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Exploratory Practice Visual
Effects:

Invisible VFX



RATIONALE

We were asked to develop a short narrative on the theme of invisibility with creative freedom on how we interpret it.

To achieve our project, we discussed our ideas plus a mood board and storyboard of them to illustrate our outcome happenings based on what we have researched as inspirations for it. Having our storyboard designed, we will move on to the test shots filming and make a shotlist plus a calendar to manage our time being ready on the deadline date. For the shots refinements, we will use Nuke for adding visual effects, Photoshop for creating animation layers, and Premiere for our outcome editing and others animations.

IDEA GENERATION

SYNOPSIS

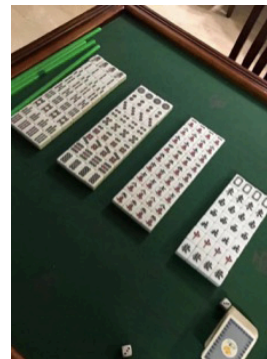
Mahjong pieces on the table are playing on their own and then starting to move around. then they notice that the playing is getting strange and really variable, such as mahjong Jenga, or forming different forms with the pieces.

I achieve this idea because I thought that the backs of the mahjong would be easy to manage and joint the image on the back for avoiding overthinking methods to portray my concept. However, after sharing my idea with the class and assigned to work in pairs, I rethink the idea again and then, discuss it with my teammate.

Developing my idea generation, I started thinking from the word “invisibility”. I did watch several examples that could include this theme in an outcome, such as, apples floating, pieces of wood moving by themselves, removing people from the background and etc. Behind them, they were using wires and cleaning techniques for making the effect.

My first idea was using Mahjong pieces revealing others' images or messages by moving on their own and changing their positions such as reveal a picture guessing game. I will be throwing or pushing the pieces, in this way, it seems that they are alive.

With the mahjong, I am planning to show that there's a lot of background behind one image. For example, many stereotypes can define one's personality, customs, etc. We relate it to invisible because there are multiples perspectives behind one object, however, those amounts of view are unseen due to we sometimes take a lot of cases too simple.



After discussing our interpretation of the task, I opted for my teammate's idea. Her story was about a person who found a website that could earn one hundred pounds by clicking on a button. Once he clicked it, he received that amount of money after checking his phone, then he continued the same steps to win more cash until he realized that he is disappearing and losing himself. The idea she wanted to portray was not to lose oneself by being avaricious.

Her idea was based on a short film called Transfigure which illustrates a girl who was fixing herself on photoshop and every edit that happens to her, for example, when she was adding blush on her face, it appeared on her real face too. Then, after several editing, the laptop was not under control and erasing her mouth. She panicked, thus she turned off the laptop and left the room. However, the computer recovered and deleted the girl's head in the software, consequently, she fell down with her head cut out on the street. https://youtu.be/GoxiAjSFY_U

Another inspiration for her idea was a video from Youtube that the editor is working on footage where there's a character that has a green cloth on his face then the head will be invisible in the final outcome. <https://youtu.be/Ov4a2g3gBRY>

FINAL IDEA



https://youtu.be/GoxiAjSFY_U

CONCEPT

Everything we do is an outward manifestation of our inner desires. Desire can push us forward, but too much of the pleasure of being satisfied can suffocate us in it. Don't lose yourself in desire. Don't be greedy.

STORY

A is a recent college graduate. One day, she posted a message on the web page, saying that if you click this link, you will get a dollar to your account. Curious, A clicked on the link, and after a while, a message popped up on her mobile bank saying 100 pounds. At this time, "A" is a little surprised. She was looking at the computer again. It said 150 pounds for carrying on click. She paused and clicked the link again, and sure enough. The bank received 150 pounds. · After she clicked several times crazily, her hands began to be transparent and gradually began to go down. · She flurried of the computer, but the mouse moved by itself, and slowly she disappeared into the room.

MOODBOARD

I was in charge of the moodboard making. I chose a quiet and peaceful mood for our project because the protagonist disappears silently in the end, thus this atmosphere fits perfectly along with the short film, such as disappearing silently and not being noticed by anyone.

Furthermore, I thought about changing from warm colour to cold colour to create that mystic disappearing action in the end. However, we decide that staying on the environment lighting is the best option for focusing on the character's actions.



STORYBOARD



We have made two versions of storyboards.

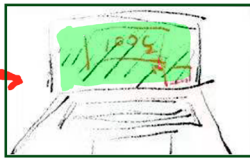
My teammate made the first version of it, having a total of seventeen shots with a small description on many of them. The story begins with a wide shot of the person looking at the computer from the back and then zooming in on the screen to look at the contain. Another burst-up shot to the character to focus on her surprised face followed by shots of the person clicking the mouse with the laptop and phone by side.

After, focusing again on the person's expression when she receives a notification, seeing his happiness about the website page, the camera keeps filming the character clicking continuously until his hand starts to disappear. Framing on the character panicking, she turned down the laptop to survive, however it did not work. And the scene ends with the character fading away.

STORYBOARD 1



SHOT 1
Scene:
Camera/shot: zoom in on the laptop's screen
Actor: looking around on the computer
Light: daylight



SHOT 2
Scene:
Camera/shot: focusing on the computer
Actor: reading the website content
Light: daytime, plus the laptop screen light



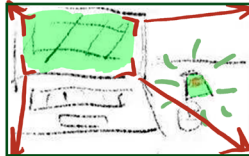
SHOT 3
Scene:
Camera/shot: change to the character's expression
Actor: surprised
Light: daylight, and the laptop's light from above



SHOT 4
Scene:
Camera/shot: turning to the laptop's screen again
Actor: clicking the mouse
Light: daylight, screenlight



SHOT 5
Scene:
Camera/shot: screen, website loading
Actor: waiting
Light: screenlight



SHOT 6
Scene:
Camera/shot: zoom out
Phone: screen turns on when it receives a notification
Actor:
Light: 2 screenlight and daylight

STORYBOARD 2



SHOT 7
Scene:
Camera/shot: swipe to the character
Actor: looking at the phone
Light: daylight, phone screenlight from above



SHOT 8
Scene:
Camera/shot: zoom in to the hand clicking the mouse
Actor: clicking the mouse
Light: daylight plus screenlight



SHOT 9
Scene:
Camera/shot: focusing on the phone
Actor:
Phone: screen on when receives a notification
Light: daylight, screenlight



SHOT 10
Scene:
Camera/shot: switching scenes between the mouse and the phone screen
Actor: clicking the mouse
Phone: receiving notification
Light: daylight, screenlight



SHOT 11
Scene:
Camera/shot: focusing on the hand
Actor: hand disappearing
Light: daylight turning to coldlight



SHOT 12
Scene:
Camera/shot: zoom out
Actor: surprised
Light: coldlight, cold atmosphere

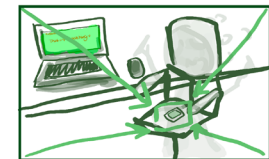
STORYBOARD 3



SHOT 13
Scene:
Camera/shot: focusing the laptop
Actor: trying to close down the laptop but he/she can't because her opposite hand is disappearing
Light: screenlight, coldlight



SHOT 14
Scene:
Camera/shot: zoom out following the hand and wide shot of the scene
Actor: panicking
Phone: falling because the character is not able to grab it
Light: screenlight, dark cold atmosphere



SHOT 15
Scene:
Camera/shot: wide shot of the scene and zoom in at the end
Phone: falling on the chair
Actor: disappeared
Light: screenlight



SHOT 16
Scene:
Camera/shot: zoom in on the phone
Actor: disappeared
Light: screenlight
Phone: turned on with the notifications on it



SHOT
Scene:
Camera/shot:
Actor:
Light:



SHOT
Scene:
Camera/shot:
Actor:
Light:

The changes that I made in the new version are practically in the end. In the last shots, where the character put down the laptop in shot 14 from the first version, I modify it as he kept the laptop half-opened because her other hand is starting to fading away. After that, I added a shot where the phone is falling down as the person had it firstly on her hand for checking the notifications. Furthermore, I combined shots 9, 10, and 11 from the old version since that way to highlight the person being addicted to the relaxed way of gaining money.

