

NATIONAL UNIVERSITY OF SINGAPORE

School of Computing



CS5245 Vision and Graphics for Special Effects

Project Proposal

Session: Semester II, 2009/2010

A. Project details

Title:

Cleaner cleaned

Team members:

- | | | | |
|---|-----------------|----------|---------------------|
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Special effects:

- Match moving, CGI and explosions (main effects)

The Story:

The video clip is a sequel to Hunter Hunted. After every mission, the so-called Hunters often leave a big mess behind them. For the purpose of keep the organization safe and secret, the Hunter Hunted had to have a cleanup team themselves, a highly equipped team for the purpose of cleaning the mess. This short video will talk about them, the Cleaner Cleaned.

After the mission at NUS, the Hunters almost destroyed SOC1 and COM1. The Cleaners was given 24 hours to restore COM1 to its original stat. The task was tough but for the professionals like the Cleaners, everything can be done.

The video starts with a guy relaxing in a blank place. Suddenly, he jumps up, and starts to create cubes with his bare hands. He copies the cubes and put them together to create a nice block.

Finishing with the foundation, he starts to decorate the blocks with windows and doors; he goes into each and every block to decorate and puts in chairs and tables, projectors and boards. He using a palette to paint the walls and put textures to all the objects.

Finally, he stops outside the house and start with the text "COM1: SCHOOL OF COMPUTING". He draws slowly the letters, spending a lot of time to make the board look perfect.

After everything is done, he put the whole school back to its original place before sunrise. The story will end with the scene of the guy looking at his art where students go back and forth without knowing what happened to the place.

Production technique:

Most parts of the main building (SoC COM1) are to be modeled and used in match moving process.

Particles effects such as smoke, dust, explosion, fire are used in the first scene to illustrate demolished effect.

Video Format:

The video will be shot with various 1080i & 720p cameras. The final output will be in 720p resolution (1280x720@25fps) and compressed with QuickTime codec.

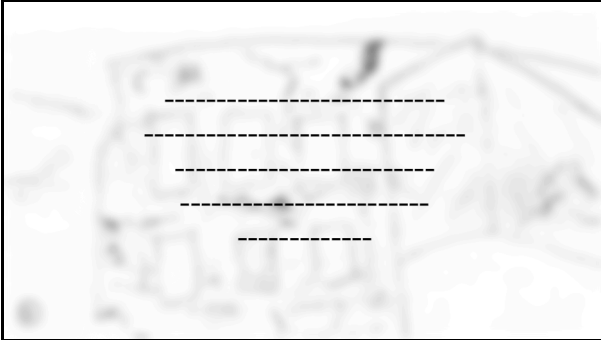
Workload distribution

	Duy	Loan	Felicia	Notes
Filming			✓	
Acting	✓	✓		
Directing	✓	✓	✓	
3D Modeling & Render		✓		
Post production	✓	✓	✓	
Special effects	✓	✓	✓	

Milestones

Week 4 (Completed)	Brainstorming of ideas & story line
Week 5 (Completed)	Storyboarding & walkthrough Initial filming & testing with camera Modeling of relevant scenes
Week 6 (CNY)	Work on details of storyline & camera movements based on the experimental footages
Week 7	Actual filming
Week 8	Initial trials of integrating building models and camera footage by match moving.
Week 9	Finalized the main special effect Addition of decorative effects Project Update 1
Week 10	Compilation of different effect clips into a continuous movie clip
Week 11	Review & polishing of individual special effects
Week 12	Post production in Adobe Premier Pro Color matching Compilation of making of video Project Update 2
Week 13	Submission & presentation

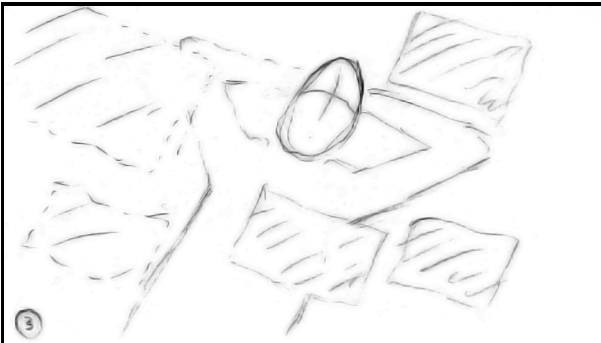
C. Storyboard

**Scene 1:**

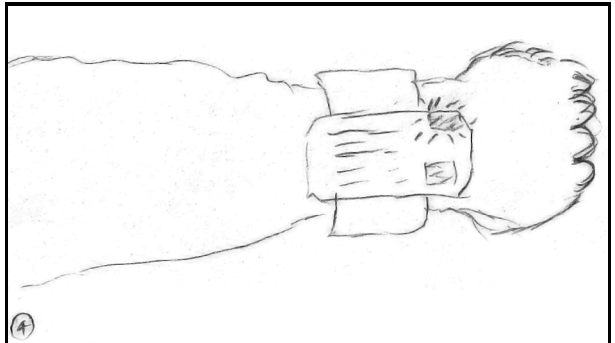
A text scene showing a short story about the Cleaners, background is a blur scene of COM1 being destroyed (Scene 2).

