

Break-through

Project Progress Update 2

Luo Lan

Huang Jin Jerilyn

Cai Nannan

Liu Danqing

Green screen sample



Colour keying: Danqing

Comments: Changed from using colour keying to rotoscope brush. Colour keying did not work well because of the uneven green colour and shadows. Also improved the foreground and background match.

Superman flying up



Superman flying: Dan Qing

Comments: Adjusted the exposure and colouring to suit the scene. Used rotoscoping to get a better effect than colour keying. Still need to add more realism into the movement

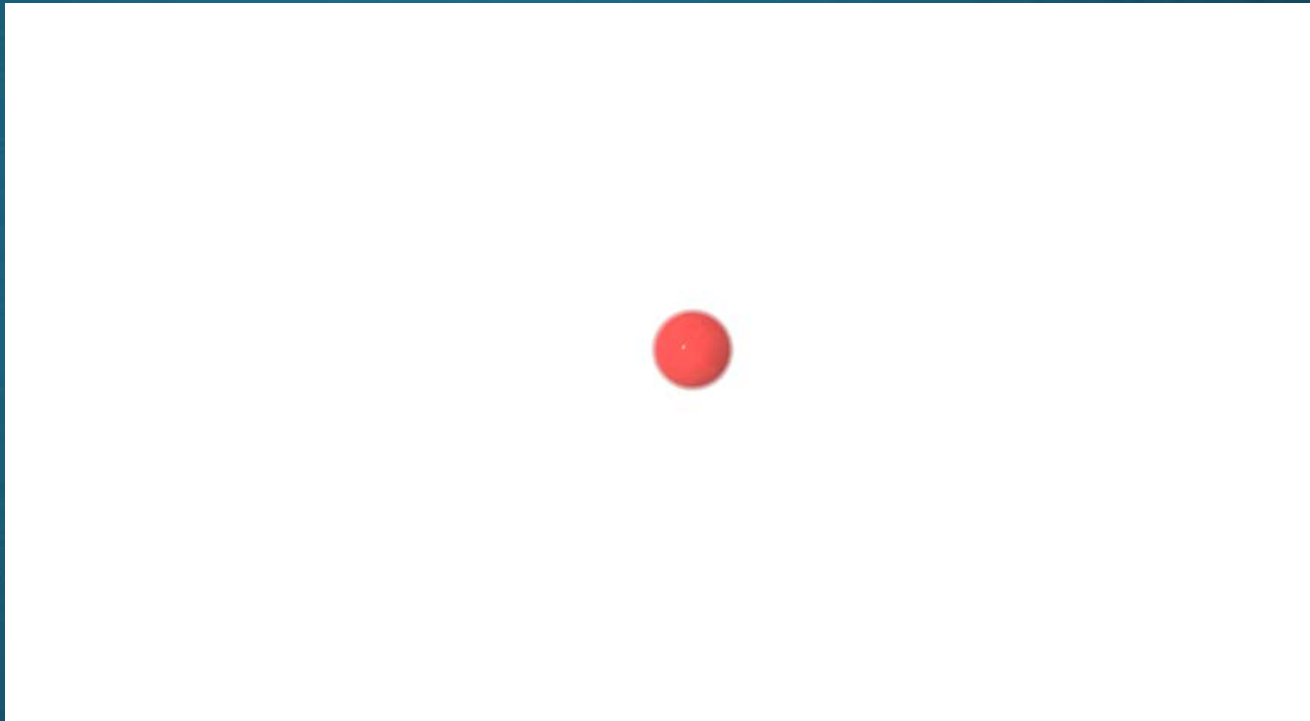
Sample effect



Effect of superman taking off: Jerilyn

Comments: Improved the pace and movement of the particles. Completed the smoke particles at the end of the take off from last update.

Cut on face



Cut on face: Jerilyn

Comments: Created blood drop with 3ds max soft body with reflection and refraction of the face. Also created a fake cut on the face. Currently compositing the elements and adjusting their interactions.