In our last version of the storyboard, there is 1 shot. The place of shooting is an indoor room, concretely in a living room filming one character and technological devices next to her.

SHOOTING

In the part of the story where the people are disappearing, we thought of putting a green cloth over where they need to disappear and then erasing it in nuke.

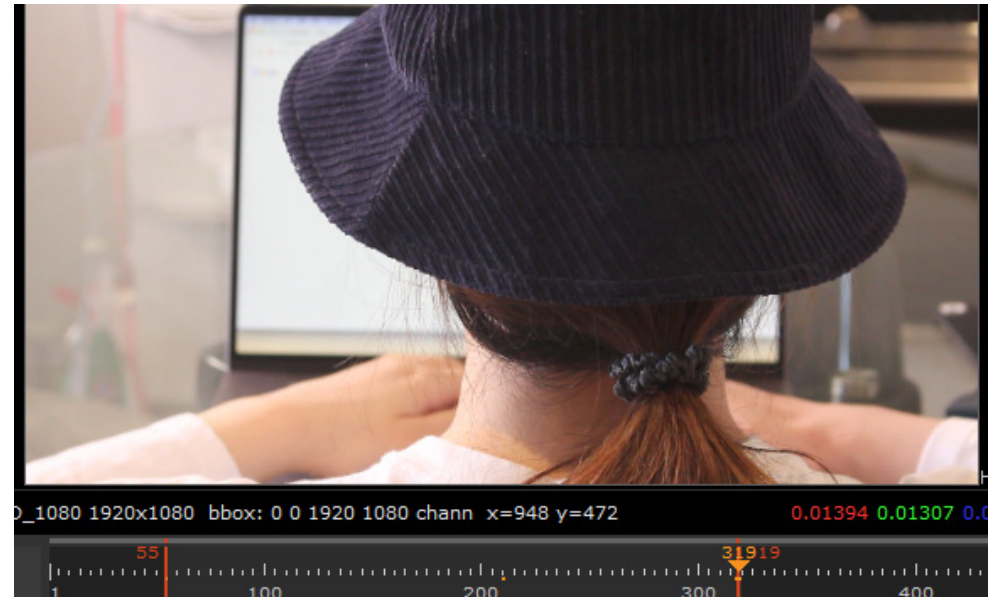
Then the mouse itself moves up that part is to use the fishing line to pull the mouse movement.

Those web pages that appear on the computer are animated briefly.

After watching the first shooting, we found some parts that could be fixed, such as, adding tracking markers on the laptop and phone's screens, there is no need to add green cloth for the cleanup, no more movements because it will complicate the clean up thus we decide to avoid rushing camera and action moves and two test shoots for one shot which one is with the person and another without her for a painless cleanup.

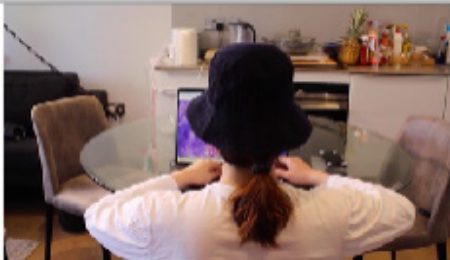



Then we kept on doing our reshooting. This time, it was better than the first trial, however, we forgot to make the same shot without the person on it, therefore, we fixed them by cloning with rotopaint.



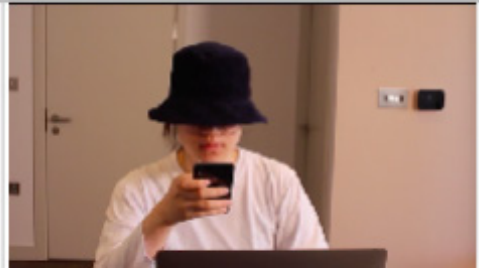
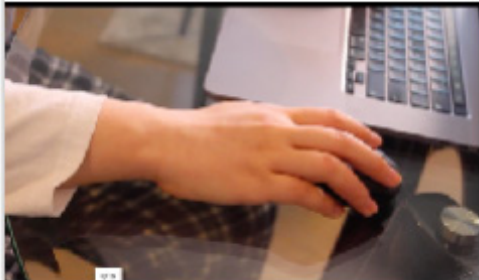
Furthermore, we improve the reshoot of shot 14 where the laptop and the mouse are moving by themselves, we added fishing wires on them thus their movements would look naturally after cleaning up.


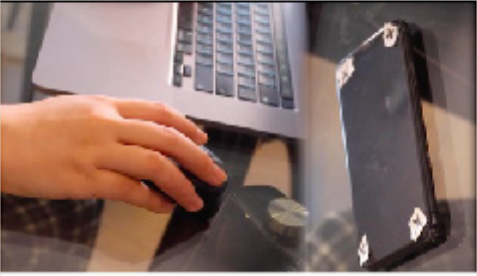

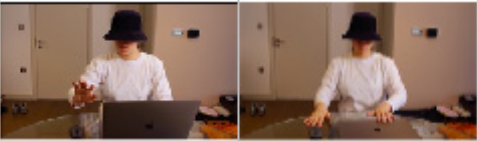


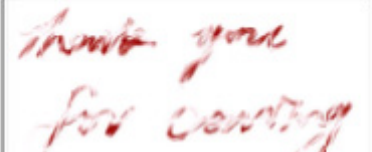


Having our shots filmed, we made the edit of our outcome. Many shots from the storyboard were deleted and changed for a better plan. For example, we remove the last two shots (shots 15 and 16) from the storyboard which illustrates the phone falling down after the protagonist disappeared and zooming in on its screen as we consider that they can not fit into the film logic, in other words, from an audience view, it seems weird as an ending.

Thus we changed to filming the table with the computer and the smartphone on there. Plus, we changed shot 13 and shot 14 from the storyboard also, such as the camera perspective and actor's movements, those modifications are visible in our shotlist and final outcome.

SHOT LIST:		
SHOT 1	VFX	
<ul style="list-style-type: none"> • <u>camera</u>: zoom in • <u>scene</u>: room • <u>actor</u>: looking around on the computer • <u>light</u>: daylight • <u>sound</u>: keyboard and mouse clicking, bgm 		<ul style="list-style-type: none"> • <u>vfx</u>: screentracking
SHOT 2		
<ul style="list-style-type: none"> • <u>camera</u>: focusing on the computer • <u>actor</u>: reading website content • <u>light</u>: daylight, plus the laptop screen light • <u>scene</u>: room • <u>sound</u>: bgm 		<ul style="list-style-type: none"> • <u>vfx</u>: adding website on the screen computer
SHOT 3		
<ul style="list-style-type: none"> • <u>camera</u>: change to the character's expression • <u>actor</u>: surprised • <u>light</u>: daylight, and the laptop's light from above • <u>scene</u>: room • <u>sound</u>: bgm 		<ul style="list-style-type: none"> • no vfx
SHOT 4		
<ul style="list-style-type: none"> • <u>camera</u>: turning to the laptop's screen again • <u>scene</u>: room • <u>actor</u>: clicking on the mouse • <u>light</u>: daylight, screenlight • <u>sound</u>: bgm, mouse clicking sound 		<ul style="list-style-type: none"> • <u>vfx</u>: website on the laptop screen

