

# Dobby in The Louvre

Finding his sock



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“Of course it is happening inside your head, Harry, but why on earth should that mean that it is not real.”

—**Albus Dumbledore**



01.

# Introduction

My inspiration, Idea and The  
story





# The Idea

Enter a realm where Harry Potter's  
enchanted landscapes converge  
with the grandeur of The Louvre,  
blending magic and reality  
seamlessly.



# Inspiration

Inspired by the beloved world of Harry Potter and the endearing character Dobby's quest for freedom.





# My goals



Show the future of  
Augmented Reality

Encourage audience  
participation in the  
augmented reality  
adventure.



02.

## Pre-Production

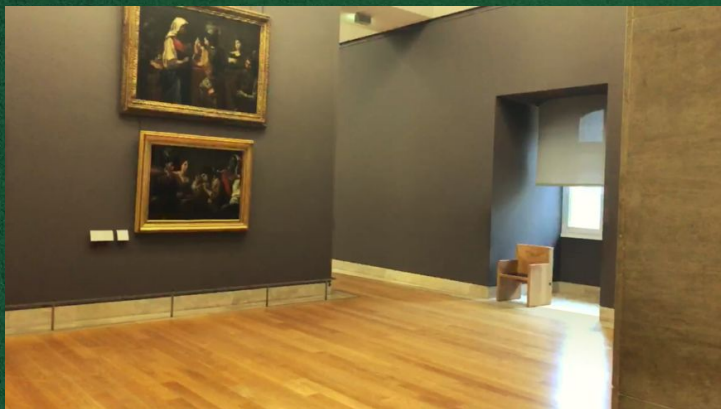
Storyboard, Scenes and Tools  
used



# Scenes Used

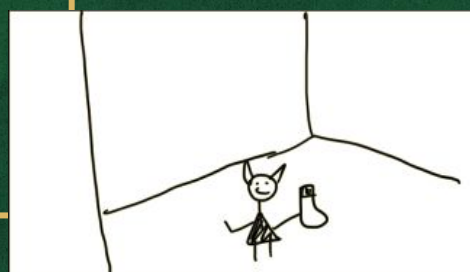
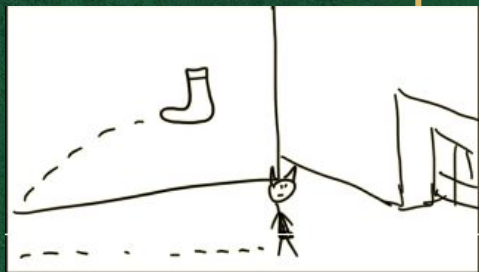
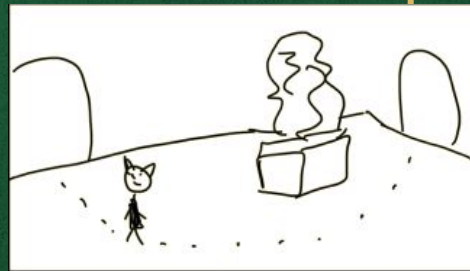
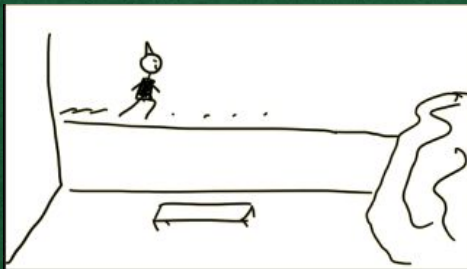
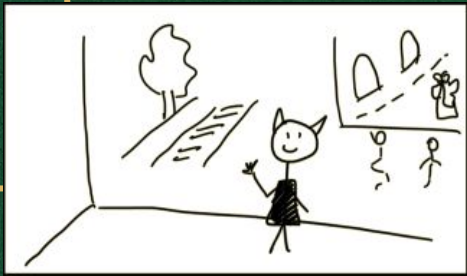


# Scenes Used





# Storyboard



# Tools Used



For 3D models



Sketchfab

Animating characters



mixamo

Animating objects and  
Motion Tracking



CINEMA 4D

Video editing



CapCut



# Tools Used



Music: Magical World - Allen Grey

The background is a dark green textured surface. It features several gold-colored decorative elements: two large overlapping circles on the right, a key with a pentagram on its head on the left, a diamond shape in the center-left, and various small stars, dots, and circles scattered throughout.

