

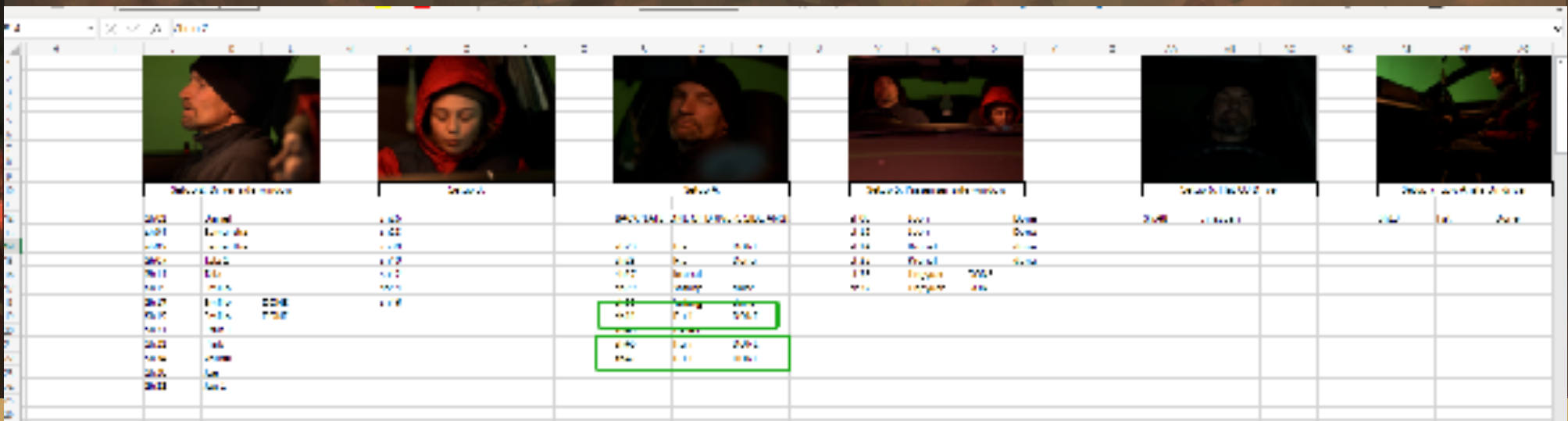
PROJECT BRIEF

There were several project briefs to opt for which were Film Collaboration Project, Royal Academic of Music, TV Series Proposal and Peace Direct, each one of them were placed into a specific pathway.

In my case, I had the **Film Collaboration** which is for visual effects pathway and RAM open to every pathway in the course as choices. I chose the Film Collaboration as my professional project work to gain more experience and observe the workflow for the visual effects industry.

