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 enchanting 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.

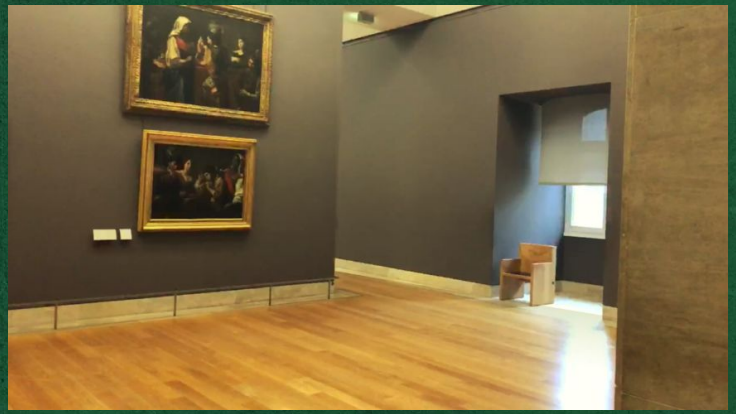
02.

Pre-Production

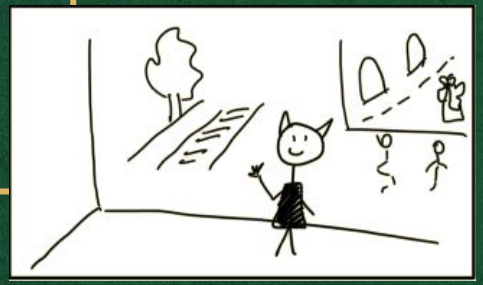
Storyboard, Scenes and Tools used

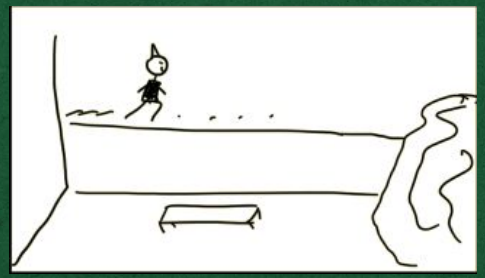
Scenes Used

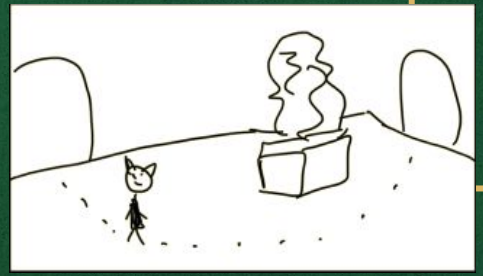
Scenes Used

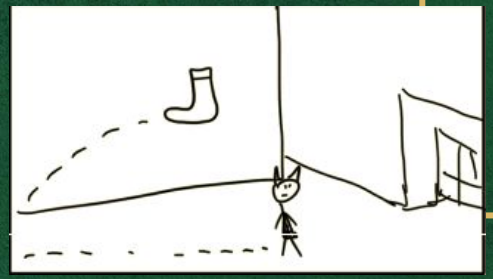


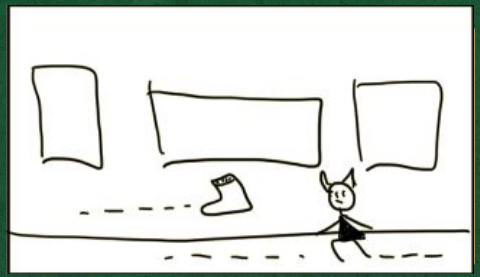
Storyboard

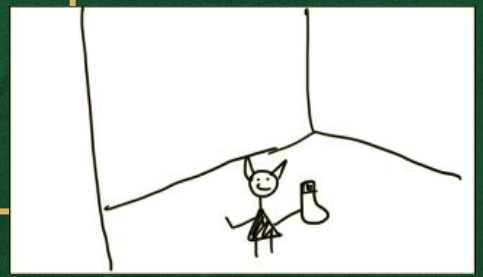












Tools Used

For 3D models

Sketchfab

Animating characters

mixamo

Animating objects and Motion Tracking

CINEMA 4D

Video editing

CapCut

Tools Used

Music: Magical World - Allen Grey

03.

Video

Video, Problems and Animations

Video

Problems

Auto-Save

Finding Auto-Tracks and Plane

Animations

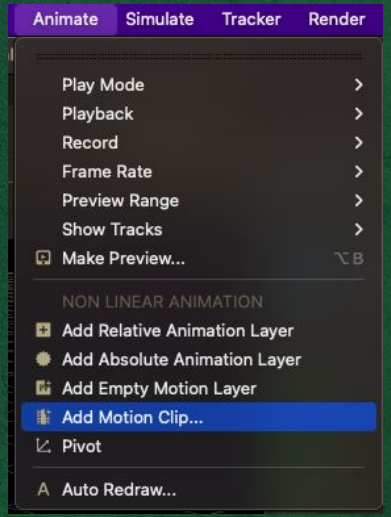
How I fixed those problems

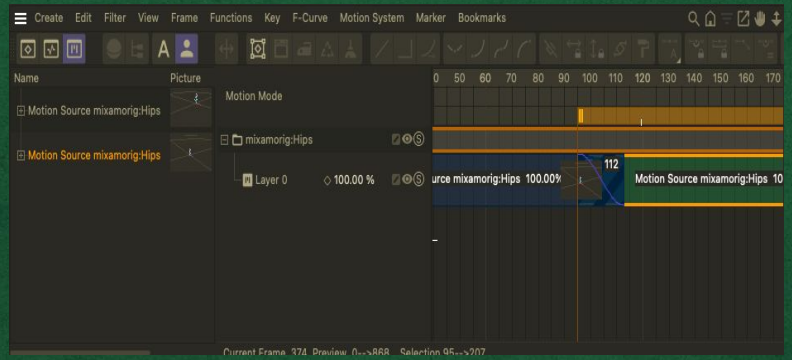
For the Auto-Tracks and finding planes I moved the Motion Tracker in the Null, and then changed the coordinated of the Null in order to fit my plane.