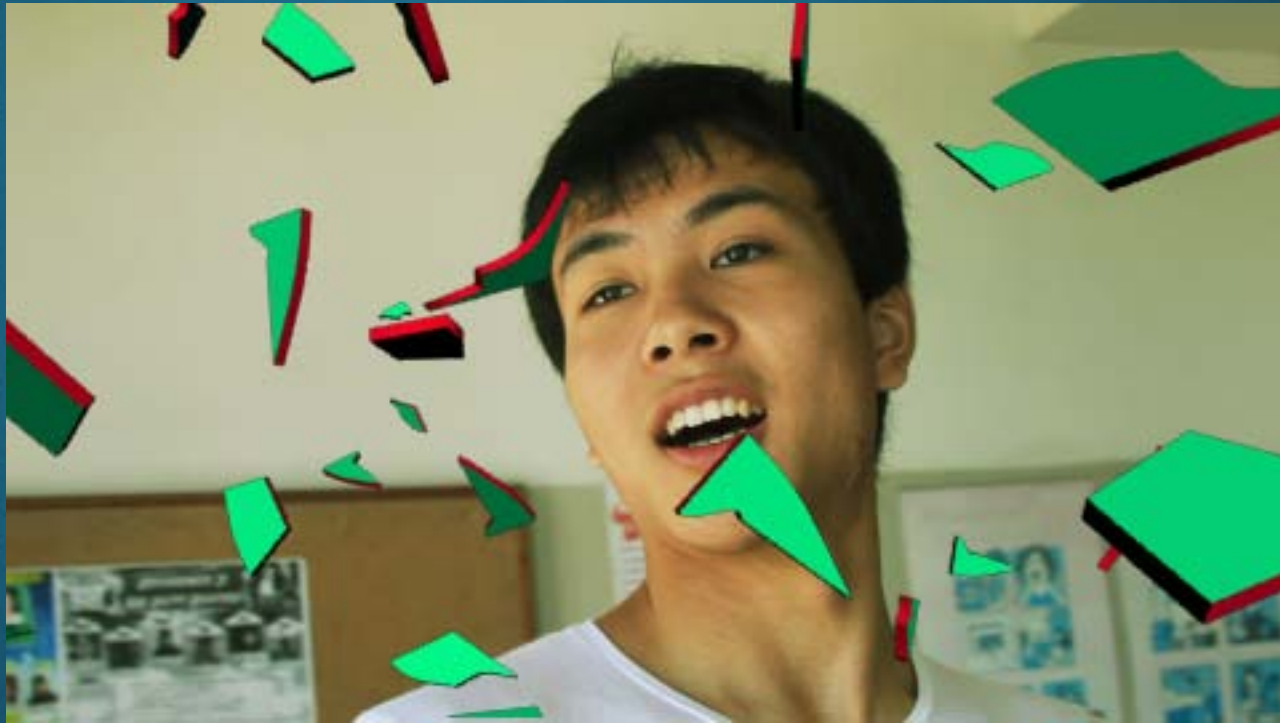
3d glass blast



Glass blast in Maya: Nan Nan

Comments: Created glass material and composited with real footage. Still in the process of improving the realism

Freeze frame with motion



Freeze frame motion: Luo Lan

Comments: Match move to get camera rotation and created glass pieces. Currently improving on the environment mapping.

Dan Qing

Completed work

1. Colour keying superman from green screen
2. Using Rotoscope brush to improve the colour keying
3. Composited the superman with the background elements to create the clips on slides 2 & 3
4. Readjusted colour exposure and colour balance to blend the separate foreground and background better

Remaining work

1. Fine tune the animations
2. Find sound effects

Jerilyn

Completed work

1. Created swirling particles, energy orbs and smoke effect for superman take off scene.
2. Created a drop of blood using soft body, with refraction and reflection of environment.
3. Create a wound on the face using after effects.
3. Composited the drop of blood, glass piece and wounded face to show the glass cutting the face close up.

Remaining work

1. Improve the face cutting scene. Need to pace the elements better to look more realistic and natural.
2. Edit and colour the final clip.
3. Find sound effects for effect created

Nan Nan

Completed work

1. Learnt how to use blast code in Maya
2. Created glass plane with glass material and lighting
3. Preliminary composition of glass breaking when superman hits it

Remaining work

1. Make the glass window look more realistic by adjusting lighting
3. Find background music and sound effects.

Luo Lan

Completed work

1. Match move the actual camera movement with 3d camera
2. Created shattered glass pieces
3. Composited glass pieces with the actual footage

Remaining work

1. Glass material for the glass pieces
2. Create environment globe for environment mapping to reflect and refract off the glass
3. Edit and colourise the film

End