FINAL YEAR PROJECT

INSIGHT – VFX SHORT FLIM

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This Report Presented in Partial Fulfillment of the Requirements for the Degree of Bachelor of Science in Multimedia and Creative Technology

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APPROVAL

This Project titled **INSIGHT**, submitted by **Atikur Rahman, Hasan Ahammed, Atiqur Rahman, Md. Aliur Rahman, Md. Atiqur Rahman, Md. Aklakuzzaman Mirza** to the Department of Multimedia and Creative Technology, Daffodil International University, has been accepted as satisfactory for the partial fulfillment of the requirements for the degree of B.Sc. in Multimedia and Creative Technology and approved as to its style and contents. The presentation has been held on **29 November 2018.**

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DECLARATION

We hereby declare that, this project has been done by us under the supervision of **Mr. Arif Ahmed, Associate Professor, Department of MCT** Daffodil International University. We also declare that neither this project nor any part of this project has been submitted elsewhere for award of any degree or diploma.

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We would like to express my heartiest gratitude to **Shaikh Muhammad Allayear - Head,** Department of MCT, for his kind help to finish my project and also to other faculty member and the staff of MCT department of Daffodil International University.

We would like to thank our entire course mate in Daffodil International University, who took part in this discuss while completing the course work.

Finally, we must acknowledge with due respect the constant support and patients of our parents.

ABSTRACT

Our full team of INSIGHT has one aim only to make a project which will be remembered. To achieve this we find out the natural story and we select it for our project. Our project name INSIGHT which will give us a social message and we it will increase awareness in our society.SO if we want to reach there we have made our project perfectly. This project is based on VFX. That's why we need to work hard to create a composition and all other things which need for this project. First of all we have to organize our team and our team work. Then we have to develop our story and story concept with our imagination and must keep the awareness massage .We want to keep massage on our story that if we are going wrong way and if we all time disappointment with every things then something will automatically come to our life then this things control us and lead us to wrong way. That's something's we can called it negative power which destroy our mentality and Finlay it destroy our life. This fact may be know everyone but nobody are aware about this fact. That's why want to show this massage on our project with some special effect and seen For VFX work we are going to use Adobe after effect and Boujou and for 3d modeling, we are going to use Autodesk Maya and Autodesk max and for final editing and Adobe premiere pro and some of relative software.

TABLE OF CONTENT

CHAPTER 1

Introduction

"INSIGHT" the short film where we represent the people of universal can be control very easily by another. We tried to show every deep detail on our project because we want to show clear meaning of our project. After spending more than 14 days we get the idea about this short film where we can use also VFX work. So we began our project process. We started our story from the childhood time of our hero. He is different from many others form the childhood that's why when he got a special book from a VIKKHOK. That's book made him hero by giving him magical power. The main objective of this project was to create visualization on our project by using Virtual work.

Your mind is a piece of the undetectable, extraordinary universe of thought, feeling, and state of mind, conviction and creative ability. Every day we have to face many problems for that some of fall down to negative way. That's the starting of people lost their normal life and the forget to live normal life. Day by day the lose their control from their life. Here our story began. Villain mainly not target normal people he all-time targeting the disappointed peoples who are not satisfied with their life and condition .mainly who are stress on life. That's the time negative power can control your life and so many people are affected for this. This is our main point which we are showing by this project. To creating this meaning on our project we add VFX effect and 3d modeling to create different representation. We create a Heroic Character by following the story. For this we develop the story as if we represent him a powerful hero against negative power.

Software we used for this project

Here is a list of software we used to complete our project

1. Adobe Photoshop (Design, Texturing, Matte painting)

2. Adobe Illustrator (Motion Graphics)

3. Adobe After Effects (Tracking, Keying, Rot scoping, Motion Graphics, Compositing Element 3D)

4. Adobe Premiere Pro (Editing, Color Correction, Color Grading)

5. Autodesk Maya (Modeling)

6. Autodesk 3ds Max (3D Modeling)

7. FL Studio (Audio editing and effects)

Work Flow

Stages of Our Project

On the base of our project, it could be divided in 3 stages. They would be

1. Pre-Production

2. Production

3. Post Production

To complete of our vfx work with a great story we need to complete this 3 major stage before starting of our work. They are major three parts of our project and our project success comes from here that we successfully complete this 3 steps.

CHAPTER TWO

Pre-Production

Concept:

From the beginning we want a meaningful story which can give a good massage to society. Otherwise our teachers also expect from us a meaningful story which is not only a story but also it will create good impact among people. That's the reason we chose this project as if we create a story which will carry a meaning full story.