SHOT 5		
<ul style="list-style-type: none"> • <u>camera</u>: screen, website loading • <u>scene</u>: • <u>actor</u>: waiting • <u>light</u>: screenlight • <u>sound</u>: bgm 		<ul style="list-style-type: none"> • no vfx
SHOT 6		
<ul style="list-style-type: none"> • <u>camera</u>: zoom out • <u>scene</u>: • <u>actor</u>: • <u>phone</u>: screen turn on when it receives a notification • <u>light</u>: screenlights and daylights • <u>sound</u>: notification, bgm • <u>vfx</u>: phone screen 		<ul style="list-style-type: none"> • <u>vfx</u>: phone and laptop screen
SHOT 7		
<ul style="list-style-type: none"> • <u>camera</u>: swipe to the character • <u>scene</u>: • <u>actor</u>: checking the notification • <u>light</u>: daylight, phone screenlight from above • <u>sound</u>: bgm 		<ul style="list-style-type: none"> • no vfx
SHOT 8		
<ul style="list-style-type: none"> • <u>camera</u>: zoom in to the hand clicking the mouse • <u>scene</u>: clicking the mouse • <u>actor</u>: • <u>light</u>: daylight plus screenlight • <u>sound</u>: clicking on the mouse, bgm 		<ul style="list-style-type: none"> • no vfx

SHOT 9		
<ul style="list-style-type: none"> • <u>camera</u>: focusing on the phone • <u>phone</u>: screen on when receives a notification • <u>scene</u>: • <u>actor</u>: • <u>light</u>: daylight, screenlight • <u>sound</u>: notification, bgm 		<ul style="list-style-type: none"> • <u>vfx</u>: phone screen
SHOT 10		
<ul style="list-style-type: none"> • <u>camera</u>: switching scenes between the mouse and the phone screen • <u>scene</u>: • <u>actor</u>: clicking the mouse • <u>phone</u>: receiving notification • <u>light</u>: daylight, screenlight • <u>sound</u>: bgm 		<ul style="list-style-type: none"> • <u>vfx</u>: phone screen
SHOT 11		
<ul style="list-style-type: none"> • <u>camera</u>: focusing on the hand • <u>scene</u>: • <u>actor</u>: hand disappearing • <u>light</u>: daylight • <u>sound</u>: bgm 		<ul style="list-style-type: none"> • <u>vfx</u>: clean plate
SHOT 12		
<ul style="list-style-type: none"> • <u>camera</u>: zoom out • <u>scene</u>: • <u>actor</u>: surprised, close the laptop • <u>light</u>: daylight • <u>sound</u>: bgm 		<ul style="list-style-type: none"> • <u>vfx</u>: clean plate on the hand
SHOT 13		
<ul style="list-style-type: none"> • <u>camera</u>: normal shot focusing on the character • <u>scene</u>: • <u>actor</u>: panicking • <u>light</u>: daylight • <u>sound</u>: bgm 		<ul style="list-style-type: none"> • <u>vfx</u>: clean plate
SHOT 14		
<ul style="list-style-type: none"> • <u>camera</u>: turn to the laptop • <u>scene</u>: • <u>actor</u>: disappeared • <u>laptop and mouse</u>: opening and moving by a fishing wire • <u>light</u>: daylight • <u>sound</u>: mouse moving, laptop opening, bgm 		<ul style="list-style-type: none"> • <u>vfx</u>: screen track
SHOT 15		
<ul style="list-style-type: none"> • ENDING • <u>camera</u>: • <u>scene</u>: • <u>actor</u>: • <u>light</u>: 		<ul style="list-style-type: none"> • no vfx

This is the shotlist that we prepared to organize the shot editing. The boxes coloured in yellow are the shots that need some visual effects on them and the same but framed in red are the important footages that have to be done first. Plus, to work quickly, we distributed the visual effects shots. I am in charge of shots 1, 2, 4, 12, and 14 from the shot list and she will work on shots 6, 9, 10, 11, and 13. We deal with it in this way because my shots are focusing mainly on the laptop screen, thus I have to design the website animation also. Same as the shots she is working on have the phone on the footage, then she will create an animation for the phone's screen.

May						
					1	2
3	4	5	6	7	8	9
			shot list schedule	10am tutorial clean plate pdf	essay	essay
10	11	12	13	14	15	16
Essay (Billie) 3D collab	invisibility 3d collab	Aldo (tutorial) 3d collab (send shot to Sowmya)	invisibility	invisibility	essay	essay
17	18	19	20	21	22	23
Essay (Billie)	essay	Aldo (tutorial) 3d collab invisibility	invisibility	invisibility	essay	essay
24	25	26	27	28	29	30
essay	essay	Aldo (tutorial) Essay submission	invisibility	invisibility	invisibility (clean plate ready)	3d collab pdf

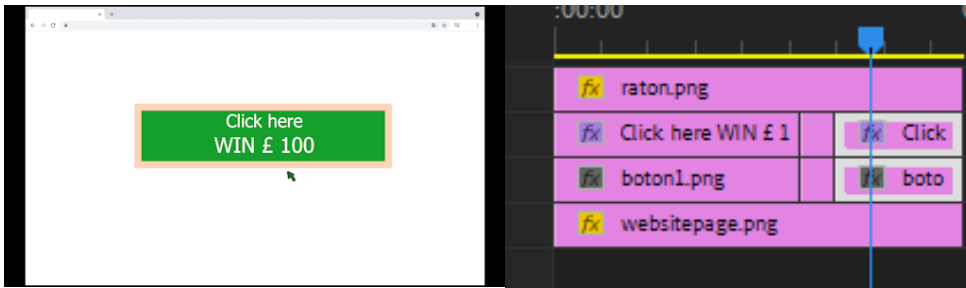
Calendar for the time management

June						
31	1	2	3	4	5	6
invisibility 3d collab (pdf)	invisibility	Aldo (tutorial) invisibility	invisibility	Invisibility (website, animation ready) Submission EP	3d collab	3d collab pdf
7	8	9	10	11	12	13
invisibility	invisibility (finishing others vfx shots)	Aldo (tutorial) pdf	invisibility	invisibility	3d collab	invisibility
14	15	16	17	18	19	20
pdf	pdf	pdf	pdf Essay (Post date)	Submission EP (EC)		
21	22	23	24	25	26	27
28	29	30				

CALENDAR

In our calendar, we noted the dates for tutorials with the teacher, days that the projects we would work on and the deadlines dates for each project to manage our time.

DEADLINES		
Essay	Tutorial	17 of May
	Upload	26th of May
INVISIBILITY (VFX)		
	Clean plate	29th of May
	website design, phone notification animation	4th of June
	Other vfx	8th of June
	PDF (Invisibility, 3d collab)	17th of June



making on the website animation on the laptop's screen

NUKE: SHOT 2, 4

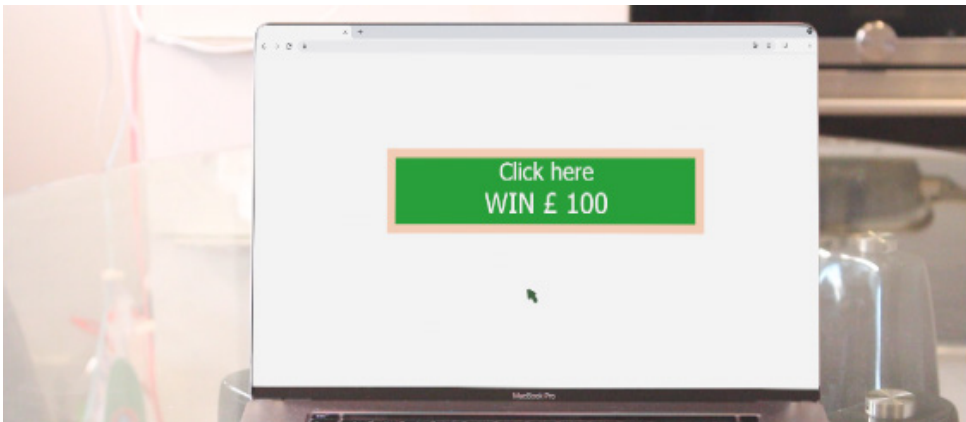
The shots with visual effects that I am working on are shots 1, 2, 4, 12, and 14 which the last two need clean up and the first three shots just need to add a new screen on the laptop.

