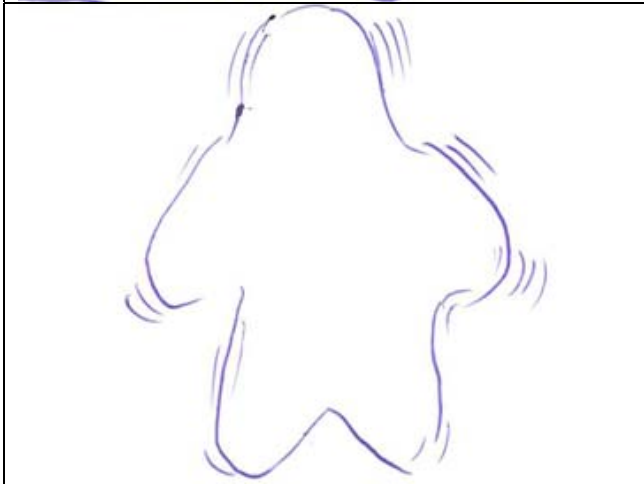

The father seems got an idea.

He walks towards the wall.
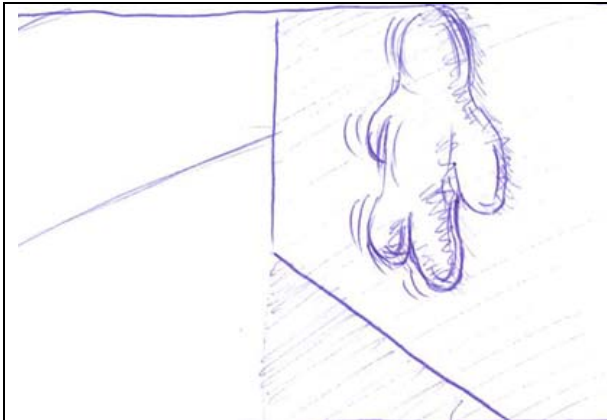
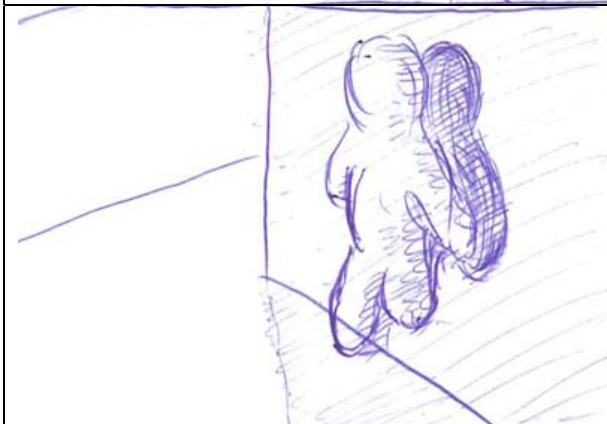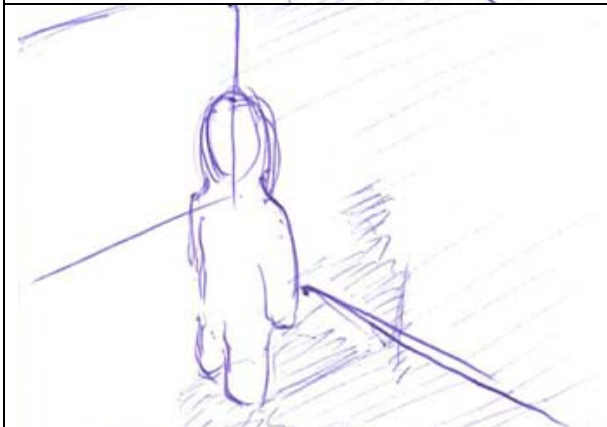|	
	He starts to draw something with a stone picked up from the ground.
	When finished, it is a cartoon man shape. (about 1 meter tall)
	Two seconds later, the wall begins to shake a bit.