All time we can to see on the news that the young generation falls down to the bad way they are doing the criminal type of work the attach them self with the bad world. Mainly they engaged them self with negative work, Yes also know some reasons for that. Sometime family responsible or sometimes the person oneself demand responsible some time life success and failure things responsible and so many things responsible for that and for that so many people lose their normal life track.

That's the point which we chose to create a story. We want to represent this point with creatively and clearly as if people can understand what they are doing and what will be happening if they don't understand this point.

Story

Part 1:

Rafi who is a school student. We began our story with the childhood of our hero. He helps poor people from his tefine money. An old aged beggar all time stay on his school road that's why Rafi regular give him some money from his what he has. One day the old aged beggar called Rafi and give a Book. Rafi took it in the bag. After finishing his classes he comes home. With curiosity, he fixed that he will read this

book after complete his school homework at the night. At the time of reading this book, he falls to sleep

Part 2:

After a while a magical power comes out from the book then it enters the Rafi body. That's the power which Rafi get. But Rafi does not know about it .So he is using his power.

Part 3:

After so many years when he was getting younger we start our part 3 seen. Still now he is not known about his power. He love to read book its habit for him. One day when he goes to university then his friend told that tomorrow is math exam .Rafi! Get big shocked. After coming home he started to study but it's not possible to finish whole lessons within one night, He is worried about it. After all, he understands he can't pass on the examination. He is wishing that if exam stopped it will be a miracle for him and he will get chance to pass. Then he is going for sleep.

Part 4:

So to enjoy the day he is preparing for going out to relax his mind at Dhanmondi 32. While he was trying to cross the road, suddenly the environment got high lighting and started abnormal behaviors. That's why suddenly a car passes out through the Rafi. But Rafi did not hurt because His power saved him from the accident. Rafi could not believe on this act. After coming home he eats a drink of water then he started about what's going on, He did not understand till now about the whole fact.

Part 5:

To relax his mood he going to find a book from his desk suddenly he find the book which got from the poor beggars. For read this one he pick up the book and started to read this book, He was shocked that he finds a line where told that the hero will be saved automatically by great power. To more clear he started to change the page one by one after he get another thing he got a drawing which is fully similar with his accident lines were wrote that Hero will understand that he have great power which he can use for people welfare. If this incident happened that means too powerful negative power already comes to the world and people are already affected by negative powers. This abnormal environment refers that it is the symbol of Negative power coming in earth. After he got this point that he has a great power which comes from this book.

Part 6:

To test his magical power, he got an idea to decorate his room wall. He finally decorates the wall by using his magic then he believed. But worrying about the negative power and he also decided that he will use his power to peoples welfare he is not going to misuse this.

Part 6:

Here the story going in deep. He decided to create special something where he can get all information about the condition that's why he got an idea to create a special room for his as if he can get everything from the special room. No one can see the room only he can see this and enter this room, Then he created a special room which will be helpful for his to help people. By it, he also can get space to research on the negative power source and where to find it because he already comes to about the negative power was already come in earth and the negative power day by day increasing

Part 7:

Suddenly he heard sounds and observed everything abnormal as past he saw environment. He identifies and remembering the books. To relax he again go to Dhanmondi32.Stinng on the center of Dhanmondi 32 beside he thinking about the abnormal environment and books signs which indicate about negative power. He is walking here and there.

in the night when sleeping suddenly he saw a dream, where a man told him "how can you live in this world with so many disappointment come with me with my world and finish the problem which gives you so much pain no need to worry about anything I am with you, then come with me you will get better life" come

Suddenly he woke up and cannot understand why he saw that and these fully different kinds of dream. He waits for next day sleep but after pass someday he was not any kinds of dream like that. Overall he is worrying about all the fact. He again goes to the Dhanmondi 32 to remove some tension from the mind. But no benefit.

Same day when he goes to sleep he saw same dream same dialog which he saw previous. But he recognizes that after going Dhanmondi 32 he saw the dream. Yes he got the point and he understands some things

Then he goes to his special room for saw what's going on? and why this happening. He recognized the problem. Some places are affected by negative power.SO understand also someone or something must behind who controlling this. He saw news that everyday people are missing from their house because of this disappointing life and because of unhappiness and because of failure. Before missing they left a latter and shocking fact all the letters style are some just reasons are different. Hero saw that day by day the negative power increasing and people are missing.