# 03.

## Video

Video, Problems and  
Animations



A stylized illustration of a night sky with a large triangle containing the word "Video". The background is a dark green, textured surface. A large, light green triangle is centered in the image. Inside this triangle, the word "Video" is written in a light green, serif font. The triangle is flanked by two smaller triangles at the bottom corners, each containing a vertical oval shape. The sky is decorated with various celestial symbols: two crescent moons, several small circles (stars or planets), and four four-pointed star shapes. The overall aesthetic is minimalist and artistic.

Video

# Problems

Auto-Save

Finding Auto-Tracks and Plane

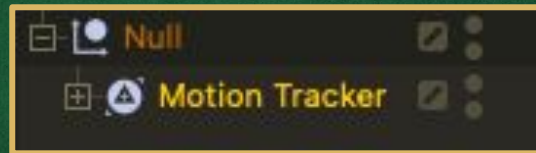
Animations





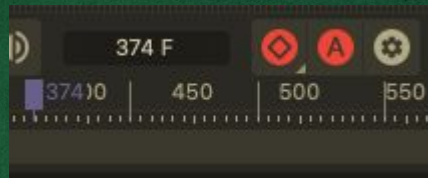
# How I fixed those problems

For the Auto-Tracks and finding planes I moved the Motion Tracker in the Null, and then changed the coordinated of the Null in order to fit my plane.



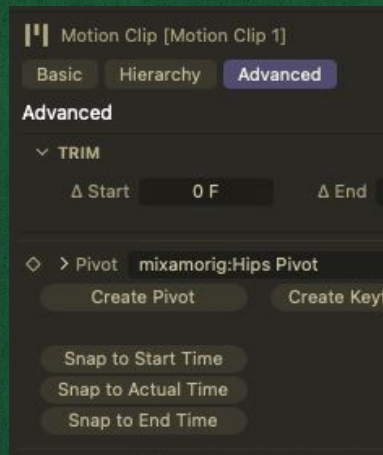
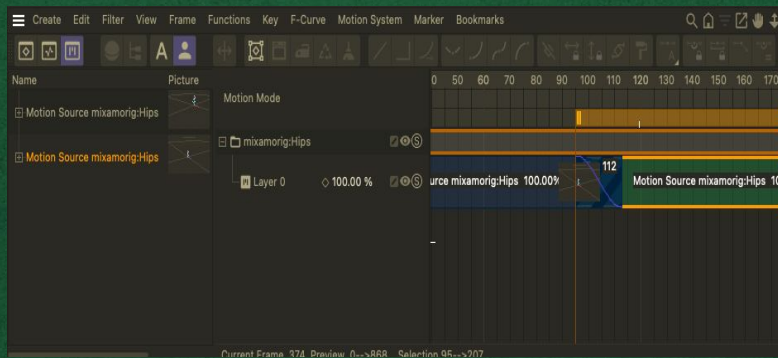
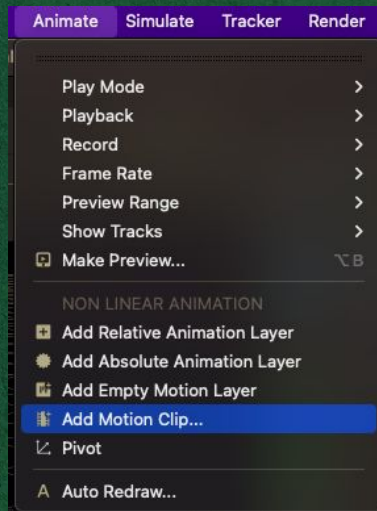
# How I fixed those problems

First animate the characters  
and then objects.





