

**CS4340 Digital Special  
Effects  
Project Proposal**

The Birth of 100 PLUS

**Team PMS**

Tan Shi Jia (U087205X)

Majella Loh (U087085W)

Tan Pi Liang(U080108Y)

## Effects


Shield shatter and disintegration into ashes and spurting pixels(blood) from injuries.

## Synopsis

The story continues where the shield casted by OP2 gets visibly weakened by the continuous attack from OP1. OP2 begins to strain from the lightning bolts sent out by OP1 and is seen to be pushing against his limits. He suddenly display demonic personalities and is seen to display an outburst of energy in retaliation. OP2 blocks the sudden outburst in surprise. At this time,the shield disintegrated shattered into pieces. OP2 is then seen to start walking confidently towards OP1.

Both opponents starts hurling powers at each other where OP1 seems to be at the losing end as he got hit by a lightning bolt from OP2, thus having "pixels" blood falling off his wound. With this, OP1 turns away and attempt to make a quick getaway by creating a "portal" and running through the wall into another place. OP2 follows after OP1.

At the new scene, OP1 noticed that there were many power plugs in this area and attempts to tap into the energy. Using both hands, OP1 absorbs the electrical powers from the electrical ports and the lights in the room starts to flicker. OP1 then throws the energy into OP2 who then grabs the nearest item he can get his hands on, which happens to be a bottle of mineral water. The energy gets absorbed into the bottle of mineral water. At this moment, the scene zooms into the bottle of water and the wrapper is seen to change from the original mineral water wrapper to that of a 100 Plus wrapper.

Seeing the new drink in his hands, OP2 looked delighted, happily capped the bottle of 100 Plus and thanked OP1 for the new recipe of 100 Plus. He then walks out of the room happily and OP1 is seen looking confused. The ending credits is shown in a black background with a bottle of 100 Plus and a side caption that say "100 Plus, 100% guaranteed energy". 

## Effect Production

### Major Effects



#### 1. Shield Shatter and disintegration

Model a solid sphere in Maya, cut it into 2 halves, destroy 1 half, turn the opacity down to make it translucent select a light bluish color, use surface shatter to shatter solid sphere to pieces.

Use a surface particle emitter for each of the surfaces, select blinn material for each of the surfaces some light bluish color. Turn on color accumulation for the particles. Turn on dark pixels texture rate, create a colour ramp and animate it to turn from a single strip of black to an entire black ramp.

Drag the ramp and use it for the dark pixels texture rate of the surface particle emitter. Do the same for the opacity of each of the surfaces to animate them in a similar way.

Paste the picture in the movie in the background of Maya. Turn on high quality render to see the effect, then batch render in high quality the background will be still. By using masks, we will be able to allow certain parts of the still image to be part of the moving character behind the shield. Using the motion tracker, we track the shield we have created in Maya, based on this tracking area, we will use further effects such as simulation->glass and simulation->drizzle on that area to make the shield look more realistic etc etc.

#### 2. Pixel blood

Using the After Effect's effect preset: Particle system.

The particle objects can be switched into cube shape [Pixel] and at the same time, utilize the preset given like velocity, gravity, size, variation, directions to simulate the pixel blood effects.

## **Minor Effects**

### 1.Walking through wall

Draw a garbage mask around the person and then animate the mask expansion.

### 2.Demonic face

Using Adobe After Effect, use the liquify effect to adjust the facial shape by making the face appear demonic. Adjust the skin colour to that of a demonic look by adjusting the tones and curve levels. Ensure that motion is tracked and parent the effects to that of the composition.

### 3.Flickering light

Add a command into the "opacity" of the composition by setting random limits to the video's opacity. Set the number of flickers in the command box to show how many times in the time frame it will change opacity at random, thus creating a flickering of lights effect.

## Role of each member

Role	Tan Shi Jia	Majella Loh	Tan Pi Liang
Filming		Y	
Acting	Y		Y
Directing	Y	Y	
Post-Production	Y	Y	Y
Sound Effect	Y	Y	Y

## Production Schedule

Week	Task
7	<ul style="list-style-type: none"> <li>- Experiment the effects before we finalize our idea for proposal</li> <li>- Refine the story and effects</li> <li>- Submission Project Proposal</li> </ul>
8	<ul style="list-style-type: none"> <li>- Preproduction stage</li> <li>- Preparing props, camera and etc.</li> </ul>
9	<ul style="list-style-type: none"> <li>- Production stage</li> <li>- Post Production stage</li> </ul>
10	<ul style="list-style-type: none"> <li>- Post Production stage</li> <li>- Progress Update</li> </ul>
11	<ul style="list-style-type: none"> <li>- Post Production stage</li> <li>- Final touch up end of the week</li> </ul>
12	<ul style="list-style-type: none"> <li>- Final video submission</li> <li>- Complication of video production : The Making of...</li> </ul>
13	<ul style="list-style-type: none"> <li>- Making of video submission</li> </ul>

## Storyboard

\*\*note the colours of the arrows represented different kind of motions

Red: Effect's Motion

Blue: Actor's Motion

Black: Camera's Motion

### Storyline

1. Story continues after good guy attacks bad guy with lightning
2. Bad guy's shield starts to crack (Camera zooms in on bad guy's face)
3. Bad Guy Shield Shatters and Disintegrates (Camera view zooms out to show disintegration effect)
4. Bad guy advances towards good guy and attacks him (Camera view changes to that of side view of both characters)
5. Good guy deflects the attack but fails
6. Pixel blood spills out of good guy and good guy is injured and turns tail to run away (Camera views zooms in on good guy, changes and pans out as good guy turns and runs away)
7. Good guy creates a dimension door in the wall (camera view in front of the wall and the back of good guy)
8. Good guy escapes through wall into another room
9. Good guy then gathers electricity from a power source (camera view slowly zooms in to good guy)
10. Good guy throws the gathered energy at the bad guy
11. Bad guy then discovers a nearby mineral bottle (1/3 rule camera view with bad guy)
12. Bad guy then uses the bottle to absorb the electricity attacks thrown at him (Camera zoom alternates between good guy and bad guy)
13. Bottle wrapper is seen changing from that of mineral water wrapper to 100 Plus wrapper (Close up shot of bottle with the wrapper/drink changing effect)
14. The bottle turns into a 100 plus bottle
15. Bad guy holding the 100 Plus looks delighted, thanks the good guy and walk out of room. Good guy looks confused. (Camera views alternate between bad guy and good guy and zooms out slightly as bad guy walks out of the room)
16. Close up shot of 100 plus bottle with the caption "100 Plus, 100% Guaranteed Energy".