Part 8:

Rafi thinking about a solution and he is worried about it Day log he was thinking about it. Suddenly a magic light comes from the book and took him dream world. He opens his eyes he saw a white place looks like a white dream world. Suddenly one told him to not worry and told him why magic chose him as a hero.

After while Rafi asked about the negative power and he wanted to know about a way to solve this problem and finish the villain. He opens his eyes he saw a white place looks like a white dream world. Suddenly one told him to not worry and told him why magic chose him as a hero.

After while Rafi asked about the negative power and he wanted to know about a way to solve this problem and finish the villain.

Then the hidden person told him that the negative power is so powerful it cannot be fully finished because of us. I mean peoples negative sense is the main source of negative power. But it can control but you have to find out the villain place then you have to destroy the Red box of his palace then he automatically comes to you then you can control the villain and you can finished him for now.

After it hero destroys the villain place and start to waiting for the villain. The villain comes and told the Rafi 'you cannot destroy me 'your peoples are May power my powers can't be finished. Rafi told no problem I will destroy you. I will stop all the and source of your power. Goodbye.

Story Board

After completing the story, we started to create the storyboard which is main and major parts of our project. We have experienced to create storyboard because already more than 2 storyboards submit for our cause during the semester. After thinking about all of this we contact with our one of teacher and got a format of the storyboard which is used in the media industry. We follow the technique and started to write the storyboard.

First, of all, we rechecked the story again and again because we took the time to develop the story. Then we first design the full layout of our storyboard then we type the whole story. After it, we divide the story with sequences. As if we can take complete our shooting perfectly. It's very important to make a clear storyboard for

shooting, while we creating our storyboard we also get chance to develop our story that's why we get the chance to add more details on project.

Story board Layout

Title: Insight - The World That You Believe	Page: 05

Scene No.	11	Shot No.	03

সে ঘুমিয়ে পড়ল। পরদিন মোবাইল বার্তায় জানতে পারলো প্রশ্নপত্র তৈরি হয়নি তাই পরীক্ষা পিছানো হয়েছে।

সকালে টিলট-আপ শট এ ক্লোজ করে মোবাইল বার্তা দেখাবে।

রাফি--- বইতে যা পড়লাম সে গল্প কথার সাথে মিলে গেল কি করে ?

Scene No.	12	Shot No.	01

হিরো পরীক্ষা হবেনা বলে অনেক খুশি । সে ৩২ লেকে যাওয়ার জন্য বের হয়। পার হয়ার সময় হঠাৎ সূর্যের আলোর ঝস্কানি চোখে পরে, সে তখন মাঝ রাস্তায়। ঠিক তখনই একটি গাড়ি তার উপর দিয়ে চলে যায়। কিন্তু রাফির কিছুই হলো না। হিরো এইটা দেখে নিজেই অবাক হলো। তার ওপর আশেপাশের মানুষগুলো চোখে সমস্যা অনুভব করছে আলোর কারনে, কিছু হিন্দ্রের কোন সমস্যা হচ্ছেনা। হিরো ভাবছে কি হল ! সবার এমন অবস্থা কেন হচ্ছে, সে-ই বা কেন ঠিক আছে ! ঠিক তখনই পরিবেশের পরিবর্তন দেখাবো হঠাৎ আলো এবং হঠাৎ অন্ধকার দেখাবে, আশেপাশের মানুশ বলবে, এখন তো বর্ষার সময় না, তবে এমন ক্যান হচ্ছে ! হিরো এবং সবাই খুব ভয় পাচ্ছে, হিরো তার নিজের ব্যাপারটা নিয়েও ভাবছে।

সম্ভব হলে কিছু গাড়ির দুর্ঘটনা দেখাবো।

Scene No.	12	Shot No.	02

হিরো বাসায় গিয়ে ভাবছে , কি বাচাটাই না বাচলো, কিন্তু কিভাবে ? হঠাৎ করে বইয়ের তাক থেকে বই বের করতে গিয়ে সে ছোট বেলার বইটা খুজে পায়। মুচকি হাসি দিয়ে বইটা খুলার সাথে সাথে, বইয়ের সাথে আজকের ঘটনার মিল খুজে পায়।

old memory about book, flashback and some line will appear with the help of motion graphics

Scene No.	13	Shot No.	01

রাফি একপর্যায়ে তার ঘড়ের সাজ নতুন ভাবে পরিবর্তন করার জন্য কল্পনা করল। ওহ! কিভাবে সম্ভব ? ঘড়ের সাজ পরিবর্তন করার পর সে বুঝতে পারলো তার মাঝে আলাদা কিছু আছে।