# How I animated Dobby

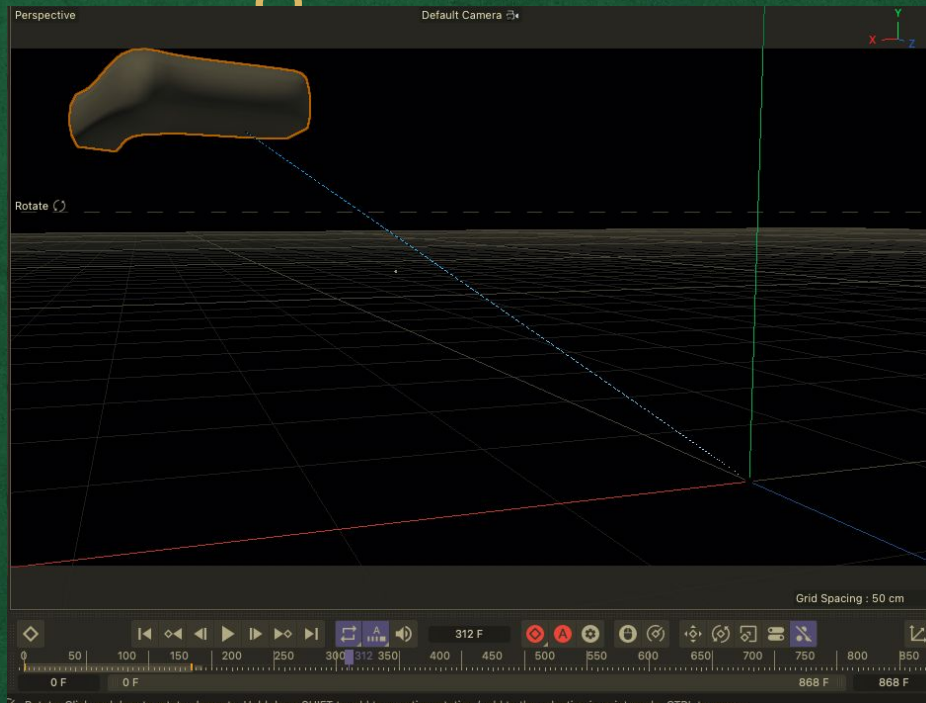


I used multiple Mixamo animations and stitched them together in Cinema4D.



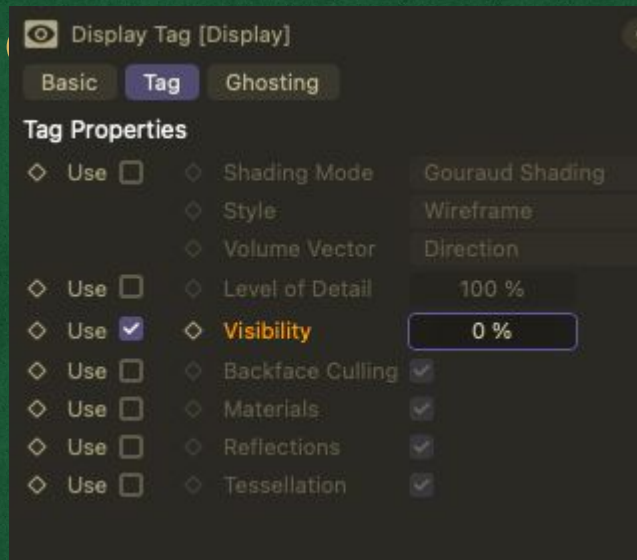
# How I animated the Sock

I used Record Active Objects in Cinema4D directly to animate the sock.





# Catching the sock



I wanted to make the sock disappear once Dobby catches it. For that I've put the visibility at 0% right at the moment of catching.



Thanks for your attention!

