

CS5245 – VISION & GRAPHICS FOR SPECIAL EFFECTS

PROJECT PROPOSAL

Title of effect video

- **Out of Control**

Project team members

- Chen Ling Wei U065170E
- Tan Rei Wen Alex U065359M
- Wang Kai U065179J

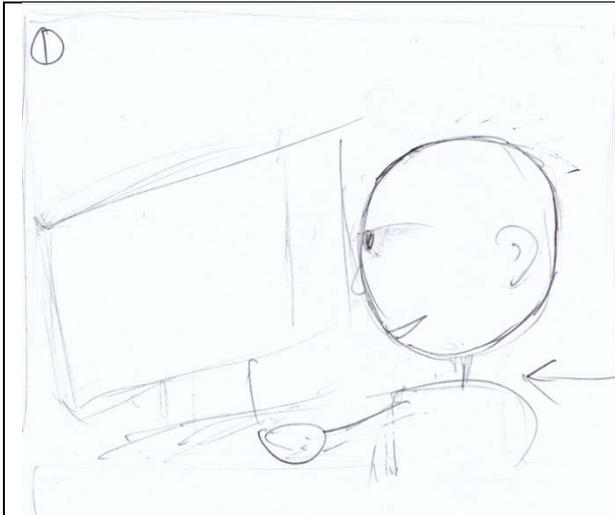
The Effect

- A missile exploding on the ground, forming a huge crater, followed by passers-by walking close to the crater to take a look.
- We plan to make this effect as realistic as possible.

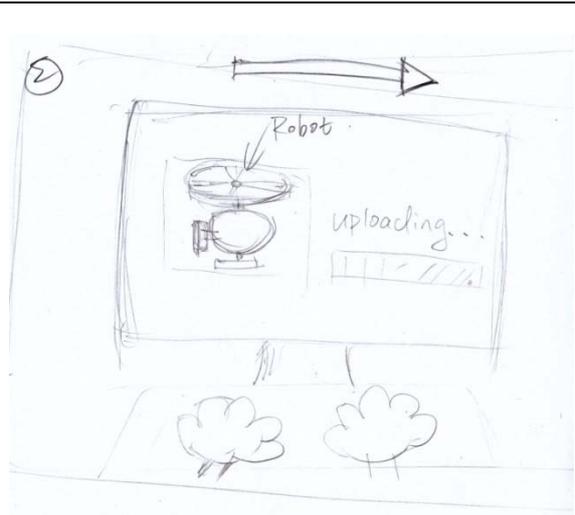
The Story

A flying drone got out of control during an experiment, and started firing wildly at people on the streets. The military was informed and a helicopter was sent to destroy the rogue drone. After a short period of combat between the helicopter and the drone, a missile was launched and it exploded near the drone, resulting in a huge crater on the ground. The drone was presumably destroyed....