**Scene 2:** Wide shot

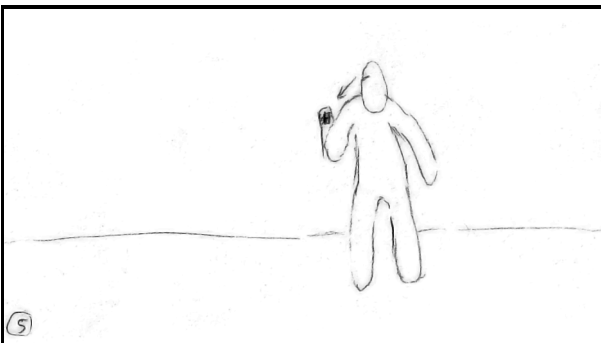
COM1 is partially destroyed. Fire, smoke and cracks are seen all over the building.

**Scene 3:** Medium shot

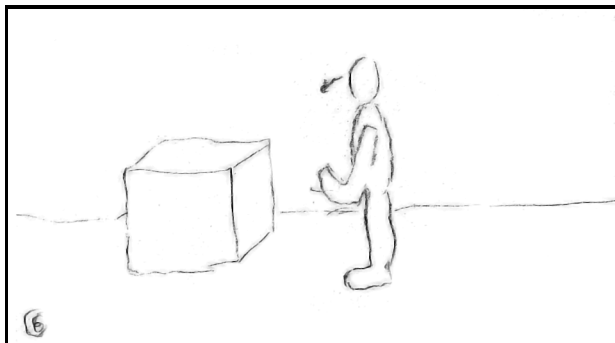
A guy lying in a blank space, playing with some virtual images floating in the air.

**Scene 4:** Medium to close up shot

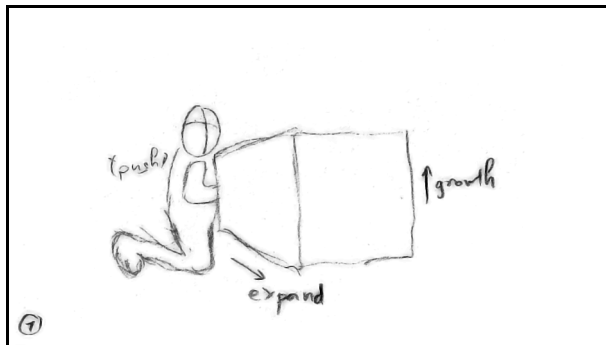
He receives a message on his wrist phone. He opens the message and floor plans of a building pop up as hologram.

**Scene 5:** Medium shot

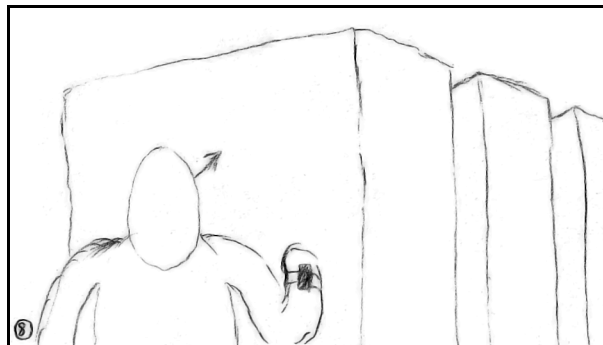
He stands up and starts activating virtual tools from his wrist watch.

**Scene 6:** Medium shot

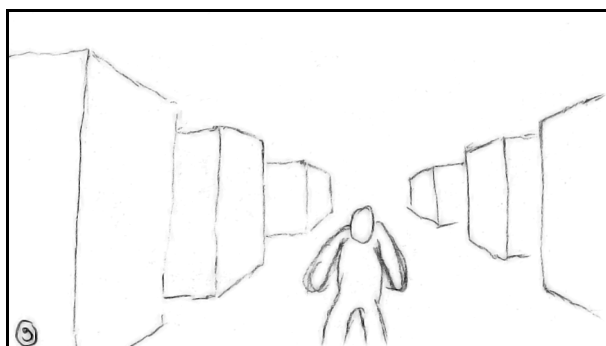
He presses some button; a white cube drops in front of him.



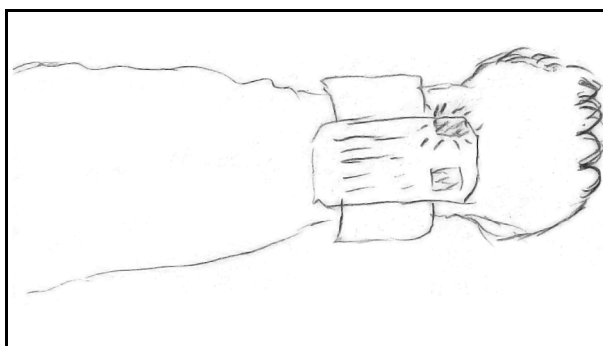
Scene 7: Wide shot
He resize the cube as desired



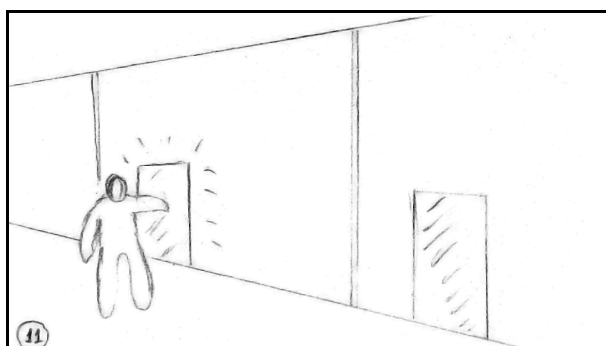
Scene 8: Wide shot
He activates another button and an array of cubes appears.



