



# **CS5245 Vision & Graphics for Special Effects**

## **Project Progress Update 1**

Story title: Land of the Wolves

Done by:

Bai Qingfeng

Chua Wah Soon

Liu Peng

# Project Progress Update 1

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## Changes and update of story plot:

After taking in comments suggested on our Project Proposal, we have added an introduction and a purpose to explain the events that happened in the story. The humans are given names too, in view of the growing richness in the story plot's content. Here is the updated story plot:

Leon and Steve are on a mission to recover a precious treasure from the island of Kijuju. They have managed to locate and retrieve the treasure, and are making their way out of the island when other creatures spotted the item they possess and chased after them. The creatures wanted very much to gain possession of the treasure too.

Leon and Steve are trying to find an escape route from the island, as well as evade from the wolf-like creatures. They are moving into a deserted alley when they suddenly hear running steps behind them. They turn around to look, but see nothing. Suddenly, a creature leapt on them from the front and caught Steve, pinning him to the ground. A fierce fight ensued. Steve tries to shake his hand off the creature's mouth bite, but it causes the creature to bite harder. He screams in pain but persists on. Just at this moment, he takes his knife out to stab it. The creature senses danger and backs off at the last moment. It then lands a series of punches on him, and turns around to do a hind kick on him. Steve is thrown further onto the ground. The creature gives no chance and pounces on him again. Just at this instant, Leon shoots at it squarely on the body and it disappears into smoke. He then proceeds to help Steve up, but at this moment, they realize that a whole army of creatures have gathered behind them, ready to make the kill. Staring hopelessly at the salivating creatures, Leon sees an oil drum at the side of the alley's wall. He shouts to Steve to shoot at the oil drum and empties his ammunition on it too. The oil drum explodes and a huge fireball consumes everything in its path, sending the 2 humans flying off their feet.

After the smoke from the explosion dies down, Leon reaches into the bag containing the treasure and takes out a can of Pepsi. In actual fact, the precious treasure are the Pepsi cans hidden in their bags. Opening the can, he drinks it in relieve and delight.

Unlike usual commercials where the brand name would be displayed, or colour schemes of the brand would be used right from the beginning of the video, we refrain from using them until the end of the video, when the actor takes out the Pepsi can from his bag. It is hoped that an element of surprise would be achieved, and to provide viewers a closure to the events that occurred.

## Tasks completed:

We have finalized on the location where we would be shooting the video, and have recorded some sample footages for testing purposes. Due to the rain which occurred in the middle of our trial shooting, we have to choose a sheltered environment to film. Animation and interaction of the CG character with the human is also tested out to see how well it can be done, and what parts can be improved, in terms of the camera angle as well as the placement of the human in the scene. The video footages can be viewed at: [www.comp.nus.edu.sg/~cws07/cs5245/projIndex.html](http://www.comp.nus.edu.sg/~cws07/cs5245/projIndex.html)

## Tasks performed by each member:

*Bai Qingfeng:*

Modeled the CG character, including texture mapping and other finer details of the character's appearance. Took part in the acting during the video shooting. Purchased a mock M16 rifle for the video production.

*Chua Wah Soon:*

Updated the storyline, cameraman for the video shooting. Sorted through the video footage taken and decides which is to be used for display. Blending of the live footage scenes with the CG enhanced scenes.

*Liu Peng:*

Rigging and animating of the CG character. Animating the character to interact with the human properly in the CG enhanced scenes.

## Difficulties encountered, and solution plan

Getting the animation on Maya to fit seamlessly with the human character is a huge difficulty indeed. Much time and effort has to be spent to make it as nice and real as possible. There are certain scenes which we realized that having green screen in place would make the job of digital compositing easier. Hence, we need to re-shoot some of the scenes. Unexpected weather changes caused the video shooting to pause too. Time

constraint of working on this project due to the many submission deadlines from other modules is also another difficulty we need to juggle with.

At the current moment, our solution would be to plan properly and allocate at least half a day entirely on filming, in case of wet weather situations. We are also considering of borrowing green screens for use in the necessary scenes.

## **Remaining work**

The remaining work now is to shoot the video to its complete end, and continue with the digital compositing and CG character animation and interaction immediately. After that, we will combine the scenes together and play it through, and edit any parts if necessary so as to achieve a seamless realistic effect.