তার কল্পনা বুঝানোর জন্য এক্সট্রিম ক্লোজ শট।

Scene No.	14	Shot No.	01

সকালে রাফি খুশীতে আত্মহারা হয়ে গেল । কি করবে বুঝতেছিলনা । কিন্তু সে ঠিক করলো তার ক্ষমতা সে মানুষের কল্যাণে ব্যাবহার করবে । কিন্তু কিভাবে ?
সে একটা গোপন কক্ষ তৈরি করলো ।
সে রাতে সব কাজ শেষে ঐ কক্ষে সময় দিবে ।

একটা অ্যালার্ম ডিভাইস থাকবে যা রাফিকে সংকেত দিবে ।

Scene No.	14	Shot No.	02

সকালে রাফি খুশীতে আত্মহারা হয়ে গেল । কি করবে বুঝতেছিলনা । কিন্তু সে ঠিক করলো তার ক্ষমতা সে মানুষের কল্যাণে ব্যাবহার করবে । কিন্তু কিভাবে ?
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কক্ষে আমরা latest technology motion & VFX দেখাব । 3D/Motion Graphics/VFX
মানুষের সমস্যা নিয়ে ভাবে সবসময় ।

Scene No.	14	Shot No.	03

হিরো হঠাৎ দেখতে পেল পরিবেশ ঐ দিনের মত পরিবর্তন হচ্ছে (রাত থেকে দিন, দিন থেকে রাত) ঠিক তখনই (এঙ্গ) কক্ষ থেকে অ্যালার্ম বেজে উঠলো ।

অ্যালার্ম টা আমরা হাতে একটা ইফেক্ট দিয়ে বুঝাব

Scene No.	15	Shot No.	01

সে কক্ষে যাবে এবং দেখবে একটা স্পেসশিপ রবিন্দ্রসরবরে পরেছে । তাৎক্ষণিক ভাবে সে সেখানে যাবে কিন্তু বাস্তবে কিছু নেই । সে এটা নিয়ে গবেষণা করতে থাকলো । সে বুঝলো এটা নেগেটিভ পাওয়ার ।
[স্থান এর ম্যাপ এর মত করে ইফেক্ট এর সাথে দেখাতে পারি , অই স্থান টা রেড মার্ক হয়ে থাকবে]
সে রিসার্চ এর এক পর্যায় দেখে বাংলাদেশের আরো কিছু জায়গায় একই রেড মার্ক হয়ে আছে ।

Scene No.	16	Shot No.	01

সে computer এ কাজ করতে ছিলো, এলার্ম বাজল, কক্ষে গিয়ে দেখলো Breaking Newa (বাকি কথা same)
খবর : আসসালামুয়ালাইকুম, ক টিভি এর দুপুরের খবরে স্বাগতম । আমি আকাশ আছি আপনাদের
সাথে । হঠাৎ করে আমাদের আশেপাশের মানুষের মাঝে কিছু পরিবর্তন দেখা যাচ্ছে । আমাদের রিপোর্টার অাতিক আপনাদের জানাবে সর্বশেষ আপডেট ।

Motion Graphics এর মাধ্যমে সে খবর গুলো খুজে কিছু ডাটা মিলাচ্ছে ।

Scene No.	16	Shot No.	02

ধন্যবাদ আকাশ, বিশেষ করে স্কুল/ কলেজ/ ইউনিভার্সিটি এর ছাত্ররা আচমকা অন্য রকম আচরণ করছে । তাদের বাবা-মা এর কাছ থেকে আমরা জানতে পারি তারা
পুরুপুরি পড়ালেখা বাদ দিয়ছে , এবং তাদের বন্ধুদের সাথেও মারামারি করছে । সম্পর্কের বিচ্ছেদ ও
বিভিন্ন ব্যাপার নিয়ে সমস্যা হচ্ছে ।
আচ্ছা অাতিক, আপনি এই রকম ঘটনা বলতে পারবেন যা এখন পর্যন্ত হয়েছে ?