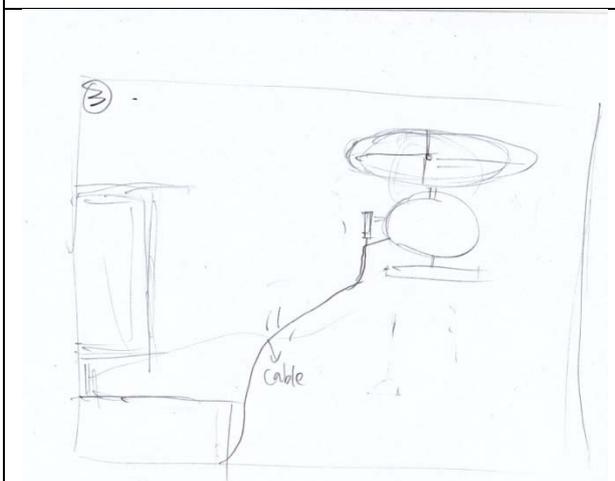
The Storyboard



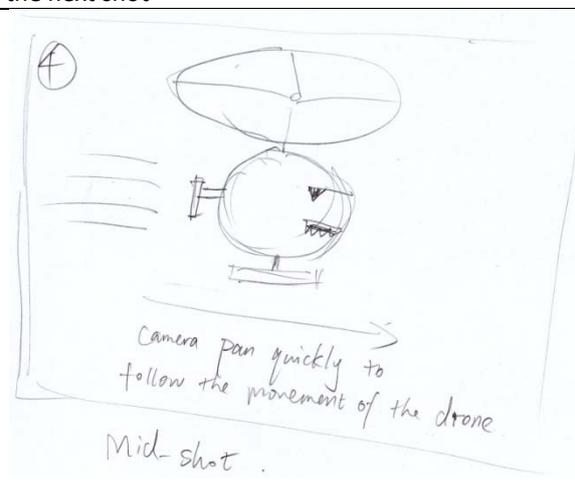
1. Close-up shot from the side of the actor.



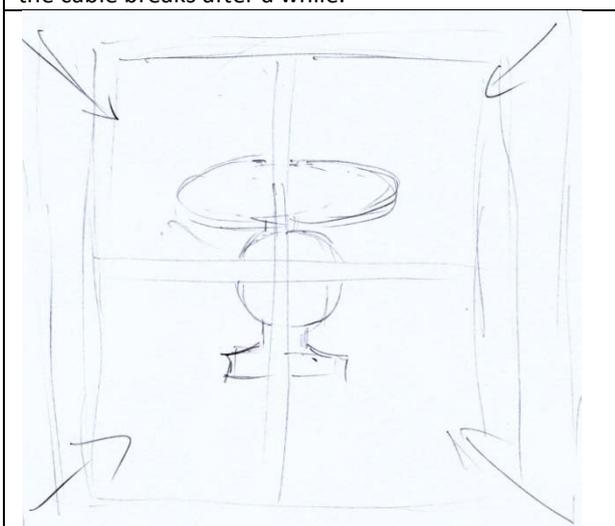
2. Close-up shot from the perspective of the actor. After a while, the camera rotate to the right to enter the next shot



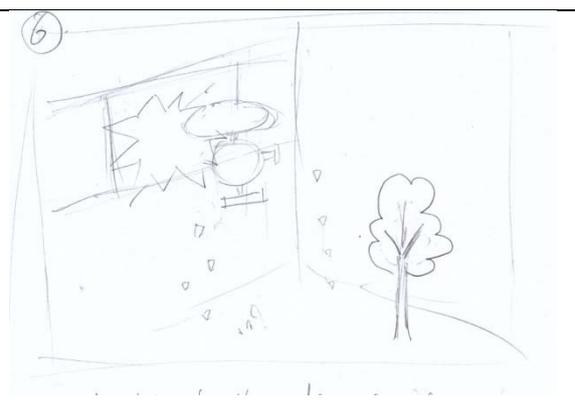
3. Mid-shot. Still from the perspective of the actor. The flying drone are flying wildly up and down and the cable breaks after a while.



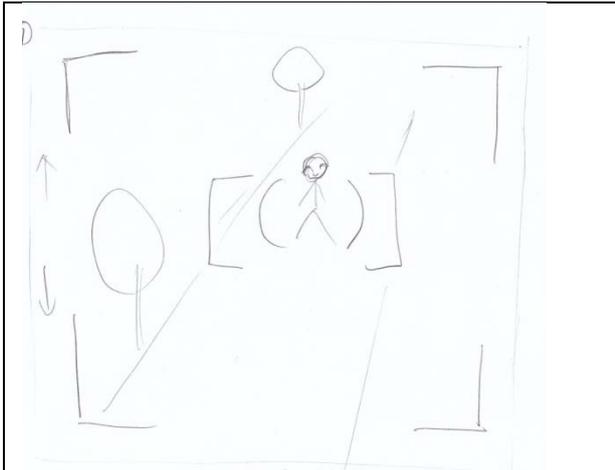
4. Mid-shot. Camera pans quickly to follow the movement of the drone



