Effect Review

Main effects that we try to demonstrate are:

- 3D morphing: make a 3D hand to deform into many shapes and later become a skeleton.
- Real object interaction:
  - The 3D hand moves along with the 2D arm.
  - The 3D hand holds the 2D door handle.

Works have been done

1. The 3D hand

Finish texturing the 3D hand with real human hand texture.
2. **The 3D skeleton**

Finish splitting the 3D skeleton model and building a join system for it.

![3D skeleton model](image)

3. **The morphing effect**

We find a method to implement the morphing after trying some different techniques.
Need to do some more model modification.

4. **Matching**

We already match the movement of the arm with the join structure. So, we can attach the morphing hand or skeleton to the join anytime to have a matched movement.
5. Environment

We build the environment to match the movement of the hand with the door handle.

Works need to be done

- Complete the morphing effects
- Bind the morphing hand to the join to render out.
- Render the CG object into image sequences.
- Integrate CG image sequences into real footage and adjust color and noise.
- Edit and add background music.