Scene No.	18	Shot No.	01

দিনশেষে রাতে ঘুমাতে গেল সহসা স্বপ্ন দেখল ।

ক্যামেরা শট ওয়াইড ঘুমানোর দৃশ্য।

ভিলেন--- এত অশান্তি নিয়ে বাঁচবি কিভাবে ?
সমস্যাটা সমাধান করতে হবে, যাকে নিয়ে সমস্যা তাকে শেষ করে দে, দেখবি সুখ আর সুখ।

Scene No.	18	Shot No.	02

দিনশেষে রাতে ঘুমাতে গেল সহসা স্বপ্ন দেখল । রাফি লিঙ্কটা বুঝতে পারছেনা, কিছুদিন হল এমন স্বপ্ন তো আর দেখছেনা ।

ক্যামেরা শট ওয়াইড ঘুমানোর দৃশ্য।

রাফি--- কে ? কে ? কে ? সে বুঝতে পারছেনা এমন কেন স্বপ্ন দেখল ।
সে মোবাইল বের করে টিপতে থাকল ।

Scene No.	19	Shot No.	01

কিছুদিন পর সে আবার রবিন্দ্র সরবরে গেলে সে একই স্বপ্ন দেখল ।

Linked=Place+Mode off+Negativity Power

ব্যাক সাইড থেকে ক্যামেরা মিড লেভেল এ শুট নেওয়া হব ।

Scene No.	20	Shot No.	01

হিরো বুঝতে পারে স্বপ্নের মাধ্যমেই নেগেটিভ পাওয়ার/ ভিলেন মানুষের ক্ষতি করছে । আর হতাশাগ্রস্থ লোক গুলো-ই সিলেন্ট হচ্ছে ঐ সব জায়গা থেকে ।

Scene No.	20	Shot No.	02

হিরো [এঙ্গ] হতে দেখছে রেড মার্ক জায়গা দিন দিন বারছে, তাছাড়া নিউজ থেকেও জানতে পারছে ।

Scene No.	20	Shot No.	03

হিরো বইটি খুললো [ইলিউশন/ম্যাজিকেল ইফেক্ট এর মাধ্যমে পেজ থেকে দাটা দেখাবো]দেখল ঠিক এইভাবে বলা আছে, মানুষের মাঝে হতাশা বাড়বে এবং নেগেটিভ পাওয়ার দ্বারা ঐ মানুষ গুলো কন্ট্রোল হবে । এইভাবে চলতে থাকলে মানব সভ্যতা বিলীন হয়ে যাবে । সমাধান করতেই হবে ।

Scene No.	23	Shot No.	01

সমাধান বই থেকেই পায় । একটি ম্যাজিকেল লাইট বই থেকে বের হয়ে হিরো এর উপরে আসবে । হিরো বইয়ের ম্যাজিকেল ওয়ার্ল্ডে যাবে ।
ম্যাজিকেল ওয়ার্ল্ড এ বি এবং ডাবলু এর কম্বিনেশন রাখবে। পরিবেশ পাহাড় / পর্বত / ভাঙ্গাচুরা থাকবে । হিরো ভয়েজ এর মাধ্যমে উপদেশ বানী শুনবে ।
[অর নরমাল একটা জায়গা দেখাতে পারি]]

রাফি তুমি কি অবাক হচ্ছো ?
– নাহ তো, কিন্তু আমি এখানে কেন ? কেনই বা আমি সুপার পাওয়ার পেলাম ?
তুমি ছোট বেলা থেকেই মানবিক ছিলে, আর মানবিক লোকদেরই মনুষ্যত্ব বোধ থাকে ।
এই যে দেখ, তুমি সমস্যা সমাধান করতে চাচ্ছো ।
–হ্যাঁ , কিভাবে করবো ?
তুমি নেগেটিভ পাওয়ার কে এইভাবে খুজে পাবানা, ভিলেন যখন তোমার স্বপ্নে আসবে, ঠিক তখনই তুমি তাকে আটকাতে পারবে ।
–এরপর আমি কি তাকে শেষ করতে পারবো ?
না, প্রথমে তোমাকে তার অ্যবিশ্বাস ভাঙ্গতে হবে । ভিলেনকে আটকানোর আগে তার জায়গা ধ্বংস করতে হবে । তবেই সে তোমার কাছে আসবে ।
–তার জায়গা যাবো কিভাবে, কোন রাস্তাই তো পাচ্ছিনা ।
চিম্তা করোনা আমি তোমার জন্য এইটা রেখেছি । শুধু স্পর্শ কর, তুমি তখন কল্পনার মাধ্যমে এবং ম্যাজিকেল রাস্তা ব্যবহার করেই ঐ জায়গায় যেতে পারবা ।

