

**CS4340 Digital Special Effects
Project Progress Update 2**

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

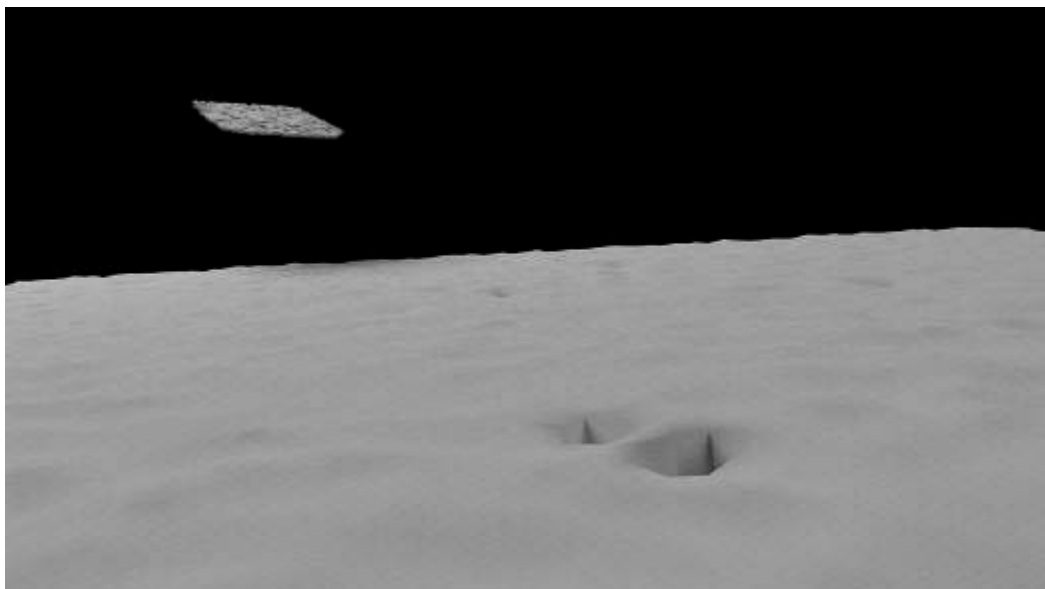
- Snow texture for footprints scene has been improved by Colin



Version 1

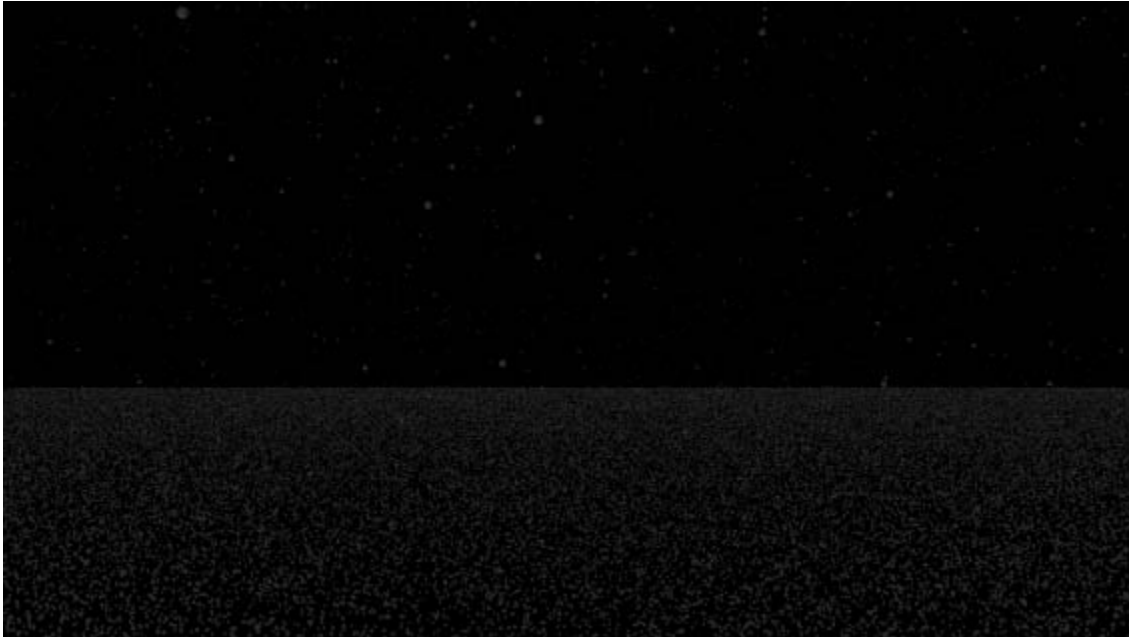


Version 2



Version 3 (Best)

- Masking of the actress has been done for the footprint scene. Now using Mocha (<http://www.imagineersystems.com/products/mochaAE>) instead of Matchmover as Mocha can do automatic roto-scoping of the mask (by Colin)
- Falling snow has been tweaked to include more particles to make it look more realistic, and to allow the floor to have more snow generated, in order to transit to the next scene, for continuity. (by Colin and Meng Hui)



- Another layer of (blurred) snow has been included, with larger particles and a blurred look to enhance the deep depth-of-field look of the scene. (by Meng Hui)



- Trying to sculpt the snowball making scene using Maya (by Alicia)

Difficulties

- Soft body of the snow ground and the rigid body of the footprints do not always interact well with Maya. Causes some problems and have to keep retrying

Remaining work

- Rendering the footprints scene (may take hours)
- Masking the character in the other scene if needed
- Combining and editing all the work together in After Effects and Premiere, add some colour grading/correction
- Creating The Making Of video