

Fighter Fought Project Progress Update 1

Tasks completed



- preliminary shield effects created
- preliminary healing effect created
- preliminary blood spatter created
- preliminary bushes lit on fire created
- preliminary lightning effects created

Tasks performed by each team member

Kel Vin - shield effect

Kenny - lightning effect

Carol - camera filming, wound healing

Janet - blood splatter, bushes lit on fire

Difficulties encountered, and how we plan to overcome the difficulties.

- Shield position unable to track properly: if proper track points are unable to find, fix tracking points frame by frame
- For healing, motion tracking is a problem using the native After Effects engine, because the clip is blurry and there were a lot of camera shake. So far, I've tried the best points, resulting in the least errors in tracking, but there are still slips here and there. I'm also thinking of adding in blood stains to make it look more realistic, but the tracking problem has to be solved first as the blood stain effect looked very fake because it failed to remain in same spot on the face. To overcome, we need to reshoot this scene and use a video camcorder instead of a DSLR with no autofocusing capabilities.
- For bush lit on fire, the burn down effect on bushes is not looked real. Moreover, suitable fire stock footage to be used is still in searching.

Remaining work

- Combining of shield effect with lightning effect
- Add in sparks when shield is struck by lightning
- Glowing effect of shield
- Adding dried blood
- Adding other fire footage
- Adding the remaining lightning bolt effects