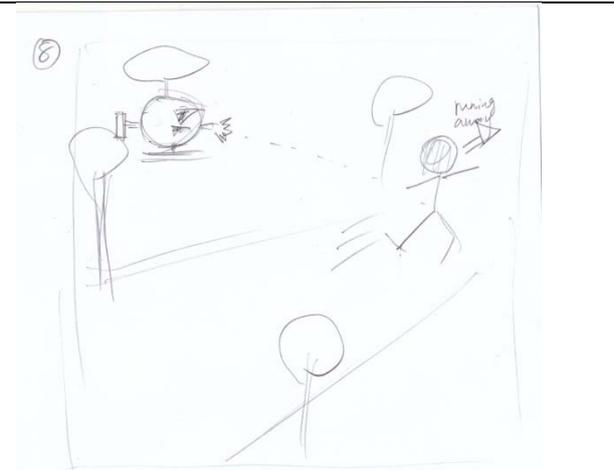
5. Shot from outside of the window, zoom in to see the drone rushing to the window



6. Cut to outside. Wide angle shot of the drone coming out of the building window



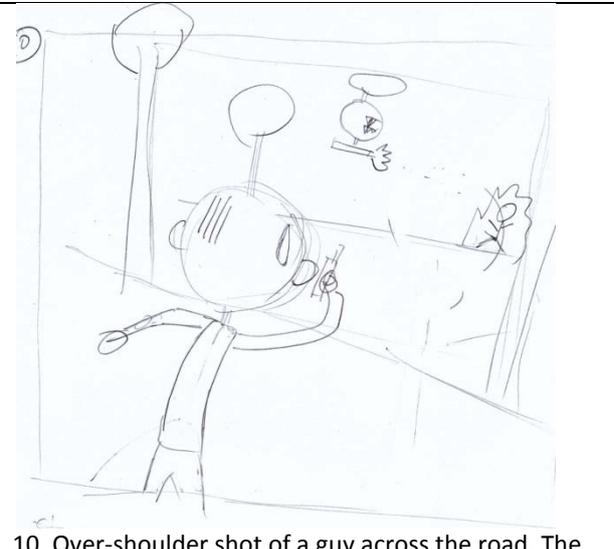
7. Shot from the perspective of the drone. Shot from a higher angle and looking down. Camera moves up and down to simulate the shakiness of the drone.



8. Mid-shot with some angle.



9. Shot from the front of the running people. The man caught on fire.



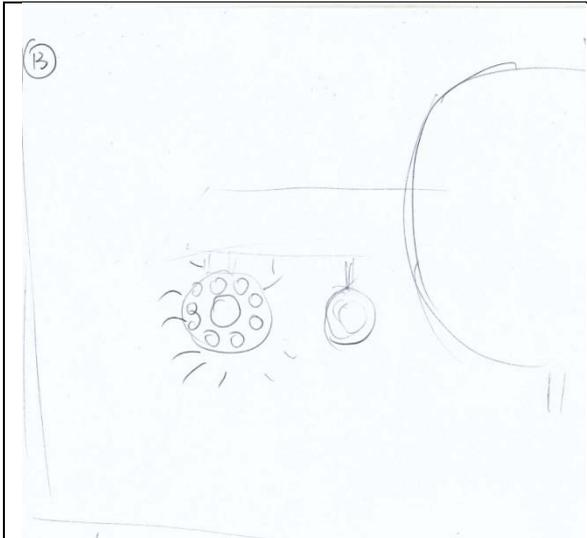
10. Over-shoulder shot of a guy across the road. The guy is calling police for help.



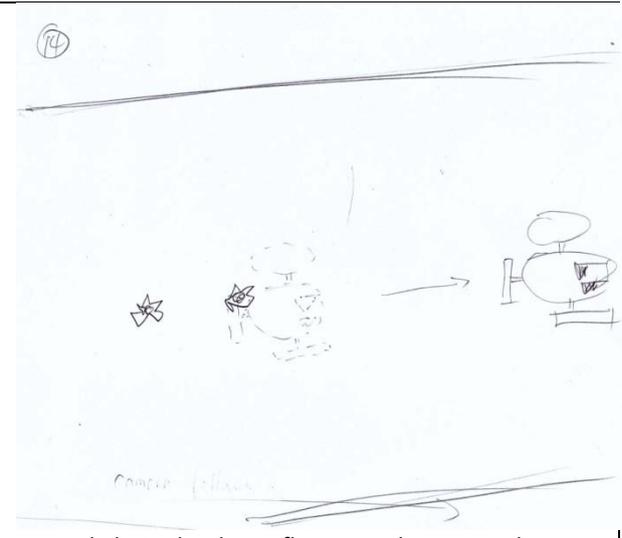
11. Close-up shot of the guy.