SHOT 2. In this shot, I shorten the footage (frame) and I added a new screen on it.

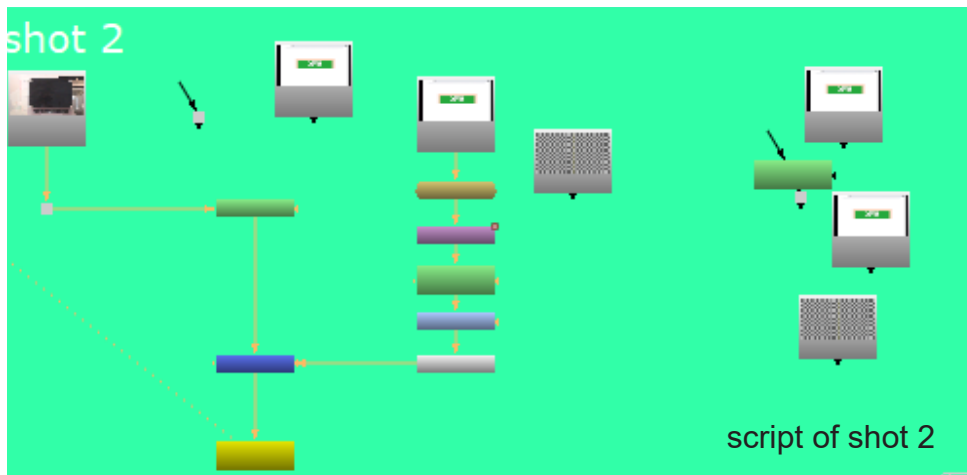
SHOT 4. Same in shot 2, I cut off a part of the video and put the website on the laptop screen.

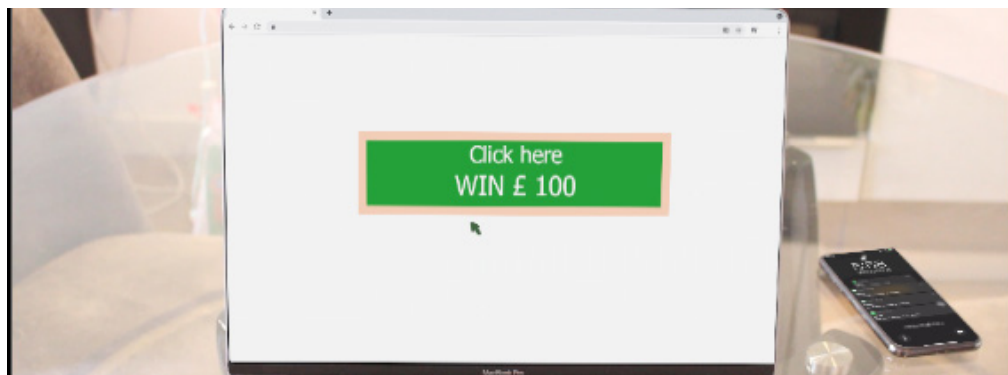
I create the laptop's screen animation with Photoshop and Premiere. Firstly I took a screenshot of a google chrome website and then, I did some cloning on Photoshop to remove letters and some personal privacy. Then, I created two different colours of the button, thus the effect of clicking on it could be more obvious when the mouse cursor is over it.

Having fixed our layers, I imported them on Premiere and started to work on the animation.

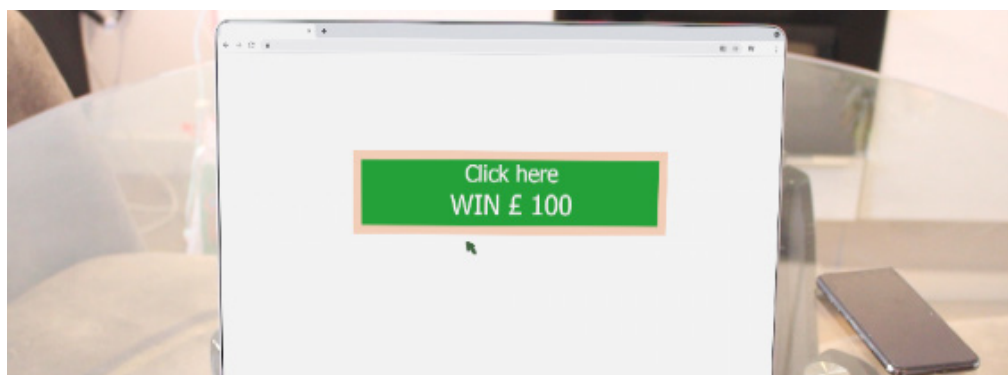


screenshot of the footage

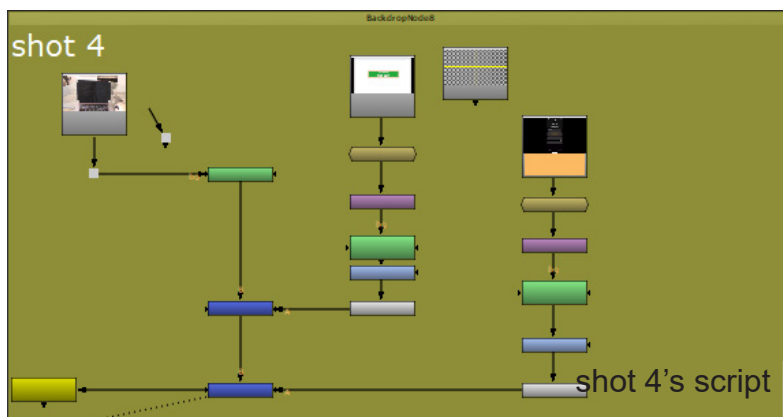




Shot 4. Footage with screen of the laptop and the phone



Shot 4. Footage without screen on the phone



NUKE: SHOT 2, 4

Firstly I just animated it randomly three times differently for each shots. The first one is the cursor moving randomly avoiding the button, the second is the mouse clicking once on the center and the third is the mouse clicking on the button consecutively thus the rectangle is swapping in two colours.

Secondly, I tested them adding on the shots in Nuke, then I rendered them out to watch the result. When I reviewed them several times, I realized that the cursor is not moving along with the hand which is grabbing the mouse, thus their movements looked a bit awkward, it seems like the person is not controlling the mouse and the cursor is moving around by itself.

Finally, I redid the animations of the cursor led by the hand's movements thus the next trials could be more natural as I render them out.

In shot 4, I added also the phone's screen as I asked for my teammate. Nonetheless, after checking the shotlist and the storyboard, I realized that at this moment there is not any notification from that website page, thus I removed the phone's screen animation on this shot.

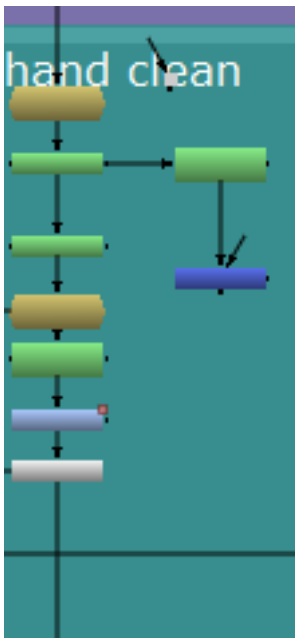
For the first shot, I change the screen to the two following shots, however, due to the deadline date is close I just cut off few frames for the final edit. I consider that modifying in that way would not alter drastically the whole outcome.