Scene No.	23	Shot No.	02

[বল আকৃতির একটি ম্যাজিকেল বল আসবে]
রাফি স্পর্শ করবে ।

হিরো নরমাল ওয়ার্ল্ডে ফিরে আসলো ।

Scene No.	24	Shot No.	01

ভিলেন পেস টা আমি মোবাইল...... ।
ফাইট সিন
হিরো ভিলেন এর জায়গায় প্রবেশ করবে । তারপর ফ্লোর / গ্রাউন্ড / ওয়াল থেকে পিক্সেল কয়েকটা বের হয়ে আসবে । এরপর পিক্সেল থেকে ম্যাজিকেল ইফেক্ট (লাইন) এটাক করবে । হিরো তা ডেনিস করবে । এক পর্যায় পিক্সেল গুলা হিরো এর সমস্ড় শরীর ঢেকে ফেলবে । হিরো ম্যাজিকেল লাইট ইফেক্ট এর মাধ্যমে সবগুলা ধ্বংস করবে । হিরো সামনে আগানোর সাথে সাথে দেখে মানুষের প্রতিচ্ছবি । [এংলা সিলেক্টেড মানুষ গুলা] হিরো তাদের রক্ষা করে ।

তারপর যা যা ঘটবে, তোমার বুদ্ধি অনুযায়ী সমাধান করতে হবে । কারন নেগেটিভ পাওয়ার দিন দিন আর পাওয়ারফুল হচ্ছে । মনে রাখবা সমস্যা যেখানে সমাধান সেখানে । তুমি তার জায়গা পাবা [রেড মার্ক] ঐটা ধ্বংস করে দিতে হবে ।

–ঠিক আছে ।

Scene No.	09	Shot No.	01

তো সেদিন ই রাতে রাতে রাফি ওই বইটি দেখার জন্য ওর বিছানায় নিয়ে আসলো, তো শুয়ে শুয়ে একের পর এক পাতা উল্টিয়ে যাচ্ছে, ছোট হবার কারনে কিছুই তেমন বুঝতে পারসেনা! এমতা অবস্থায় বইটি খোলা রেখেই ঘুমিয়ে গেল কিছুক্ষণ পর দেখা গেল বই থেকে কি যেন ধুঁয়ার মত বের হচ্ছে

ক্যামেরা স্টিল মিড শট পুরো খাট এবং দেয়াল দেখা যাচ্ছে

Scene No.	10	Shot No.	01

অনেক দিন পর ।
এখানে বড় বাচ্চা দেখানো হবে।

মিড-ওয়াইড শট। ক্যামেরা পিছন থেকে ধরা হবে।

Scene No.	10	Shot No.	02

রাফি তার ইউনিভার্সিটি ফ্রেন্ড এর থেকে জানতে পারল কাল পরীক্ষা কিন্তু পড়ালেখা করতে পারেনি। রাতে ঘুমানোর আগে ভাবতে লাগল ।

ক্যামেরা ক্লোজ শট।

রাফি--- ইশ কালকে পরীক্ষাটা নাহলে ভাল হত।

Scene No.	10	Shot No.	03

সে ঘুমিয়ে পড়ল । পরদিন মোবাইল বার্তায় জানতে পারলো প্রশ্নপত্র তৈরি হয়নি তাই পরীক্ষা পিছানো হয়েছে ।

মিড শট এ তার অবস্থান দেখবে ।

Scene No.	11	Shot No.	01

সে ঘুমিয়ে পড়ল । পরদিন মোবাইল বার্তায় জানতে পারলো প্রশ্নপত্র তৈরি হয়নি তাই পরীক্ষা পিছানো হয়েছে ।

কাটিং শট এ তার এক্সপ্রেশন দেখাবে ।

Scene No.	11	Shot No.	02

সে ঘুমিয়ে পড়ল । পরদিন মোবাইল বার্তায় জানতে পারলো প্রশ্নপত্র তৈরি হয়নি তাই পরীক্ষা পিছানো হয়েছে ।

স্ললি ক্যামেরা ডাউন শট হবে ঘুমানোর পর।

Location

We finished our storyboard then we arrange a meeting and again we research on our story and story float and we chose places for shooting place. As though it is virtual short film but 40% shoot we have to use real footage for our story. Otherwise full shoots of vfx need to be taken before we add or remove something. That's why we need someplace where we can shoot for our project .We faced problem on shooting spot because our country people are not similar with VFX work. When we start Chroma shoot then the people and others people are crating problem on shooting locations. That's why some time we have to change the location on same day that's why we also faced so many problems

Talent List

First we want to hire some other persons or actor for this project but we think about the fact. We are doing it's a group project and this is chance where we can show our talent ,at least we can try for acting .That's why we decide to do all acting parts own self not any other persons. That's the sprit which we follow ,its can be our positive thinking   to   a   things   from   the   heart. There were so many people who help us and support us to make this film possible. Actor and actress in this project was main engine in this project. Without their patient and dedication it would be impossible to complete this. Here is a list of the artists.