12. Wide-angle shot. A helicopter is flying towards and above the camera.



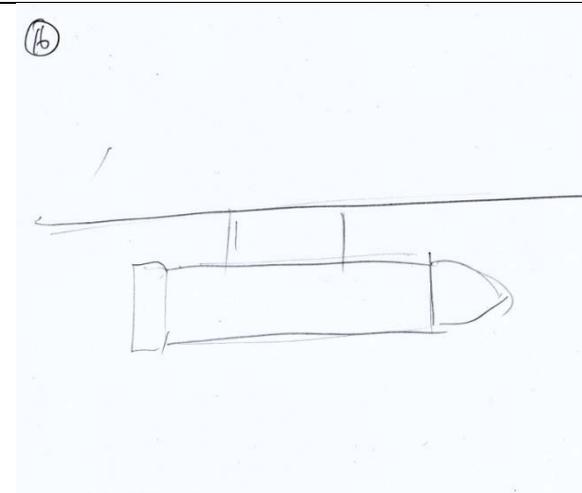
13. Close-up shot of one machine gun of the helicopter.



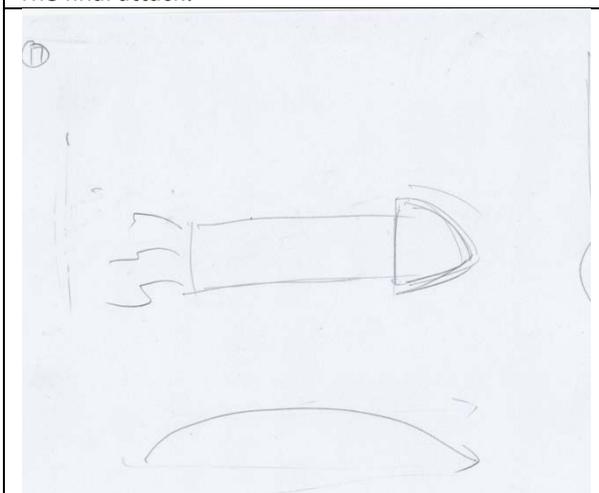
14. Mid-shot. The drone fly across the screen, leaving a trail of bullet holes behind.



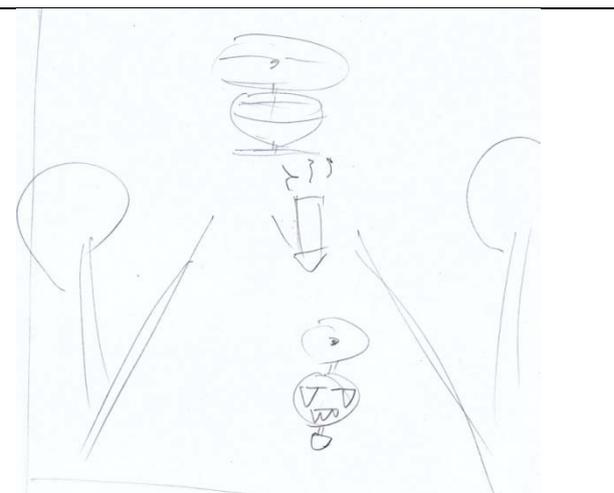
15. Wide angle shot. Two chops facing each other. The final attack!



