

Project Proposal

Presented to

A/Prof. Leow Wee Kheng

National University of Singapore
School of Computing
CS5245 Vision & Graphics for Special Effects

Project Title *Easy come, Easy go.*

Project Team Yang Chen, Kelly (HT065794W)
 Nguyen Ha Trung, Jerry (HT052435E)
 Viknesh Kumar Muniandy (U041799R)

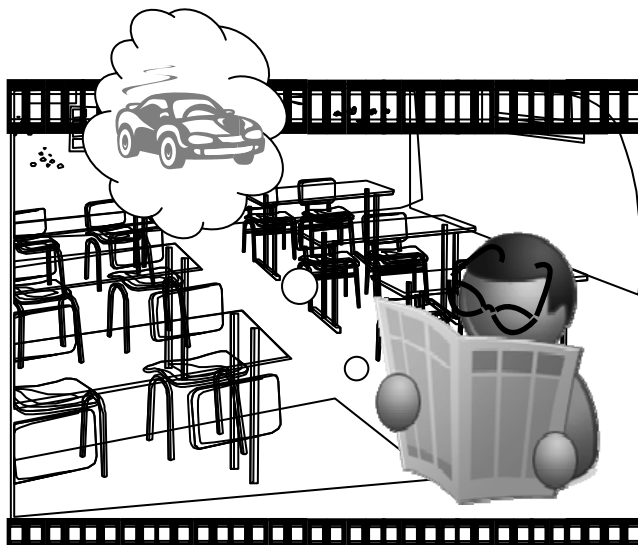
The Effect

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

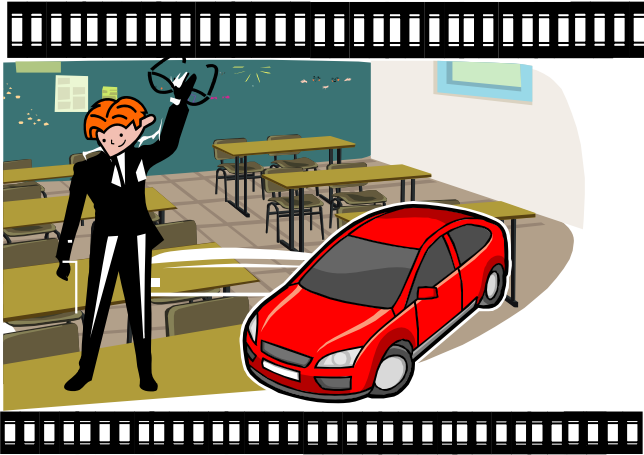
Implementation

- 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.

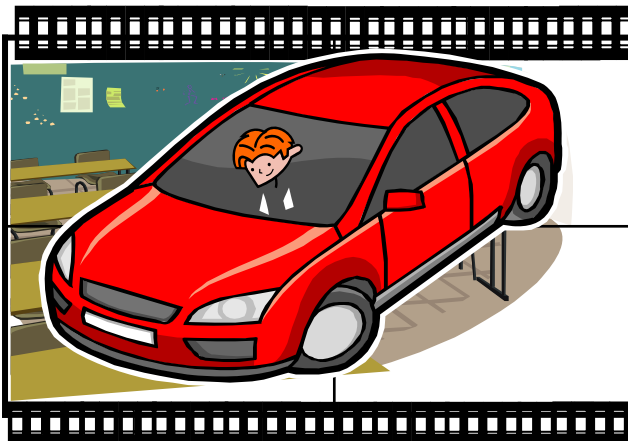
Story Board



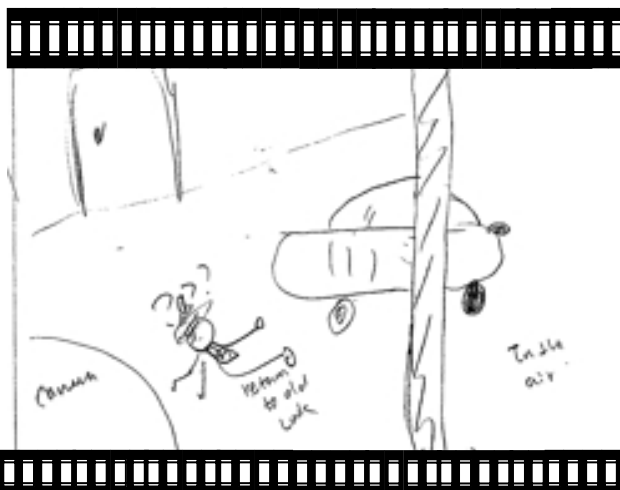
1. Camera shooting: A young guy in a classroom reading a luxury car magazine. The car on the page is reflected on his glass. He is imaging his good life (special effect). The whole picture is grey-scale.



2. Camera shooting: A luxury car (3d) appears in front of him. He's suddenly change to a nice suit and throws away his lenses. He is very happy to see all this happenings. The whole picture becomes colorful(changing from grey-scale)



3. Camera shooting: zoom in to shoot his happy facial expressions. Try different angle to shoot and combine in one picture. He gives order to the car to go outside (by scripts).



5. Camera shooting: The car directly runs into the wall. And he is left over outside. Outside of the building view, the car comes out of the wall. Observers screaming.

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.

Project Schedule

Timeline	Milestones
Week 6	Project Proposal
MB	Modeling of car Prepare rigs Filming of footage Environmental objects removal (practice and draft)
Week 8 6 Mar	Animation of car (draft) Match-moving (practice and draft) Environmental objects removal (final)
Week 9	Animation of car (final) Match-moving (final) Dust/Fire effects
Week 10	Rendering of 3D car complete Integration of 3D car with real scene with dust/fire effects
Week 11	Video producing and checking Redo of the filming of footage where necessary
Week 12	Further approve of the video effect
Week 13	Submission