CS5245 Project Presentation

Super Roller Blader

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Storyboard

- A surprised face
- A clock showing 7:25
- A sign with the word "AYE"
- A person skateboarding
Storyboard
Storyboard

Spark

Building SOC 1
Main Techniques

• Blue Screen
• Mask
• Edge Blurring
• Blending
• Maya Object Model
• Artificial Shadow
• Match Movement
• Particle System
Blue Screen

- Shoot skater’s movement against blue screen
Blue Screen

• Extract skater from raw blue screen video
Blue Screen

- Blend skater into vehicle video sequence
  - Use mask to occlude skater at the back of vehicle
  - Blur the edge of vehicle when skater slides to its back
Shadow

- Use a 3-D object as skater model
Shadow

• Simulate movement of skater in the 3-D object
Shadow

- Add in sunshine direction and intensity
Shadow

- Render image sequence of shadow without 3-D object
Shadow

- Blend shadow into skater’s video sequence
Sparkle

- Shoot close shot of roller blade’s movement
Sparkle

• Manually reconstruct the route of blade’s movement
  – Lack of software support
  – Every 10 frames readjust the position of object
  – Then reconstruct the overall movement of object
Sparkle

• Construct two particle systems to simulate the sparkles ignited by left and right foot
Sparkle

• Attach sparkles to the route
Final Product
Final Product
Thank You!
Q & A