

# Project Progress Report

Presented to

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A/Prof. Leow Wee Kheng

**Project Title**     *Easy come, Easy go.*

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## 1. The Effect

The effects will feature the 3D model car flies into the air through a wall and the people were left over.

## 2. Implementation

- Step 1: A 3D car modeled by Maya or Carrara.
- Step 2: Embed the car into the real scene. Then actor walks towards and sits in the car done by Final Cut Studio.
- Step 3: The car goes through the wall and flies into the air by Final Cut Studio.

## 3. Screenshots



**Figure 1: A guy drawing a picture of sport car**



**Figure 2: 3D sport car appears in his eye**



**Figure 3: The sport car appears in front of his eyes**



**Figure 4: The guy interacts with the virtual car**



**Figure 5** The virtual car goes straight to the wall and flee from the guy



**Figure 6** Virtual car will come out from the wall and fly in the sky

## 4. Work Distribution

Kelly: 3D car modeling and animation, texturing, matching movie.

Jerry: Real scene shooting and acting, integration of 3D animation with real scene.

Viknesh: Real scene shooting and acting, rigging, removal of background objects.

## 5. Project Schedule

Week	Date	Content	Plan	Deadlines	Completed (%)
1	17 Jan	Course briefing, Introduction			
2	24 Jan	Storyboarding Camera			
3	31 Jan	Lighting Digital Compositing		Form project team	
4	7 Feb	Chinese New Year holiday	Discussed and came up with project idea		100%
5	14 Feb	Digital Compositing	Finalize idea and wrote project proposal		100%
6	21 Feb	Matchmoving Matching Visual Elements	Wrote project proposal (cont)	Project proposal due	100%
	28 Feb	mid-semester break	Built up a detailed story board and did shooting (first draft)		100%
7	6 Mar	Matching Visual Elements Theory of Matting	Discussed how to put CG object to the shot screen and modeling of 3D car		50%
8	13 Mar	2D Image Morphing	Enhancing on modelling of 3D car, enhance the content of the movie clip by adding some creativity ideas	Project progress report 1 due	50%
9	20 Mar	3D Object Morphing	Animation of car (final) Match-moving (final) Dust/Fire effects	Critique Presentation 1	In progress
10	27 Mar	Texture Synthesis Inpainting	Rendering of 3D car complete Integration of 3D car with real scene with dust/fire effects		In progress
11	3 Apr	Color Transfer Match Illumination	Video producing and checking Redo of the filming of footage where necessary	Project progress report 2 due Critique Presentation 2	In progress
12	10 Apr	Video Effects	Further approve of the video effect		In progress
13	17 Apr	Additional topics	Submission	Project Presentation	In progress

## 6. Difficulties remaining and resolutions:

### 1. Problem 1:

The team encounters a challenge of modelling a car and put that virtual car object into the real environment. To make the car looks real we need to render the car in detail and with correct colour as well as illumination. As the character walks around the car, his shadow need to be reflected as well as some interaction between him and the car needed to be in place. Making the virtual car look real is a challenge.

#### **Proposed Solution:**

The team will analyze carefully the source light and light direction as well as the colour of the screen shot to make virtual car more real.

The team also do some simulation on the reflection of character's shadow on real car and apply it on our virtual car.

### 2. Problem 2:

To make the movie more interesting, the team intends to put in fire and smoke which come out from our car. This is another challenge and maybe time consuming. But the team decide to move on with this.

#### **Proposed Solution:**

Team assign team member to research on fire and smoke technique.

### 3. Problem 3:

Another tricky part is when car comes out from the wall and flies in the air. Our camera will rotate following the flying car. Therefore, finding the relative movement between our car and the camera is a challenge

#### **Proposed Solution:**

Match-moving technique will be analyzed thoroughly to apply in creating the effect

### 4. Problem 4:

Look at the whole clip, assuming that the special effect is nicely done, the content of the clip is still not really interesting. After seeing car flying in the air, the audience may ask "What's next ?", "What's is the morale of the story". The content of the clip is not yet interesting

#### **Proposed Solution:**

The team will keep on thinking to improve the clip content, some ideas need to be generated to create surprising ending.