

CS5245  
Vision and Graphics for Special Effects  
Progress Report 1

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### **Changes and updates to project plan**

Up until the date of writing this document, there are not many significant changes made to our initial proposal. We have managed to film all the scenes that we have drawn in the storyboard. However, we may choose to remove some of these scenes that are of lesser relevance and do not contribute very significantly towards the overall plot. This was so as it was commented earlier on our proposal that the builds up to our special effect is too long, hence the need to shorten the clip.

Another possible change that we may undertake is the scene with the special effect of having the bullet flying past the camera. We have encountered some problems with Match Move in executing the effects and may have to plan for a slight change to it. This will further be elaborated in the coming sections.

## What have been done

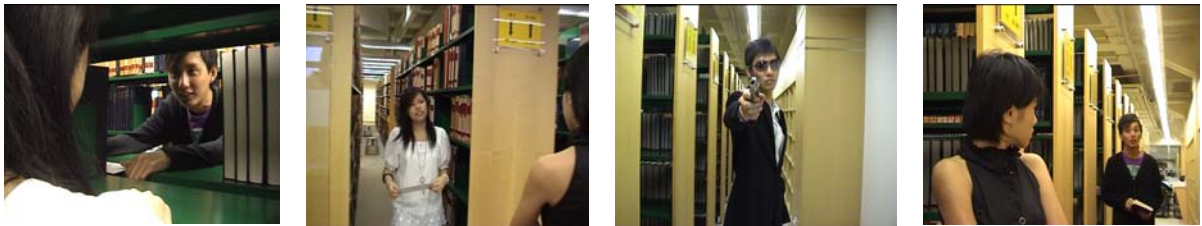
### 1. Scene surveying

We have actually done the locations scouting and scenes survey before we begin to draft out the storyboard. This step was necessary as we had foreseen that a lot of problems could arise if we are unable to get a suitable location to film even just one of our scenes.

One such probable problem could be spending a lot of time on scouting for more locations and doing more scenes surveys. Another could be the ability to find a suitable location after all that may result in changes to be made to the storyboard. As a result of such precaution, we are able to execute our filming smoothly later on.

### 2. Video filming

As we had relevant experience in filming from another module, we did not encounter many problems with the shooting. The shooting was smooth and we have taken only 3 hours to finish the shooting. We had already known all the exact locations and the camera angles for each scene as we are drawing up the storyboard.

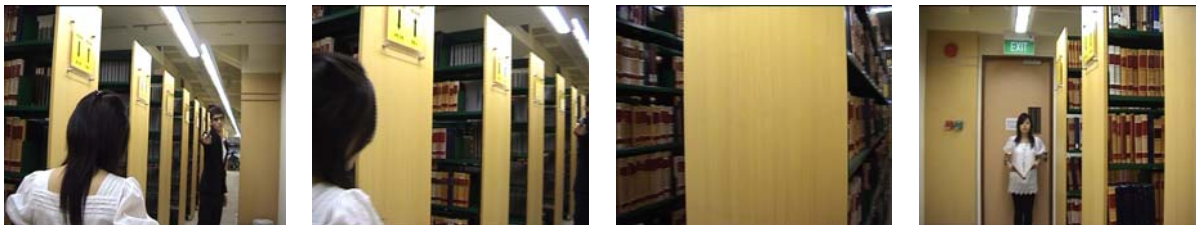


Some scenes from what we have filmed so far

### 3. Match moving

We have extracted the path that the camera is supposed to take in the special effect scene and have exported it into Maya. This is the scene where the bullet is supposed to fly out of the pistol, past the camera and towards the female lead.

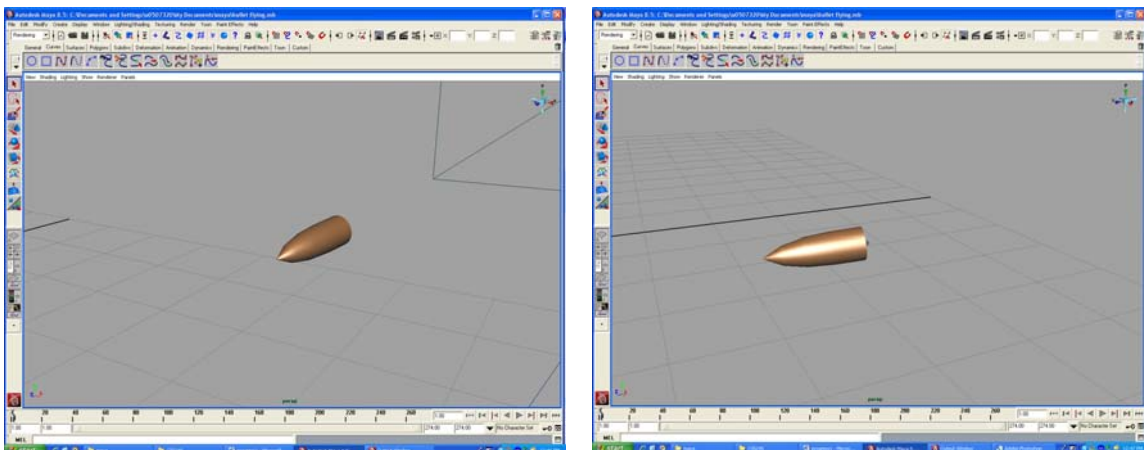
The effect is achieved by using Match Move in the first step to extract the motion path to Maya and then animating the bullet in Maya in the second step. The usage of Match Move is essential as we have to match the animating bullet with the background scene to make the whole effect one realistic shot.