SHOT 12 is one of the cleaning-up shots from our outcome where the protagonist is observing her hand disappearing and turn down the laptop.

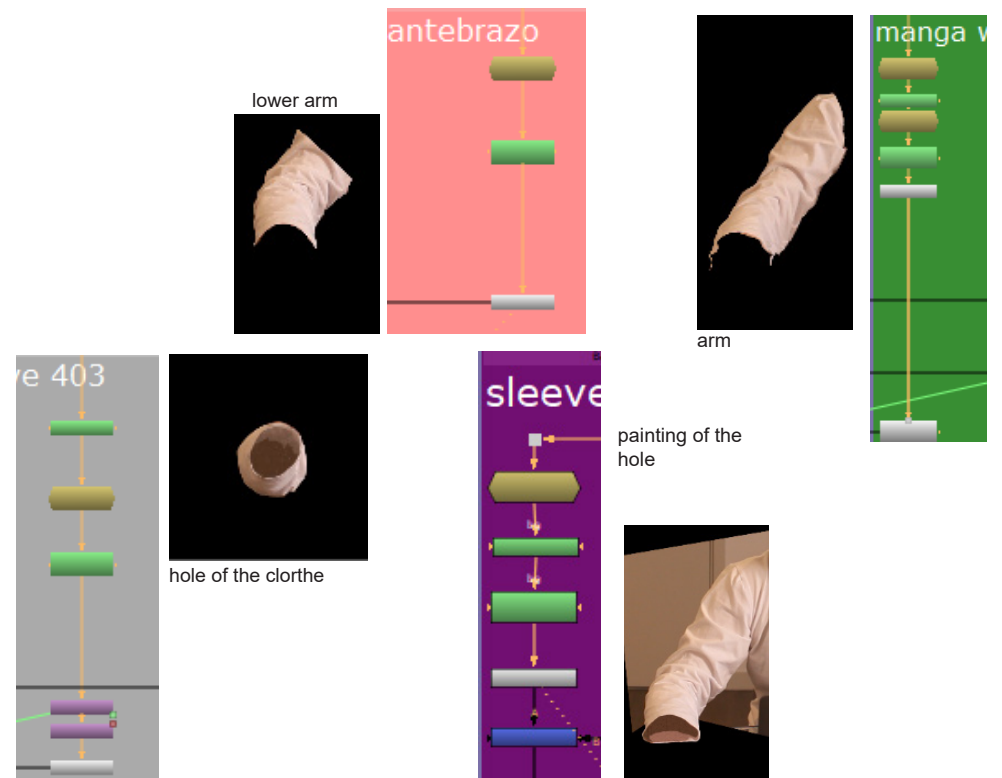
I started cleaning the whole left arm from the arm to the shoulder by cloning with roto paint in a particular frame using a framehold.

After that, I separated few parts of the arm without the hand with a roto. In the footage, the arm is lifting up and down, thus I made a whole sleeve, lower arm sleeve, and two cuffs (one cuff when the hand is on the table and another when the arm is lifting up) samples, that way, it will be easy to create an animation of the arm without the hand.



Clean plate. Clean up of the arm.
Script of the hand clean

NUKE: SHOT 12



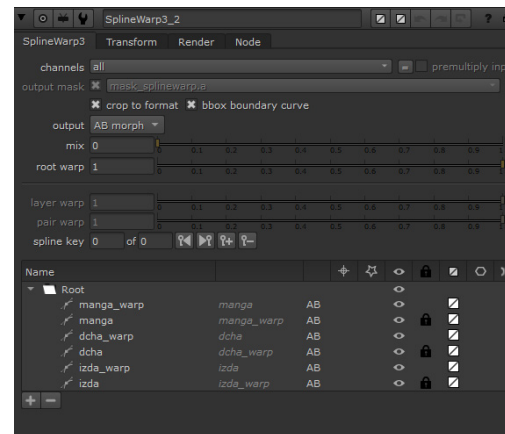
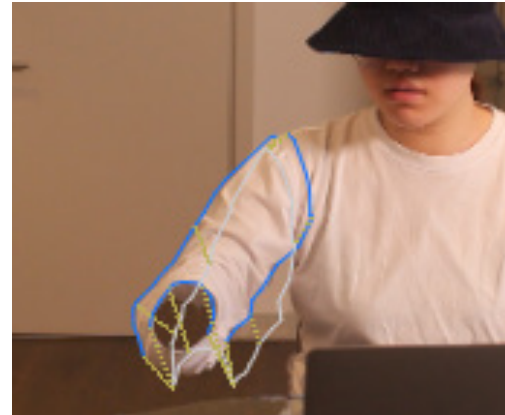
NUKE: SHOT 12

With the splinewarp, I animated the sleeve in two sections, one part on frames from 219 to 267 when the down cuff is exchanging to up cuff, and another part on frames from 236 to 546 when the character raises her arm and observes her vanished hand for a while.

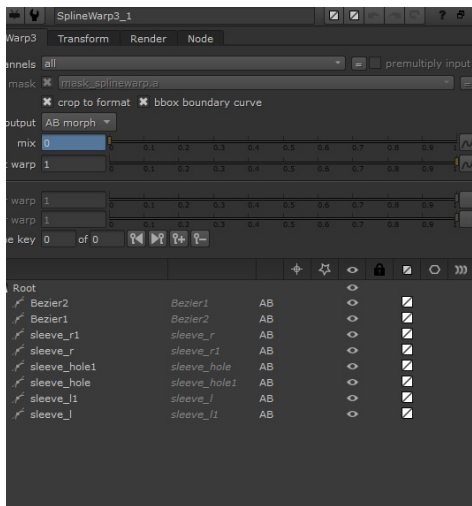
I started with the animation of the raised sleeve firstly. I have lower the opacity down to have the original plate under the sleeve warp to fit the arm movement more easily. To copy the exact motion, I set keyframes along with the footage and rendered it several versions to rewatch the sleeves gesture. Nonetheless, there are strange sharp lines and shapes around the cuffs as the animation is playing. I tried to fix them by taking closer of the roto point's feather and paint brightly the dark shapes to paste the up sleeve over the down sleeve.

Another splinewarp is located between frames 219 to 267 where the two cuffs are exchanging when the arm is lifting up. Then by using a AB morph, A connected to the down cuff and B into the up cuff, so there is a morphing of the arm without the hand on it. However, the morph looks weird due to there are strange lines moving out of the cuffs.

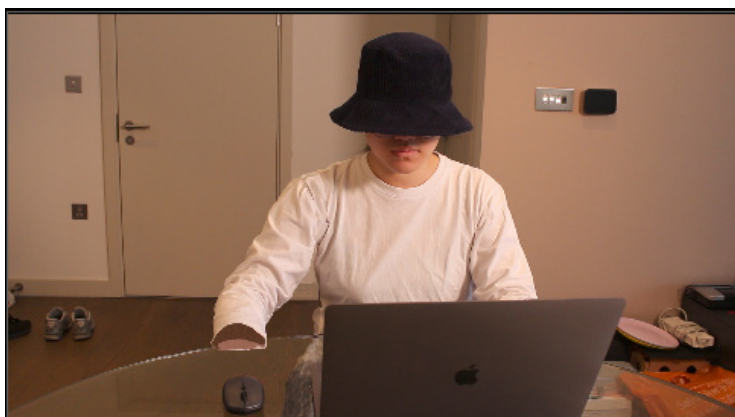
I have used color correcting in some frames as the lighting was changing along with the footage. For example, the roto of the framehold 479 is brighter or darker in other parts of the shot, thus I graded it by fitting with the whole shot.



