**题目**

|  |  |  |  |
| --- | --- | --- | --- |
| 学 院 | 计算机学院 | | |
| 专 业：  姓 名：  指导老师： | 数字媒体技术 | | |
|  | 学 号：  职 称： |  |
|  |  |

中国·珠海

二○二一 年 五 月

**诚信承诺书**

**本人郑重承诺：**本人承诺呈交的毕业设计《XXXXXXXXXXXXXX》是在指导教师的指导下，独立开展研究取得的成果，文中引用他人的观点和材料，均在文后按顺序列出其参考文献，设计使用的数据真实可靠。

本人签名：

日期： 年 月 日

**中文题目**

**摘 要**

XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX*（概括本次毕业设计作品的主要内容，设计过程，制作的技术要点，所遇到的困难及解决方法等，不少于200汉字。）*

**关键词：**XXXX；XXXX；XXXX；XXXX*（要求3～5个最能表达主要内容的词作为关键词，中间用分号隔开）*

**英文题目**

**Abstract**

XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX. *（英文摘要不少于200个单词）*

**Keywords:**  XXXX；XXXX；XXXX；XXXX*（英文关键词）*

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# 1 前言*（注：每一章都重开一页开头）*

高速发展的网络时代，也催生了电影与视频类型的更新变化——微电影[[1]](#footnote-1)（参考《注释标注方法》）应运而生。如今的微电影市场非常广阔，竞争也同样激烈；给传统的院线电影和过去的营销方式带来了新的挑战。微电影的发展影响了电影的传统制作模式，对制作中的职位进行重新定义；拓宽了观看视频的不同方式等等。

…….。

1.1本设计的目的及意义

电影的立意，本质就是剧本的立意。剧本既是文学上的表达，也是摄影方面的表达。在文字上构想故事的情节，通过故事的发生、过程以及结局来突出想要表达的中心思想。再通过设置分镜剧本，分镜剧本的划分配合摄像的镜头和画面来再次烘托氛围，表达中心思想即立意。而在微电影中，剧本的主题不仅表达了一种对生活的哲学理念，也表达了对亲情、喜爱的东西的一种执着感情。它源自于对生活的感悟、对喜爱的事物的执着、对亲情的珍惜。

………..

1.2本设计在国内外的发展概况及存在的问题

近年来,微电影在国内电影领域也有了新的发展，像各大网站上所播放的微电影类别，从内容、质量等来看，已经有了一定的制作水准。微电影俨然成为了当今世界电影行业的新一轮发展方向，视频也逐渐成为人们无法离开的一种接受讯息的方式。可是微电影仍然有许多需要改进的问题，这也就是目前微电影发展现状的阻碍。主要原因可以分析为以下三点：

首先，影响发展的首要因素一直都是经济因素，………..如图1.1。



图1.1 微电影四大特征

1.3本设计应解决的主要问题

*（介绍本设计将要解决的主要难题，及解决方案或技术路线）*

XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX…….

# 2前期策划与拍摄*（注：每一章都重开一页开头）*

*（概括说明一下本章的主要内容，开始制作前做了哪些策划工作，包括剧本，分镜，故事板，以及拍摄制作等）*

XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX……

2.1前期策划

2.1.1剧本构思

*（作品的立意主题灵感来源再到故事梗概到剧本构思；剧本特点、写作注意问题）*

XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX……

2.1.2脚本设计

*（文字脚本：脚本概述、脚本写作特点）*

XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX

2.1.3分镜设计

*（镜头创作与分镜设计：视听语言相关理论、镜头剪辑、转场技巧等）*XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX分镜故事板如图2.1所示。