A rough feel of how the camera is supposed to move and pan in this special effect scene

### 4. Modeling

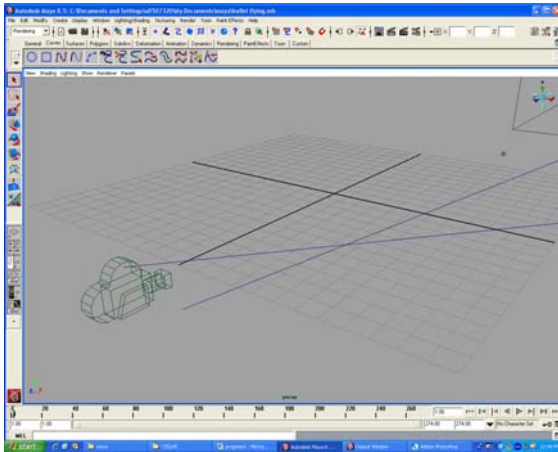
We have attempted to model the bullet to one that is almost identical to that of a real bullet. This was done in Maya by first drawing out a cone before tweaking its curves and shapes it to that of a bullet. The next step was to tint the bullet with golden colour and then adjust the shininess properties of the polygon to achieve that metallic feel.



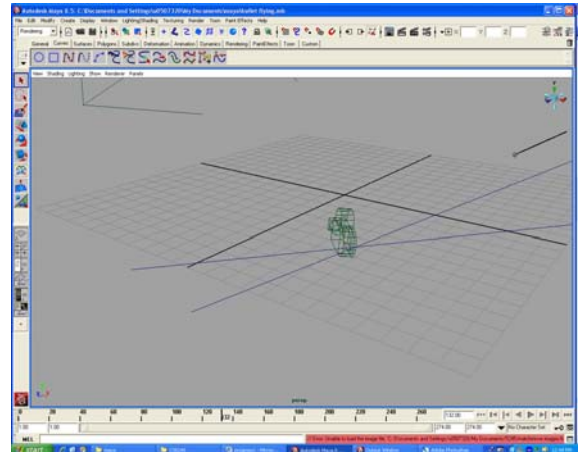
Two different angles of the bullet

## 5. Animation of bullet

We are beginning to attempt to animate the bullet flying out from the pistol. Up till now, we have been trying to place the bullet at the right location and are only able to match the location of the bullet to the pistol using Adobe After Effects.



As the bullet animate, the camera will shift its position accordingly



The final location that the camera will end up at the end of the scene

## 6. Major effect: Walking through wall using Adobe After Effects

We have also attempted to do the necessary compositions and editing to showcase our major effect, which is the female lead walking through a wall to dodge a homing bullet. As we are still experimenting the keying values and attributes, the 1<sup>st</sup> draft did not turn out too well, with exposed pixels distributed randomly in the scene.



Background for the effect where the female lead will be composite on top of it



Female lead falling backward with the blue screen behind



After the female lead was supposed to fall into and behind the door

## **Difficulties and proposed solutions**

### 1. Getting permits

We had encountered some difficulties with our progress so far. The first was to apply for a permit to film in the central library. We are only allowed after several meetings with the library personnel and are only allowed a maximum of 30 minutes in crowded locations have to safeguard the interest of other users of the library. After some discussion, we managed to get the permit with a longer shooting time at a less crowded place, a factor that we took into consideration when surveying for locations.

### 2. Realism of bullet

The modeling of the bullet takes up a significant time. Beside constructing the shape of the bullet and mapping the texture of the bullet to make it realistic, we still have to match the lighting of the library to the bullet to make it even more realistic as the bullet is traveling.

### 3. Match moving

The match moving is the first part so far that we have encountered a major setback. As we had forgotten to paste blacking masking tape in the library to facilitate this process, the motion path that we have extracted is not entirely up to our expectation. We are unable to extract the whole motion path as there is not enough information halfway into the scene where there is a huge proportion of the scene covered up by the sides of the bookshelves.

However, the first half of the motion path is still generally of good quality as the path was distinctly clear and not shaky. We had tried alternatives method to extract the second half of the motion path by splitting the whole scene of 274 frames into two in hope to retrieve the motion path of the second half but were not fruitful. As such, we have decided to use the first half of the scene for our video, much to our regret.

### 4. Major effect: Walking through wall using Adobe After Effects

As there are complications to the shadows and smooth transition of the female lead into the wall, we might need to refilm the scene should we not able to achieve a decent effect from our shot clips.