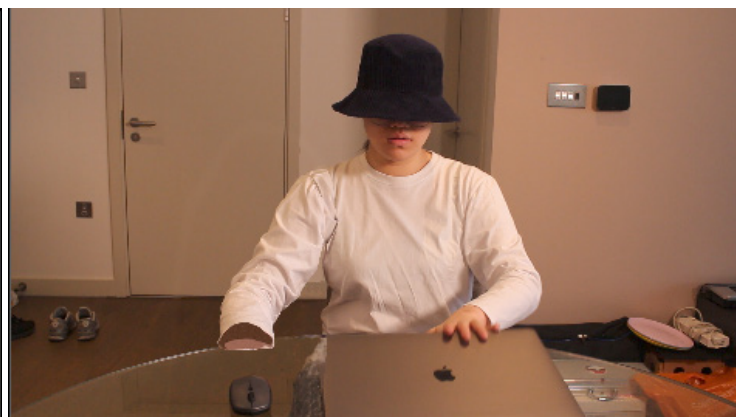
236-546 frames



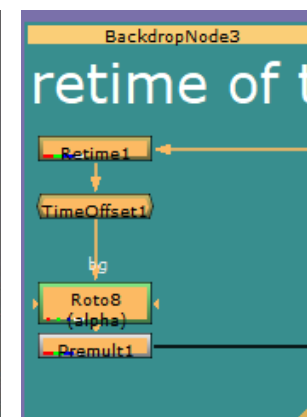
219-267 frames



frame 117



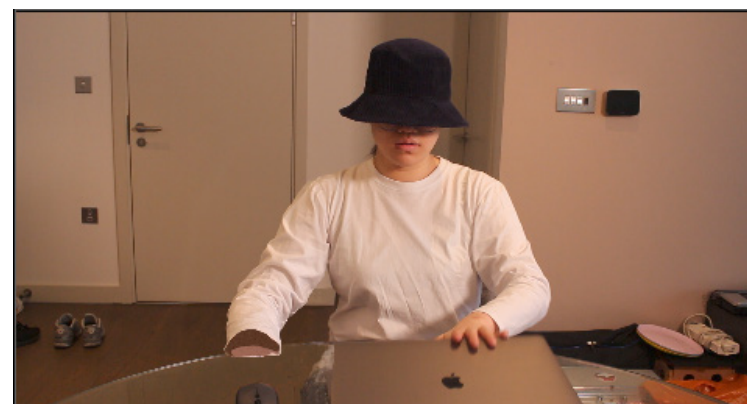
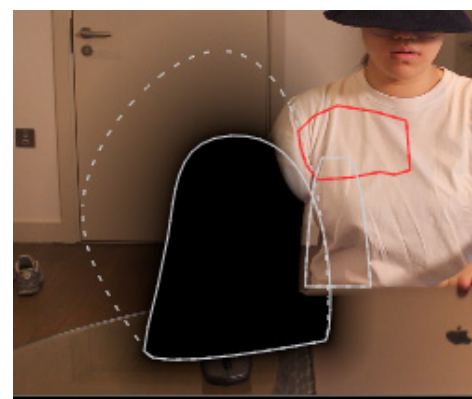
frame 548

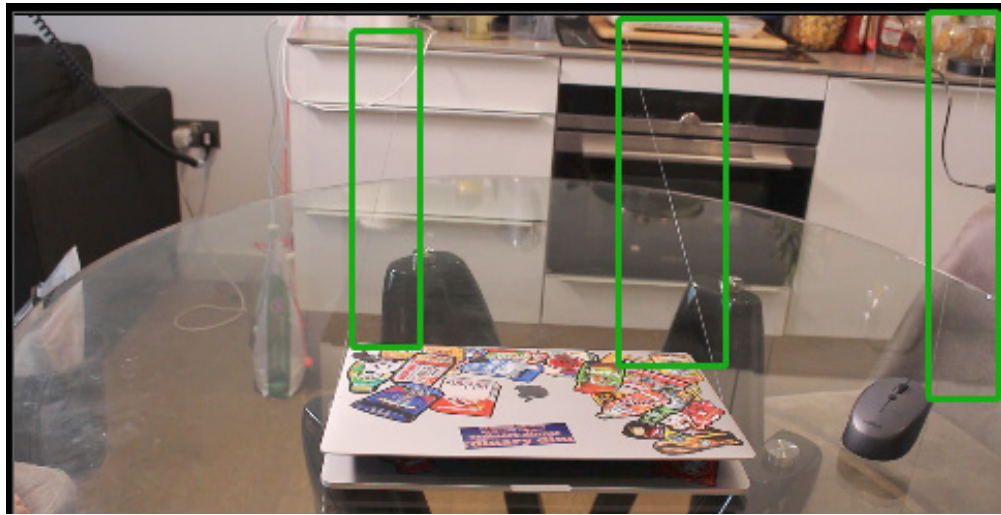


NUKE: SHOT 12

Furthermore, at the end of the footage, there is a moment when the arm lowers down on the table. Then I brought up a retime between the frames 219 to 305 (when the arm raised up at the beginning) and I reused it in the end by adding timeoffset on the frame that the arm went down.

For fixing the animation, I made three rotos around her arm thus I can take the shoulder movement from the original plate. In the result, I found out frames where the arm has layers over it, the fingers appearing near to the mask shapes, and some imperfections around the armpit.