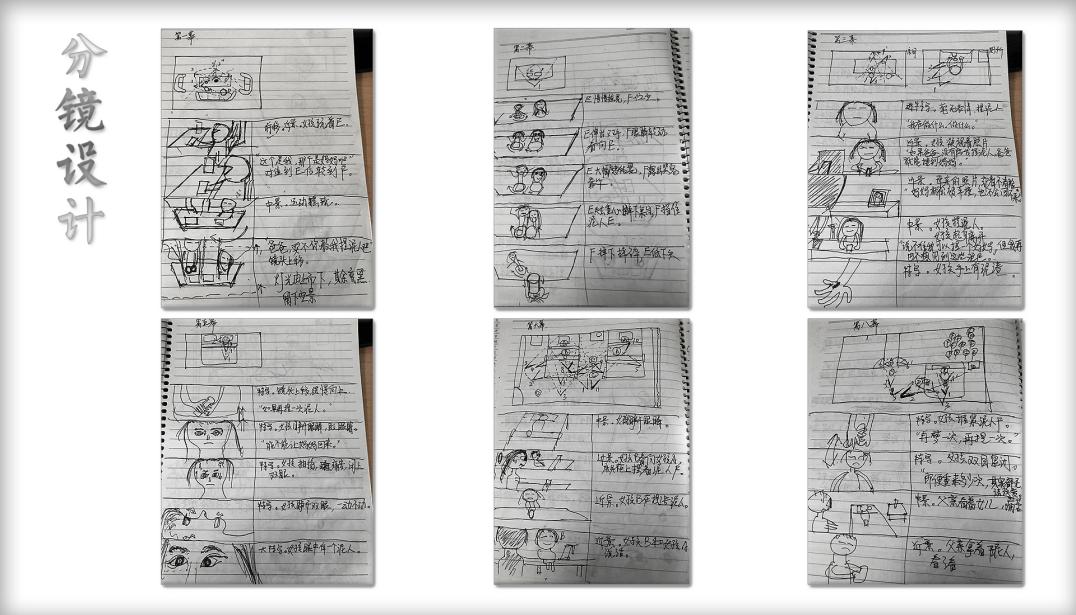


图2.1分镜故事板

*（图号按“图A.x”的形式排序，A表示章号，x表示本章出现的次序）*

2.1.4分镜设计

*（描述本作品中特效镜头的构思设计及特效镜头的制作方案。）*

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2.2拍摄

*（描述如何根据前期故事板进行素材拍摄，还要根据特效制作制定特殊镜头的拍摄翻案。）*

XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX

# 3镜头追踪与抠像

3.1 镜头追踪

*（说明镜头追踪的主要目的和技术原理，讲述本作品中如何进行镜头追踪。）*

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3.2 抠像处理

*（说明抠像的主要目的，介绍roto抠像和绿屏抠像两种形式的原理及优缺点。讲述本作品中如何进行抠像处理的。）*

XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX…….

# 4三维制作*（注：每一章都重开一页开头）*

4.1 建模与贴图

*（先介绍基本原理，然后展开分步骤说明本设计中相关制作内容）*

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4.2 绑定与动画

*（参照4.1）*

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4.3 材质与渲染

*（参照4.1）*

XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX…….

# 5特效制作*（注：每一章都重开一页开头）*

*（先介绍镜头中所用到的特效技术的基本原理，介绍本设计中都设计了哪些特效内容，然后展开分步骤说明本设计中相关制作内容）*

5.1 XXXXXXXX

XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX…….

5.2 XXXXXXXX

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5.3 XXXXXXXX

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# 6后期合成*（注：每一章都重开一页开头）*

*（把所制作的素材内容整合到一起，进行后期处理，包括边缘处理，擦除，校色，调色等，先介绍镜头中所用到的合成技术的基本原理，再介绍本设计中都设计了哪些合成内容，然后展开分步骤说明本设计中相关制作内容）*

6.1 XXXXXXXX

XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX…….

6.2 XXXXXXXX

XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX…….

6.3 XXXXXXXX

XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX…….

# 7总结*（注：每一章都重开一页开头）*

*（结论概括设计的情况和价值，分析其优点和特色、有何创新、性能达到何水平，并应指出其中存在的问题和今后改进的方向。）*

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# 参考文献

*（在毕业设计（论文）末列出在正文中参考或引用过的专著、论文及其他资料，所列参考文献应按文中参考或引用的先后顺序排列。不少于10篇）*

[1] 中美音乐类游戏市场：App Store上架App共3160款 中国占比61%［EB/OL］．

https://www.gameres.com/820660.html, 2018-09-04

[2]游戏美术在手机游戏界面中的研究 [J] . 邵兵,梁皓. 电脑迷. 2017(06)

[3]CG绘画在游戏美术设计中的运用 [J]. 李茂洋. 大众文艺. 2017(09)

……

# 谢 辞

*（简述自己做毕业设计（论文）的体会，并应对指导教师和协助完成设计（论文）的有关人员表示谢意。）*

为时一个学期的毕业设计即将结束了，这也意味者我在北京理工大学珠海学院的大学生涯也即将结束。在毕业设计这段时间里，我得到了很大的自身提高，其中包含了对汽车系统知识的理解、还有对有关这方面书籍的认识等等，这些都得益于老师和同学的大力帮助，…….

# 附 录

*（可选项，对于一些不宜放在正文中，但有参考价值的内容，可编入附录中。例如，公式的推演、编写的算法、语言程序、设计图纸等。）*

1. 指能够通过互联网新媒体平台传播30-60分钟之内的影片。 [↑](#footnote-ref-1)