

CS4340 Digital Special Effects Project Progress Update 1

Eternal Nights

Team Members

Ou Guozheng

Kong Choong Yee

Ang Yan Ning

Chuan Wei Zhang

Changes to plan

Tasks Completed

First half of the trailer video, which includes all of the meteor scenes.

- Scouted spot for Meteor Crash
- Filmed "Man scouting site" + Hand scene
- Filmed "Meteor fly over" scenes
- Filmed News scene, the big TV at Suntec
- Preliminary editing and scene composition
- Filmed the house / window (chroma) scene



Tasks performed by each team member so far

Choong Yee

- Shot composition for the video.
- Created "soul removal" effect on stock footage.
- Advised suitable locations for the scenes (lighting, ambience, etc)

Wei Zhang

- Actor for the video.
- Created scenes for meteor entering the atmosphere.
- Chroma scene setup and keying

Guo Zheng

- Cameraman for the video.
- Actor for the video.

- Directs most of the shots in the video as he is the storyboard artist.

Yan Ning

- Cameraman for the video
- Advised camera and physical effects
- Scheduling and checklist of scenes

Overcoming difficulties

- Selection of suitable locations to film the various scenes were hindered by weather conditions which affected lighting issues.
- On site location recce differed quite differently from the storyboard, resulting in the reworking of some scenes. Lighting on the ground was also totally different from what we imagined it to be on our storyboard. One way we tried to counter this was to conduct early recce first before deciding on how our scenes should be shot.
- Unexpected crowd at filming location. Have to rework certain scenes and camera positions to properly avoid them. Also tricky to make footage seem as if the strangers were looking at the "meteor" in the sky

Remaining Work

- Screen through all the scenes and identify the bad ones for re-shooting
- Schedule a new date for the re-shoots
- Edit the snippets of video
- Composition
- Integration of all the snippets into the trailer video.
- Source for appropriate audio and sound effects
- Changing the title to something more appropriate
- Next filming session:

PLOT

Continuing right after news report of "gruesome deaths", we have a couple of chase/run scenes and very fast flashy sequences like the one in the Valentine trailer. What we need is random scuttling / running / screaming scenes to fill up the gaps, and towards the end we need 1 female actress to run indoors and ultimately meet her demise.

SCENES (in chronological sequence)

1. News report, standard set up with a news reporter (special effects)

Shot - Like those you see in the news

To be superimposed onto suntec big TV scene

2. (Optional) People gathering to watch the news

3. MAN1 scuttling away

Shot - Low camera angle, man's back against camera.

4. Soul removal on MAN1 (special effects)

Shot - Haven't decided

5. GIRL1 slumped on the floor, eerie, seemingly possessed / in daze

Shot - Camera panning away from GIRL1 and zooming out, very slowly

6. GIRL1 running through indoors, somewhere with corridors and push open doors (most complex scene in our vid)

Shot 1 - GIRL1 runs with back against camera

Shot 2 - Camera is now on the other side of the door. GIRL1 burst open the doors, and the silhouette of ALIEN can be seen clearly.

Shot 3 - GIRL1 backs away from the door, which has closed by itself, with her back against the camera and face towards the door.

Shot 4 - Camera rotates around GIRL1 in the same fashion as our first horror clip, and ALIEN will pop up behind her. ALIEN has to be blurred.

Shot 5 - Scene ends when ALIEN grabs GIRL1's head. Sudden cut.