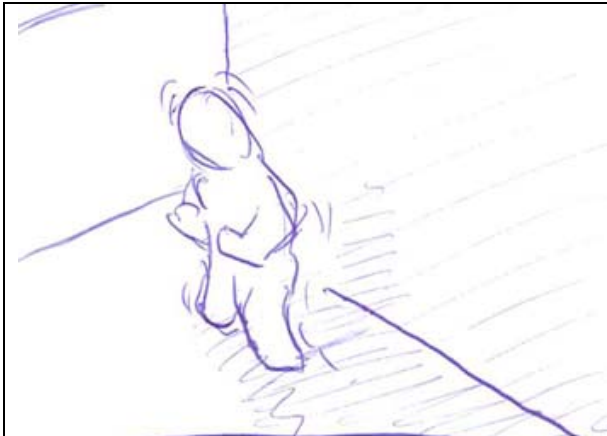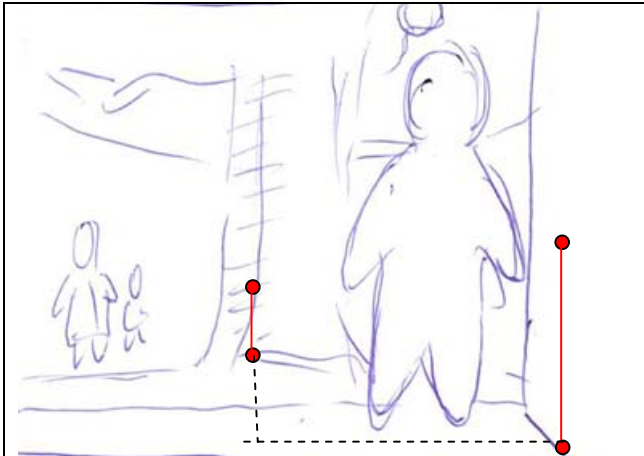|	
	A stoneman gradually comes out from the wall.
	Its right feet reaches the ground and all its body almost comes out fully.
	The stoneman fully stands on the ground.

	It begins to use some internal strength and its body is again shaking.
	Its size suddenly becomes larger (in about 3 meters high)
	(Camera view of the fully enlarged stoneman)

| | The stone man turns to the tree and warlks towards the ballon.

(In this scene, there will be some reference points placed on the wall and the tree to indicate 1 meter height.)
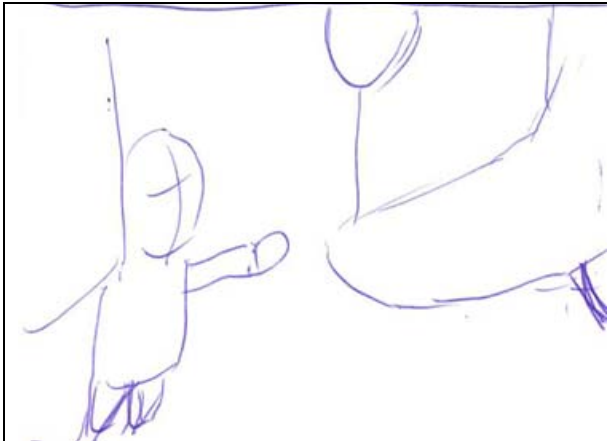
(The verticle distance of the reference points will be measured in real world.) |
| --- | --- |
| | It grabs the ballon easily with its giant hand. |
| | Then it walks to the girl. |