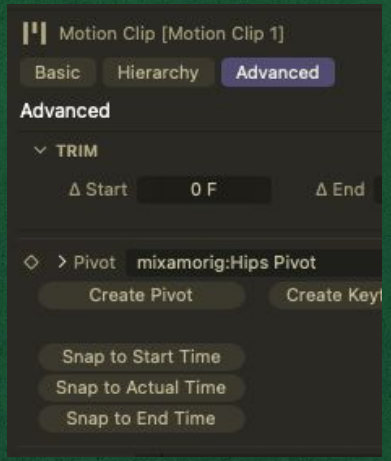
How I fixed those problems

First animate the characters and then objects.

How I animated Dobby



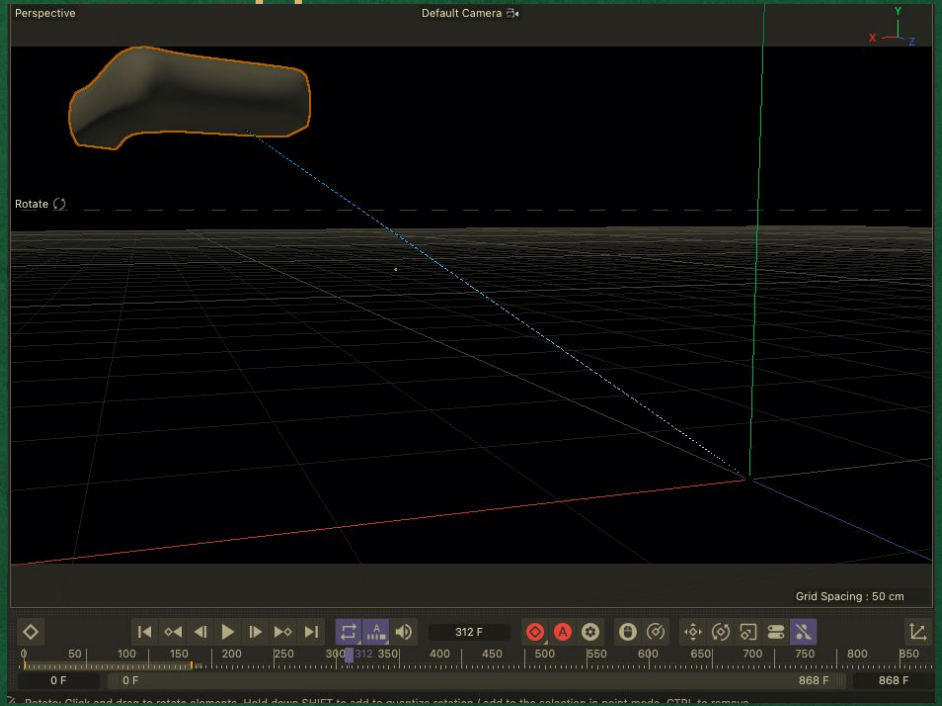




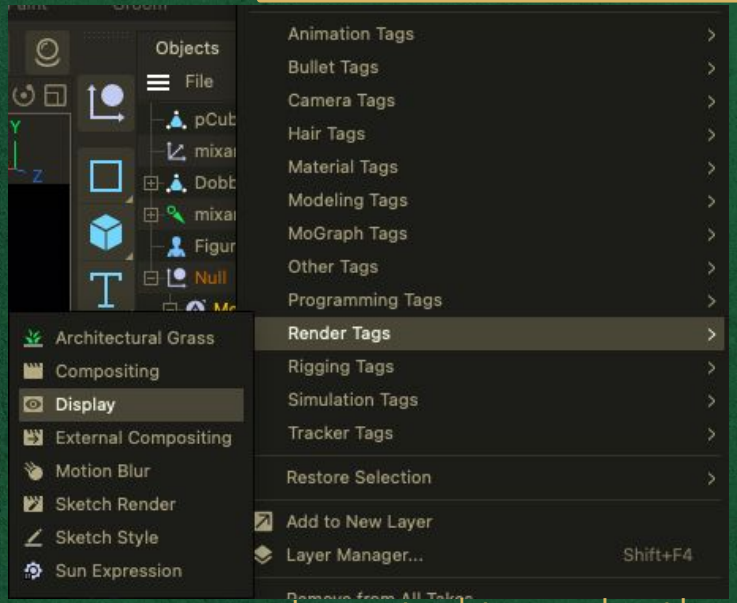
I used multiple Mixamo animations and stitched them together in Cinema4D.

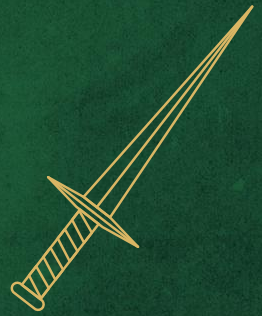
How I animated the Sock

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!