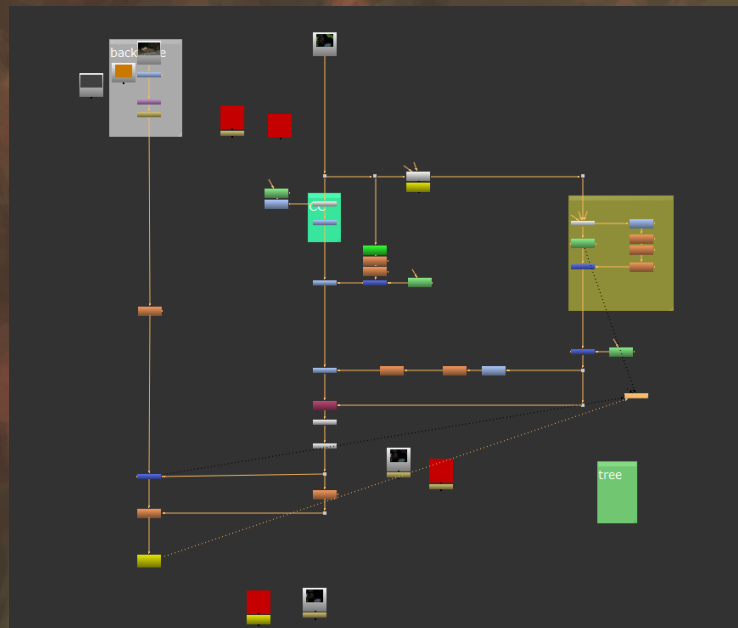
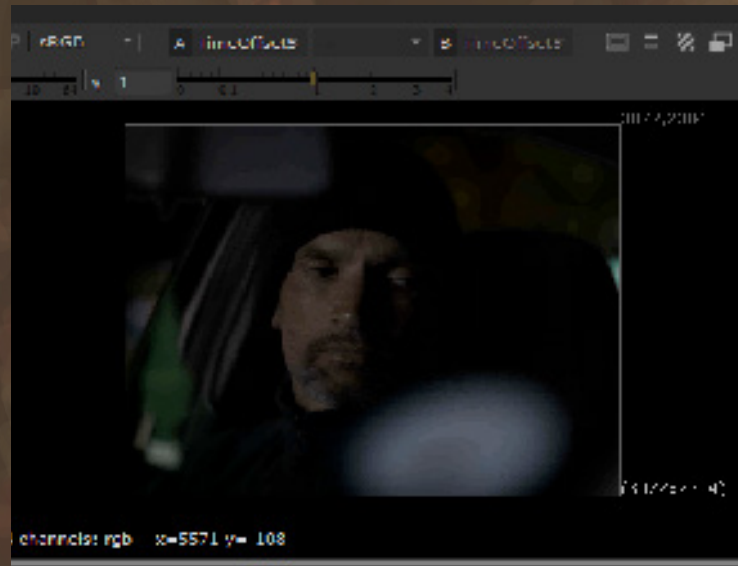
Name	Modified	Modified By	File size	Sharing
FRIDAY NIGHT Backplates	March 10	Billie Vine	6 items	Shared
Gizmos	March 11	Billie Vine	3 items	Shared
Recordings	March 11	Billie Vine	7 items	Shared
Rendered shots	April 27	Billie Vine	18 items	Shared
Uploaded shots	March 10	Billie Vine	16 items	Shared
Accessing_animshare.mp4	March 15	Billie Vine	106 MB	Shared
Despilmadness and Nukepedia.pdf	March 10	Billie Vine	102 KB	Shared
FNIMN_VFX class Preview.mp4	March 10	Billie Vine	769 MB	Shared
FNMN_guide.pptx	March 16	Billie Vine	41.9 KB	Shared
FNMN_shotlist.xlsx	May 6	Krunal Maniar	5.26 MB	Shared
Footage and gizmo resources.pdf	March 12	Billie Vine	167 KB	Shared

Onedrive: documents, footages sharing



Shot	Start	End	Duration	Notes
41	00:00:00	00:00:15	00:00:15	Shot 41
45	00:00:15	00:00:30	00:00:15	Shot 45
47	00:00:30	00:00:45	00:00:15	Shot 47

Distribution of the shots: I am in charge of the shots 41, 45 and 47



Script in Nuke

In the Film Collaboration project, each student for the visual effects pathway was given several footages filmed by film students and add the effects that they asked for their outcome, for example, working on greenscreen, compositing etc.

Our first meetings were online for the two films, one is *Friday Night is Movie Night* and another one is *Traje de Luces*. They explained their storyboards, shot list and workflow step by step, easy to follow.

I was assigned three shots from the movie *Friday Night is Movie Night* directed by Rocai Millmore. The three footages were the same, same driver's side angle with visible greenscreen outside the windows, thus my task was replacing the greenscreen with the backplates shared on OneDrive.

The visual effects process for the three shots were similar, I just changed the timeoffset of the backplates to depict that the car is driving, moving forward as the background is moving. Then, I rendered them in low resolution as tests and shared them on OneDrive waiting for feedback.



During the editing I faced some problems on the shots.

The first one was the string of the Christmas tree hung on the car mirror, but as the background is dark enough that it would not be visible thus, I just left it as it was.



Secondly, the green of the Christmas tree was working same as the greenscreen behind which when I was fitting the background it was reflected on the accessory, however it can be fixed bordering the shapes with root. And I applied it as well in the right downside as it had a pair of holes where originally the green reflected was strong enough to be depict a small part of the backplates.



And thirdly, by using nodes like Hue correct, despillmadness and edge restoration I was fixing the greenscreen edges and adjusted the color of the green light reflected inside the car and on the driver's face.

However, there were some issues that I discovered after rendering. One is the lighting is dark, when it stops on the nighttime sky frames, the whole screen is mostly black, and the shapes are not well defined.

Furthermore, I signed up for tutorials asking for any advice. The teachers helped me a lot to improve my shots, for example, to blurry the background more focusing on the character. Or managing the brightness of the greenscreen since lighting of the green and inside the car was highly different, consequently it made the edges between them more obvious, such as a separation with the greenscreen. In contrast, if the lighting are similar, the edge would be smoother.



LINK: <https://vimeo.com/711185296>