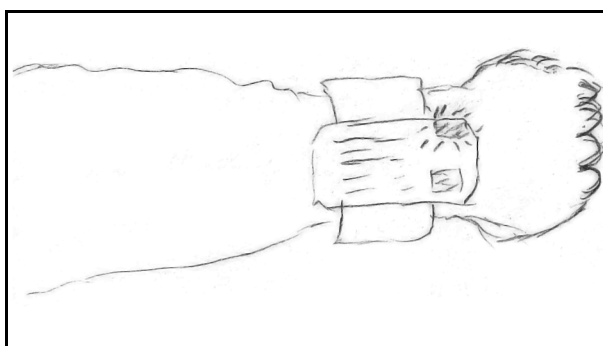
Scene 9: Wide shot
He duplicates the row of cubes to another side & creates a hallway.



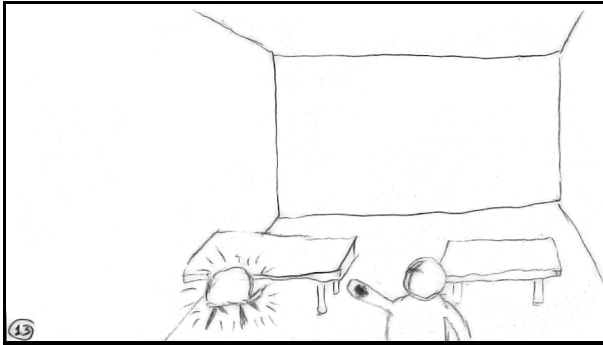
Scene 10: Close up shot
He activates door tool from the virtual interface on his wrist.



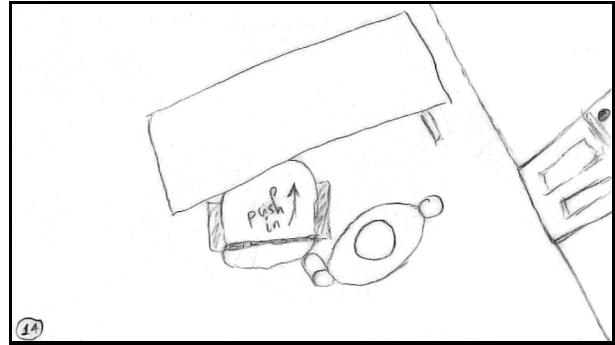
Scene 11: Wide shot
He 'paints' doors on the wall as he walks to along the hallway.



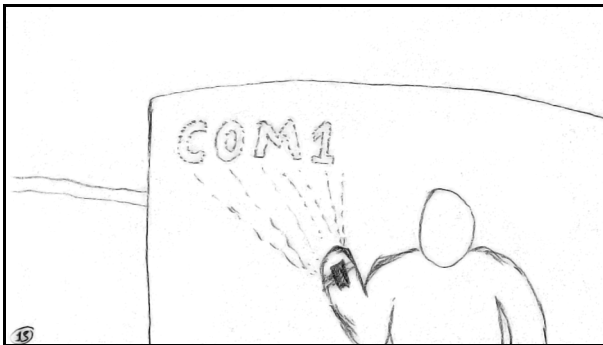
Scene 12: Medium shot
He activates furniture tool from the virtual interface on his wrist as he enter one of the rooms.



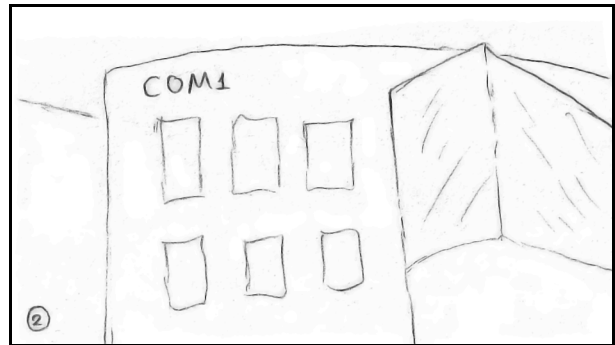
Scene 13: Wide shot
He 'throws' tables & chairs into place.



Scene 14: Medium shot, high angle
He corrects the position of a chair before leaving the room.



Scene 15: Wide shot
He went outside of the building and adds 'COM1' to the wall.



Scene 16: Wide shot
The camera zoom out to reveal all new COM1 being in its original place