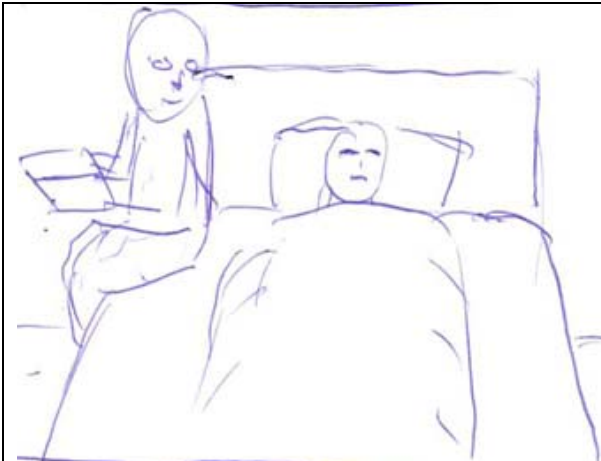|	Hands over the ballon to the girl.
	The girl grabs the ballon.
	The stoneman starts to push down its weight.
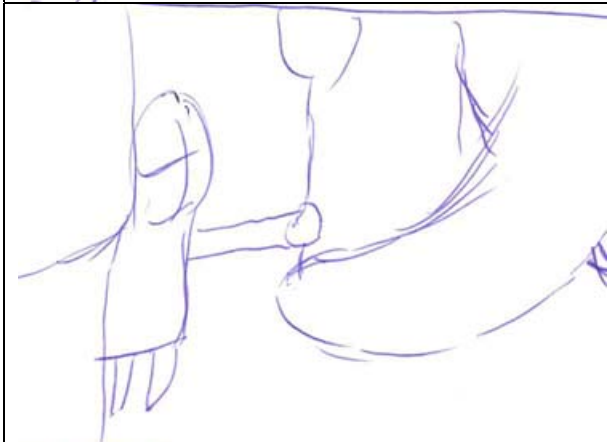
	The stoneman jumps reversely towards the wall with its face facing the sky.
	The stoneman vanishes in the wall.
	The girl askes his father: daddy, is it real?
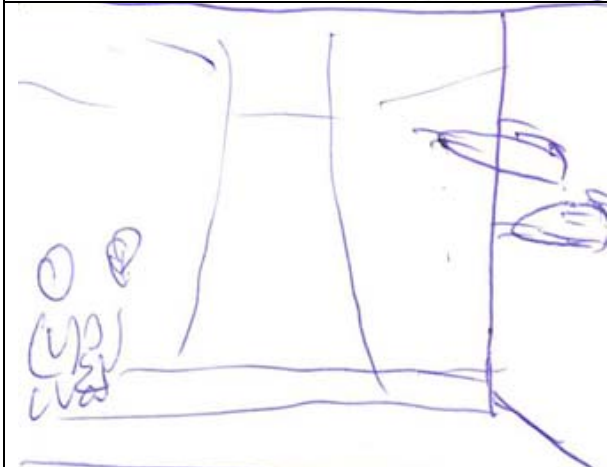
	(Camera swithes to another scene) The gril is lying on the bed and almost falling aleep. His father is sitting next to her and seems reading a book for her. "Daddy, is it real?", she askes slowly to his father. (The voice is more real than previous one) "Yes, dear. It is real…". His father replies gently.
	The girl falls into sleep. His father leaves the book on her bed and closes the light. The room becomes dark.
 The Tale of Stoneman	(Camera zooming towards the book) The name of the book "The Tale of Stoneman" is revealed.
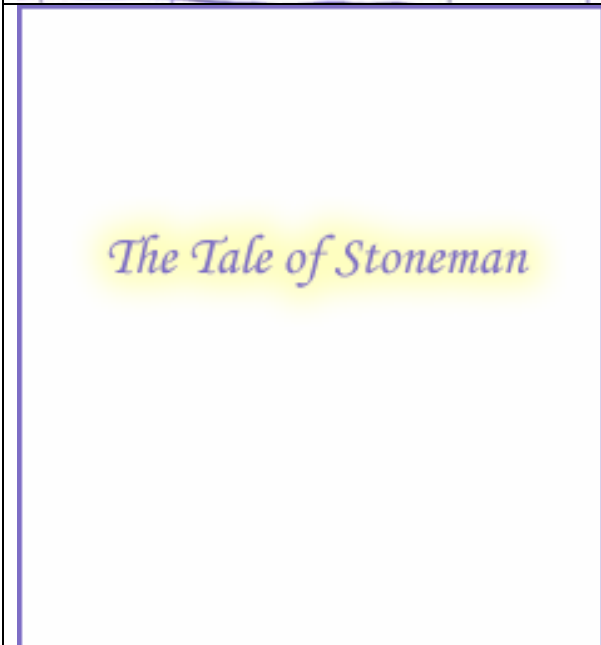
	The end
The End	

Work distribution

Member	Task Assigned
Huang Lianghong	✓ Shooting and editing video ✓ Animation of the object coming out from the wall and jumping back into the wall ✓ Digital Composition
Lee Chai Hua	✓ Shooting and editing video ✓ Digital Composition ✓ Documentation
Wang Yi	✓ Acting and directing filming ✓ Object design and modeling ✓ Animation of picking up and handing over ballon

What has been done

Create new storyboard
A new storyboard about the stoneman has been created.

Modeling

Some sketching of how the stoneman should looks like.
Learning how to build man-shape object and how to link IA bones in 3DS Max.

Learn After Effects and Match Moving Technique
As we are new to these tools, we have spent some times to acquire the knowledge of these techniques.

Challenges of the project

Making the interaction between stoneman and human will be quite challenging and to make the stoneman come out from the wall more realistic is also difficult.

Project Risk

Due to the tight schedule and replanning of the storyboard, our project is slightly delayed from the schedule. However, we will work harder in order to catch up our schedule.

Revised Schedule

Timeline	Task	Status
Week 5	Brainstorm and list out the project ideas	Completed
Week 6	Decide the project topic, finalize and submit project proposal	Completed
Week 7	Plan our new object model and redesigned the story. Feasibility study and research on the available technique.	Rescheduled
Week 8	Prepare first project progress report, finalized the new storyboard. Start filming and Modeling.	In Progress
Week 9	Rough Model of the stoneman. Video editing, compositing and adding special effect.	
Week 10	Matchmove editing, compositing and adding special effect.	
Week 11	Video editing, special effect and prepare second project progress report	
Week 12	Create making of video, finish all related video effects and documentation.	
Week 13	Project presentation and submission. Task accomplished.	