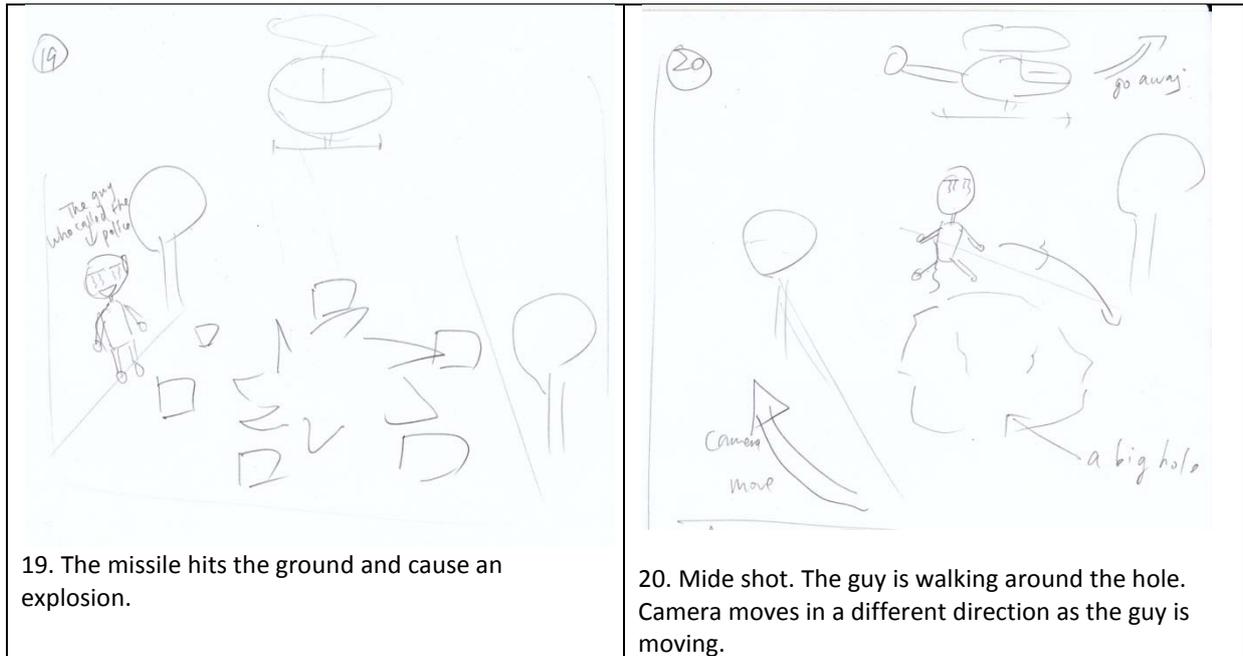
16. Close up shot of the helicopter's missile.



17. Pan the camera to follow the missile. In slow motion.



18. Shot in front of the drone trying to avoid the missile.



Production ideas

Visual Elements Needed:

- Using 3D models of the helicopter, flying drone, missiles and crater to produce our effects.
- 2D Bullet hole images used to simulate bullet holes on objects.
- Using explosion elements for effects.

How to create visual elements:

- Complex models of helicopter, drone and missiles available on the internet are used due to time constrains. However, customized animations and textures of the above models will be created by us.
- Crater model will be created and textured by us using Maya.
- 2D bullet hole images are sourced from the internet and modified in Photoshop by us to make it blend into the scene properly.
- Explosive elements will be created in Maya and After Effects using particle effects.

How to put the visual elements together:

- Tracking software such as Matchmover Pro will be used to blend the 3D elements into the real world.
- After Effects will be used for composition of different elements.

Roles of team members

Task	Chen Ling Wei	Tan Rei Wen Alex	Wang Kai
Filming	√	√	√

Editing and Compositing	√	√	√
Modelling and texturing	√	√	√
Acting	√	√	√

Production plan/schedule

No.	Week	Task
1	Recess Week	Submission of Video Proposal
2	6	Finalization of filming techniques and casting
3	7	Starting of Filming Editing of filmed scenes Preparation of 3D models and textures
4	8	Editing and compositing of scenes Preparation of 3D models and textures
5	9	Editing and compositing of scenes Preparation of 3D models and textures Submission of Project Update Report 1
6	10	Editing and compositing of scenes
7	11	Editing and compositing of scenes Production of "The making of" video
8	12	Addition of Sound effects Final fine-tuning of video Creation of presentation slides Submission of Project Update Report 2

9	13	Presentation and Final Submission

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