1. AR Masum
2. A Rahman ATIK
3. Akash
4. Hasan Ahammed
5. Mirza
6. Atik Hasan

PROPS & EQUIPMENTS

To make our film more believable we used several props and equipment's for our shooting. Here is the list of our props and equipment's

1. Green Screen

2. Toy Gun

3. Laptop

4. Tab

5. Cardboard Boxes

6. Mobile

7. Bag

8. Mattress

9. Tripod

10. Light Setup

11. Diffusers

12. Audio Recorder

13. Boom Stick

CHAPTER THREE

CAMERA 1

Canon EOS 60D Specifications

Image Sensor:

Type-22.3mm x 14.9mm CMOS, Effective Pixels -Approx. 18.00 megapixels
Total Pixels-Approx. 19.00 megapixels
Aspect Ratio-3:2,Low-Pass Filter-Built-in/Fixed
Sensor cleanup Greek deity integrated cleanup system with chemical
element coating
Color Filter Type-Primary color

Image Processor:

Type-DIGIC 4

LENS:

Lens Mount-EF/EF-S,Focal Length-Equivalent to 1.6x the focal length of the lens

We used prime lens EF 18-50mm lens and zoom lenses EF-S 18-135mm f/3.5-5.6 IS USM

Focusing Type:

TTL-CT-SIR with a CMOS sensing element

AF System/ Points

9 cross-type AF points (f/2.8 at center)

AF operating vary

EV -0.5 - eighteen (at 23°C & ISO100)

AF Modes, AI Focus, One Shot, AI Servo

AF purpose choice

Automatic choice, Manual choice

Selected AF purpose show

Superimposed in finder and indicated on prime alphanumeric display panel and fast management screen

EXPOSURE CONTROL

Metering Modes

TTL full aperture metering with 63 zone SPC

Evaluative metering (linked to all AF point)

Partial metering (approx. 6.5% of viewfinder at center)

Spot metering (approx. 2.8% viewfinder at center)

Centre weighted average metering

SHUTTER:

With a top shutter speed of 1/8000th sec and a flash sync speed of 1/250th sec.

Type:

Electronically-controlled focal-plane shutter

Speed:

30-1/8000 sec (1/2 or 1/3 stop increments), Bulb (Total shutter speed range. Available range varies by shooting mode)

WHITE BALANCE:

Auto white balance with the imaging sensor

Settings

AWB, Daylight, Shade, Cloudy, Tungsten, White

Fluorescent light, Flash, Custom, Color Temperature Setting.

White balance compensation:

1. Blue/Amber +/-9

2. Magenta/ Green +/-9.

Custom White Balance

Yes, 1 setting can be registered

WB Bracketing

+/-3 levels in single level increments

3 bracketed images per shutter release.

Selectable Blue/Amber bias or Magenta/ Green bias.

SHOOTING

Modes

Auto, No Flash, Creative Auto, Portrait, Landscape, Close - up, Sports, Night Portrait, Film, Program AE, Shutter priority AE, Opening priority AE, Handbook, Custom

Picture Styles

Standard, Portrait, Landscape, Neutral, Faithful, Monochrome, User Defined (x3)

Color Space

sRGB and Adobe RGB

Image Processing

Highlight Tone Priority

Auto Lighting Optimizer (4 settings)

Long exposure noise reduction High ISO speed noise reduction (4 settings)

Auto Lens correction Peripheral lighting

Basic+ (Shooting by ambience, shooting by lighting or type of scene)

FILE TYPE:

Still Image Type

JPEG: Fine, Normal (Exif 2.3 compliant) / Design rule for Camera File system (2.0),

RAW: RAW, M-RAW, S-RAW (14bit, Canon original RAW 2nd edition),

Digital Print Order Format [DPOF] Version 1.1 compliant

RAW+JPEG Simultaneous Recording

Image Size

JPEG 3:2: (L) 5184x3456, (M) 3456x2304, (S1) 2592x1728, (S2) 1920x1280, (S3) 720x480

JPEG 4:3: (L) 4608x3456, (M) 3072x2304, (S1) 2304x1728, (S2) 1696x1280, (S3) 640x480

JPEG 16:9: (L) 5184x2912, (M) 3456x1944, (S1) 2592x1456 (S2) 1920x1080, (S3) 720x400

