

**CS4340 Digital Special Effects  
Project Progress Update 1**

**Title: My Snow Wish**

**Project team members**

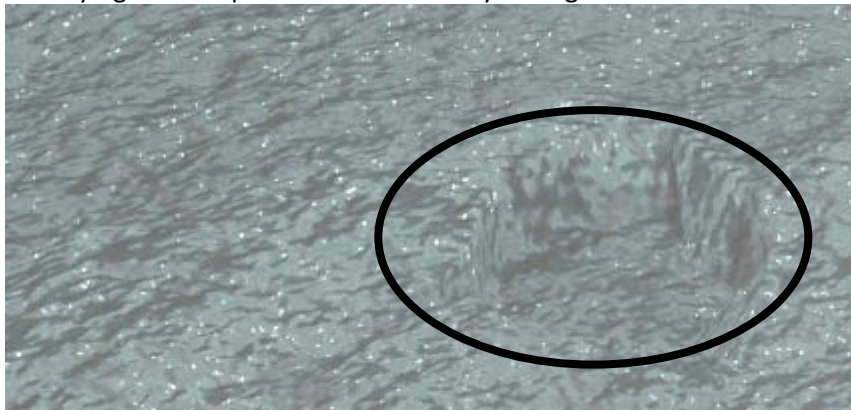
- Tan Weijian Colin (U087142Y)
- Koh Meng Hui (U080438H)
- Alicia Lee Jiayi (U086976Y)

**Changes and update of project plan, if any**

No change.

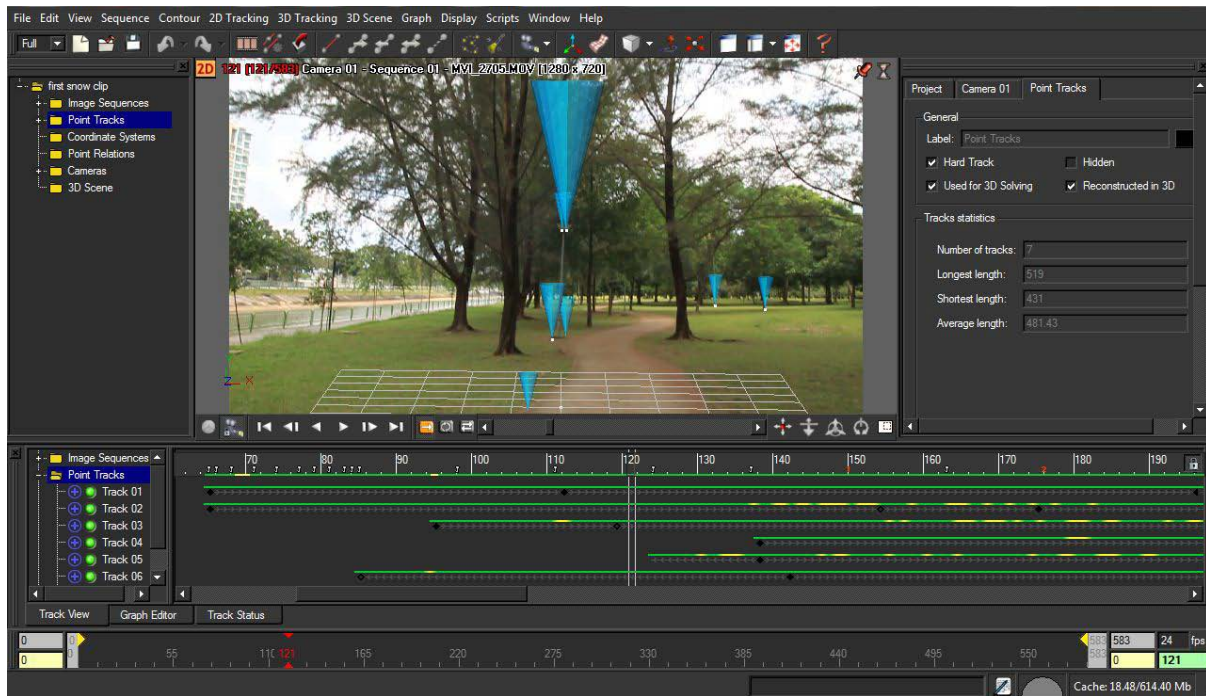
**Tasks completed**

- See attached mp4 file for sample live shots
- Initial trial animation of snow falling has been incorporated into one of the scenes.
- Trying out footprints on snow in Maya using soft bodies:



**Tasks performed by each team member**

- Snow falling (by Koh Meng Hui) in attached video
- Footprint testing (by Colin Tan)
- Matchmoving (by Alicia Lee) see below



## Difficulties encountered, and how you plan to overcome the difficulties

- Matchmoving a coordinate system is difficult in Matchmover without pre-marked positions in footage
- Maya soft bodies are hard to manipulate
- Snow does not look realistic enough: need to find correct lighting and hypershading to make snow more realistic in Maya, and use the matchmoving information to fit into the plane.
- Maya batch render is too slow (80 frames in 7 hours), so used a MEL script to render (905 frames in 12 hours).
- Need to match the camera focal length in Maya
- Exponentially increasing render times due to increase in number of particles in the scene as time passes (5 sec per frame at the start, increasing to 1min45s at the end)

## Remaining work

- Accumulation of snow on the ground and to matchmove the footprints.
- Make snow accumulate the actress' hands/head if possible
- Create throwing of snowball effect if time permits