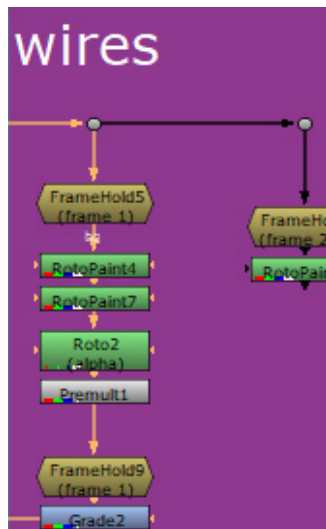


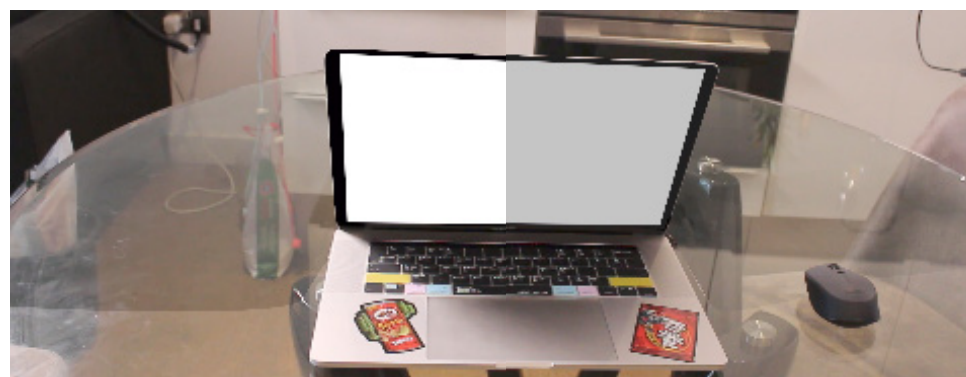
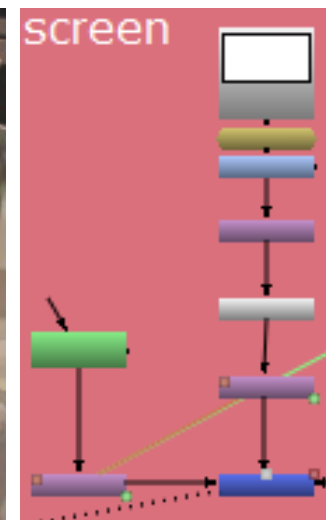
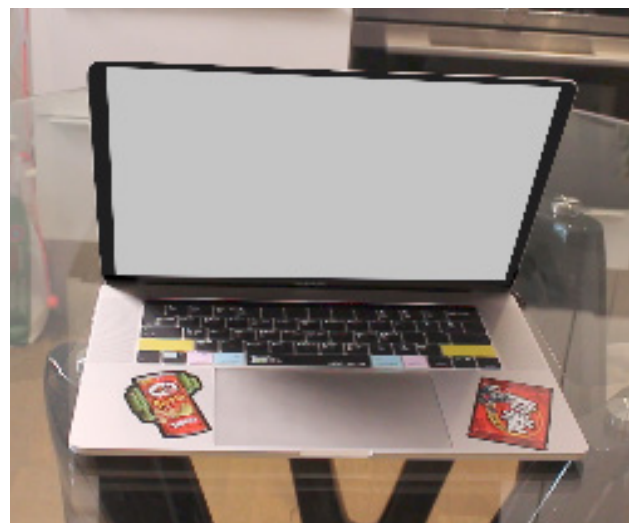
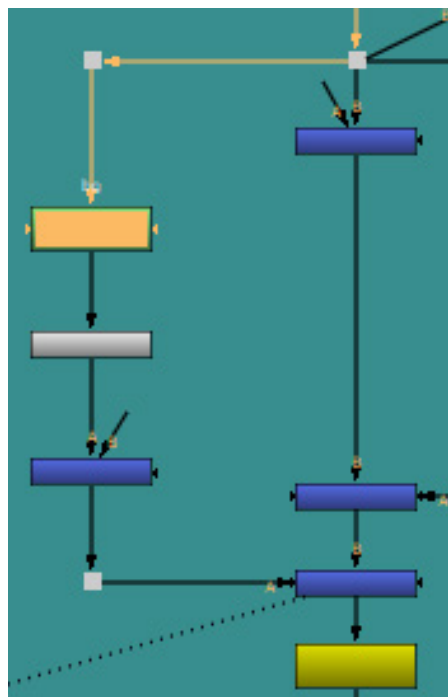


NUKE: SHOT 14

SHOT 14 is the last shot that I am working on. It is about the laptop and the smartphone moving by themselves as they are alive.

Firstly I removed the wires by adding framehold on frame 1 and cleaned the wires by cloning in rotopaint, in that way, we have a cleaned frame to mask over the rest of the footage. Then, I was involved with a roto the area where the wires are visible, practically, two-thirds of the screen horizontally. On one hand, I achieved to remove the wires on the whole footage but on the other hand, I hide half of the laptop and phone because the roto is over it. Then I did a roto-scoping of the two devices to merge them over the roto without wires. As a result, wires were removed perfectly from the shot and their movements seem natural such as their recovered alive.





Grading the screen

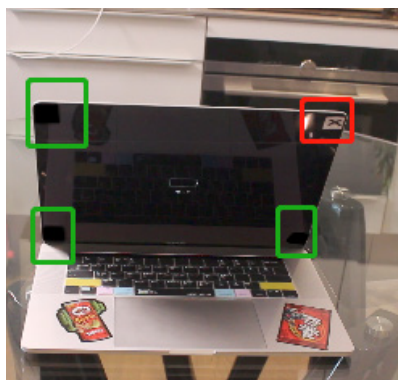
The next step is to add the animation over the laptop screen. In the beginning, I tracked the four tracking markers on the corner and then add a black roto patch over them thus the markers are hidden.

Finally, I placed the animation over the laptop screen with the tracking markers, plus the timeoffset and the mix from the merge helped me to adjust it smoothly right on timing.

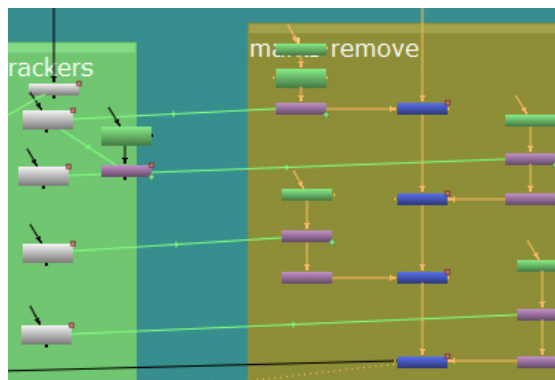


Rotoscoping the devices

NUKE: SHOT 14



Removing the tracking markers



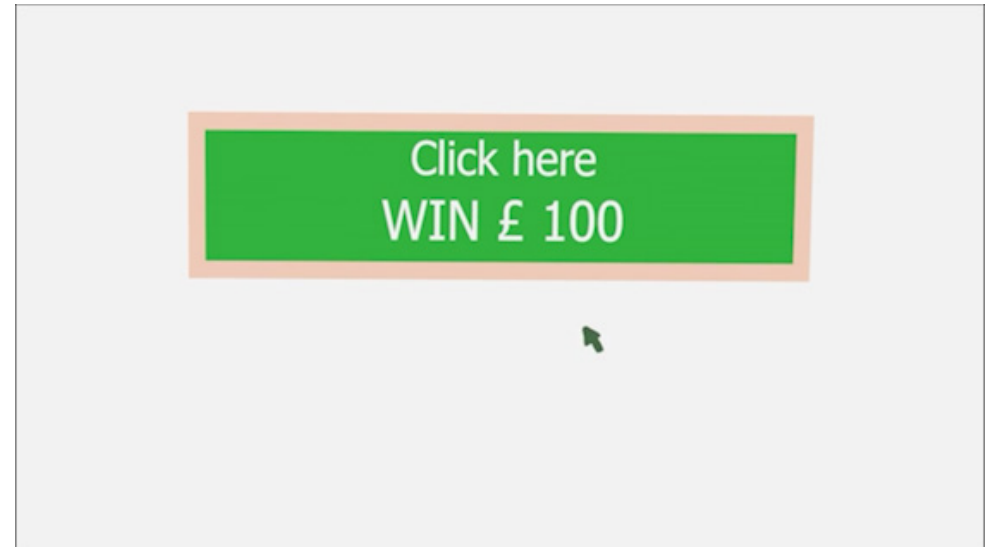
CRITICAL APPRAISAL

The final outcome is almost successful in many aspects, plus in the final edit, we hid and shorten the odd parts from the shots.

The shots 2 and 4 in the outcome seems that they are combined and zooming into the website page. I really agree with this treat because it was a bit repetitive and the story was progressing too slow, then in that way, the storytelling is continued and it portrays the same even if we have the two plates separately, in other words, it can highlight equally the character clicking on that button on the screen.

The audio, the soundtrack, and the sound effects suit perfectly the outcome, like the mouse clicking sound which makes it realistic and alive. The background music at the right timing depicted the thrilling part of our story. When I was working on the shots in Nuke, they were without any sound, so after many reviews and redoing on the shot, it looked calmly for me, plus the actor did not have so much movement, so it seems even more dead. However, adding the soundtrack to it rebuilds the whole atmosphere of the scene.

I am really glad about the shot 14 results, apart it need colour correction in some frames, the whole footage looks almost perfect to me as I clean up well the wires, and the movement on the animation over the laptop screens looks natural by the trackings I did. In addition, the rotoscoping on the mouse and the laptop worked so smoothly that seems thrilling in the outcome.



