

# **The Break In**

## **Project Proposal for CS4340**

**By "Jon and The Indons" :**

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## Project Details

### Special Effects

This video is going to showcase the effects of gunshots and smokes. Using the concepts and techniques of visual effects to simulate realistic dangerous scenes.

### Summary

A burglar has broken into Dr Terence Sim's office, ransacking for something important locked in the secret drawer. While searching, two security guards are patrolling outside along the corridor. Suspicious of the noise/light coming out from the office, one of the guard kicks the door open. A chase scene continues from here as the burglar tries to escape, leading to a few gun shootings along the corridor. In the effort of escaping, the burglar throws a flashbang towards the security guards. Blinded by the flashbang, the security guards lost the burglar and the burglar got away.

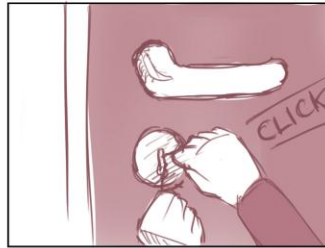
### Production Ideas

The visual effect will be created by both practical and post-production effects. Smokes and gun flares will be composited in with adobe after effects. Other details will include the interaction of bullet with environment, for example in the form of bullet holes on the surrounding object. The smokes stocks will probably be recorded on our own to make it look more realistic instead of using the standard existing ones in after effects. Other debris caused by the gun shooting might be practically done.

## The Storyboard



1. Scene begins with a medium shot of the cat burglar picking the lock of the office door.



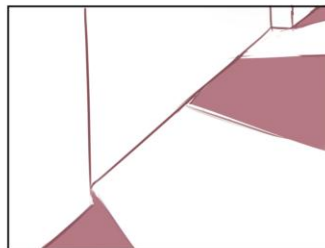
2. Scene changes to a close up of the lock, and the cat burglar picking the locks. The lock is picked, as an audible click is heard.



3. Medium shot of the cat burglar ransacking the office (this is most likely in the dark, will need ample ambient light to illuminate the scene).



4. High angle medium shot of two security guards patrolling the corridor.



5. The security guards detect movement from inside the office (this might be by light or sound), as portrayed by a close up shot of the doorway.



6. From inside the room, an over the shoulder shot shows that the cat burglar realizes that she has been discovered.



7. As the security guards breach the room, the cat burglar charges at one of them, knocking him backwards.



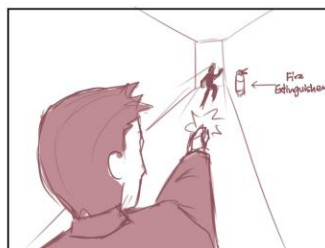
8. The camera changes to a first person view of the security guard. He is knocked backwards as he fires his gun a few times. The bullets hit the shelf (and possibly the window).



9. The security guard is smashed against the wall, possibly leaving cracks, as the cat burglar makes a run for it.



10. The security guard quickly comes to, and gets up.



11. Scene cuts to an over the shoulder shot of one of the guards, as he starts firing at the escaping burglar.



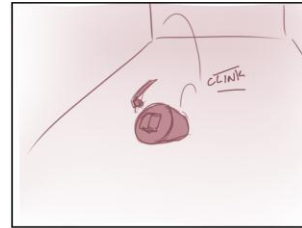
12. The shots miss as bullets ravage everything but the escaping burglar. A stray bullet hits a fire extinguisher and puffs of white gas are released.



13. The scene cuts to a frontal over the shoulder shot of the burglar, showing the security guards shooting in the background.



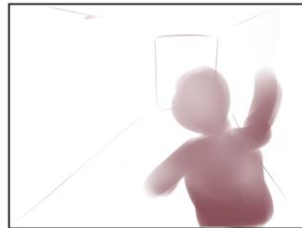
14. The burglar quickly turns the corner and the scene cuts to a close up of the burglar cooking a flashbang, ready to throw.



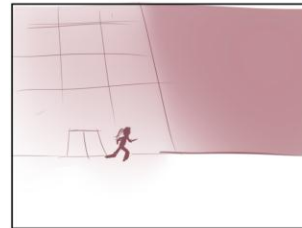
15. The burglar throws the flashbang, and the scene cuts to a slow motion close up of the flashbang bouncing down the corridor.



16. The scene cuts back to the over the shoulder shots of the security guards as the flashbang explodes into a bright flash and smoke.



17. The scene immediately cuts to the first person view of the of the security guards, and everything he sees is bright and blurry, clearly portraying him being stunned by the flashbang. His ears will be ringing.



18. In the meantime, the scene cuts to a wide low angle shot of the building, as the cat burglar successfully escapes and is running away into the night.

## Work Plan

### Roles of team members

Task	Deo	Donna	Jon	Lydia
Directing	☐			
Storyboard			☐	
Compositing and post-production editing				☐
Special Effects :				
• Gun flare effects			☐	
• Bullet Holes			☐	
• Smokes		☐		
Story and idea	☐	☐	☐	☐

### Production Plan Timeline

<b>Week 5</b>	Brainstorming of ideas, story line, feasibility and general look-and-feel
<b>Week 6</b>	Pre-production: acquiring necessary equipment, e.g. guns, costumes, etc. Recording stock footages for smoke (not confirmed)
<b>Week 7</b>	Filming of actual footages. Location: Dr. Terence Sim's office and the corridor outside of his office at AS6.
<b>Week 8</b>	Post-production of the footages (i.e. non-special effects fixes) and selection of clips and scenes.
<b>Week 9</b>	Compositing in the gun fire effects and bullet holes
<b>Week 10</b>	Compositing in smokes effects and starting on sound effects
<b>Week 11</b>	Creating and narrating "the making of.." video and sound effects
<b>Week 12</b>	Final touch-ups
<b>Week 13</b>	Submission and presentation