Shot 2 and 4 combined



Shot 14

Some mistakes that I found from the outcome and also from the making of my shots.

For example, the laptop screen in shot 2 and 4 (shots where I have to add another animation on it) I expanded a lot the area for the animation that when I compared it to other shots where there is the laptop turned on (like shot 1 or shot 14) the transition between them seems pretty odd, just like the device is not the same one. The refinements I would do for the next time are to narrow the roto and have the device with the screen on as a reference when I am resizing the area.

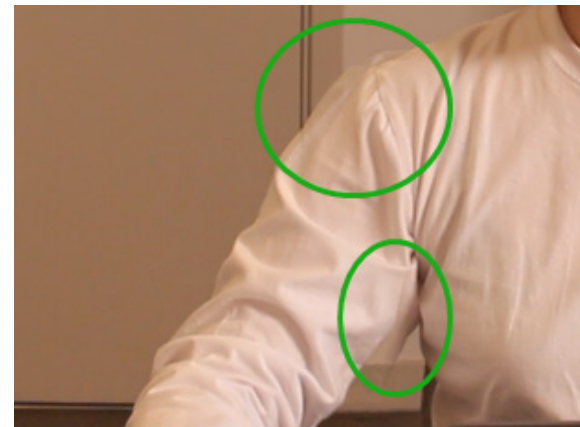
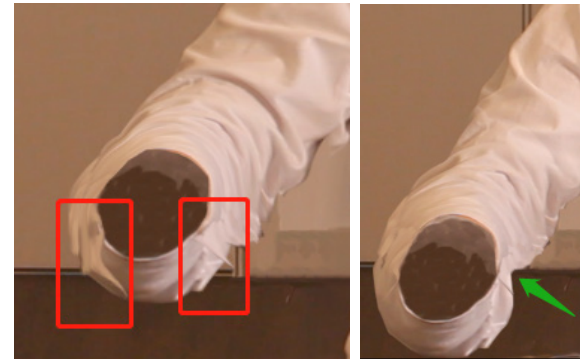
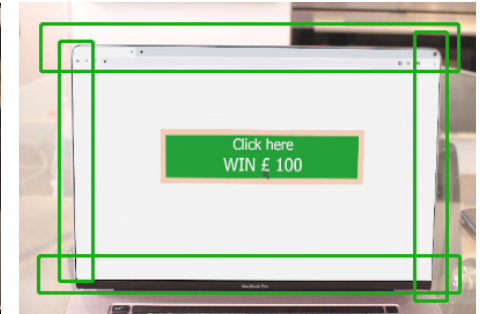
In shot 2 the camera have a slow movement that I did not notice when I already applied the new screen on the laptop, thus when the camera moved a bit, the new plate added is rigid on the centre of the shot and not following the camera movement. Maybe I will add trackers or animate the website animation to make it belong to the device projector.

In addition, there are a small group of frames in shot 12 and shot 14 that have a patch where the colour does not match with the whole frame, then sometimes it seems brighter or darker in many timings. I will correct it by animating the grade.

Obviously, I still need to work on the animation of the sleeve and the strange shapes moving around the cuffs in shot 12. This shot 12 took me weeks to fix it and it improves on every tutorial with my teacher helping and teaching me with Nuke. Nonetheless, the difficulty of the sleeve animation was challenging for me. I stressed in the beginning when the sleeve was looking extremely weird, but then, with the teacher's indications, I learned a lot of new skills in Nuke.



Screen area of the laptop



SHOT 12. Weird effects on the sleeve.

I was worried that working in pairs could have some fights when discussing an idea and a story for starting, but with several meetings, our decisions were truly steady and the roles were clearly distributed.

Having distributed our works, we worked on our own and shared it with our teammate for any other improvements. It was really helpful when you have someone that can comment on your weakness thus you can be sure on where it is necessary to refine or if the edit is fine as it is. In that way, I can be confident about what I am working on, the same as me when I check her rendered shots.

Another advantage of working in pairs is that you work twice fast on the project, I would not be able to finish such an amount of work if I was working alone.

Sincerely, I did not put a lot of effort into shots 2 and 4 because there was not enough time to have them detailed and perfectly done as same as the website design. The website animation looks simple and primitive, neither I added any link on the top. Thus I prioritized the cleaning up shot since they are important in the meaning of portraying the unique part of the story.

It was truly difficult to work in different countries and without any interactions but we were able to adapt to those COVID 19 situations.

Nonetheless, it was a shame of losing the opportunity of filming the shots with my teammates.



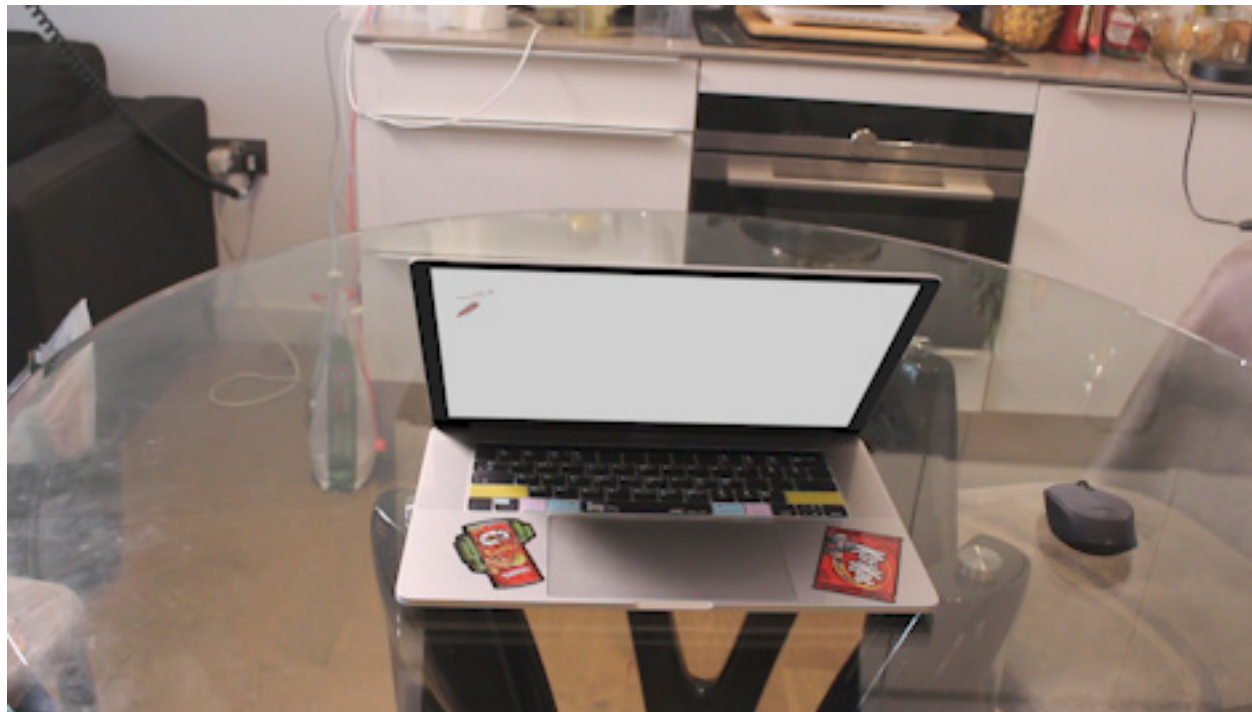
Blog: <https://bavfxruiliwu.myblog.arts.ac.uk/2021/06/18/vfx-invisibility/>

Password: 1234

Edit: <https://vimeo.com/563617576>

Outcome: <https://vimeo.com/563617576>

LINKS: Showreel



<https://www.bilibili.com/video/BV1cM4y1u7zZ/>