RAW: (RAW) 5184x3456, (M-RAW) 3888x2592, (S-RAW) 2592x1728

Movie Type

MOV (Video: H.264, Sound: Linear PCM)

Movie Size

1920 x 1080 (29.97, 25, 23.976 fps)

1280 x 720 (59.94, 50 fps)

640 x 480 (59.94, 50 fps)

Movie Length

Max duration 29min 59sec, Max file size 4GB

Folders

File Numbering

Consecutive numbering

Auto reset

Manual reset

OTHER FEATURES

Custom Functions

20 Custom Functions with 59 settings

Metadata Tag

User copyright information (can be set in camera)

Image rating (0-5 stars)

Sound Memo

Intelligent Orientation Sensor

Display Formats

1. Single image with information (2 levels)

2. Single image

3. 9 image index

Slide Show

Image selection: All pictures, by Date, by Folder, Movies, Stills, Rating

Playback time: 1/2/3/5/10 or twenty seconds

Repeat: On/Off

Histogram

Brightness: affirmative

RGB: Yes

Image Erase/Protection

Erase: Single image, All pictures in folder, Check marked pictures, unprotected pictures

Protection: Erase protection of 1 image at a time

Data Verification

Original image verification information will be appended to the image (OSK-E3 needed for verification)

Menu Categories

1. Shooting menu (x4)

2. Setup menu (x3)

3. Custom Functions menu

CAMERA 2

BODY: NIKON D7100

NIKON D7100 Specifications

Type of camera : Single-lens reflex camera

Image detector : twenty three.5 x 15.6 metric linear unit CMOS detector

Total pixels : twenty four.71 million

Dust-reduction system : Image detector cleansing, Image mud Off reference information

Image size (pixels): DX (24x16) image area: 6000 x 4000 one.3x (18x12) image area: 4800 x 3200

File format: NEF (RAW): twelve or fourteen bit, lossless compressed or compressed

JPEG: JPEG-Baseline compliant with fine (approx. 1:4), traditional (approx. 1:8)

LENS: Nikon AF Nikkor 50 mm f/1.8D

NIKON 18-140mm 3.5-5.6

CAMERA 3

BODY: CANON 70D

CANON 70D Specifications:

Megapixels 18.0

Total Pixels 18.5

Sensor Size 22.3 x 14.9mm

Pixel Dimensions   5184 x 3456

Pixel Size   4.3μm

Diffraction-Limited Aperture   f/6.9

Aspect Ratio   3:2

Sensor Cleaning   EOS integrated improvement system

Lens Mount EF, EF-S, TS-E, MP-E

FOVCF   1.6x

Image Processor   DIGIC five

Type TTL-CT-SIR with a CMOS device

Points 9 cross-type AF points (f/2.8 at center)

ISO Sensitivity   Auto (100-6400), 100-12800 in 1-stop increments

ISO is dilated to H: 25600

During moving-picture show shooting: car (100-6400), 100-6400 (Whole stop increments) ISO is dilated to H: 12800

Mirror   Quick-return 0.5 mirror (Transmission: reflection quantitative relation of 40:60, no mirror cut-off with EF600mm f/4 or shorter)

Type Electronic optical device with image device

Frame rate   60 FPS

Movie Type MOV (Video: H.264, Sound: Linear PCM, recording level is manually adjusted by user)

Movie Size   1920 x 1080 (29.97, 25, 23.976 fps)

1280 x 720 (59.94, 50 fps)

640 x 480 (30, twenty five fps) Computer Interface Hi-Speed USB

Other Interface   Video output (PAL/ NTSC) (integrated with USB terminal), HDMI mini output (HDMI-CEC compatible), External electro-acoustic transducer (3.5mm Stereo mini jack)

Memory Type   SD, SDHC or SDXC (UHS-I) card

Battery   Rechargeable Li-ion Battery LP-E8

Compatible LensesAll EF, EF-S, TS-E and MP-E lenses

Lens:

Canon 18-135mm 3.5-5.6

Tripod:

3-stage integrated aluminum tripod

 Leveling platform Capacity

Flat-Base Tripod Head Independent Pan and Tilt Control

BUDGET

Mainly we shoot so many dais that's We had to spend money in pre-production and some of on post-production.

All of our team members contributed in this project . Here is the list of our budget.

1. Green Screen	3000
2. Camera	6000
3. Light setup	3000
4. Tripod	1000
5. Props	4000
6. Transportation	5000
7. Prints	1000
8. Foods	9000

Total Budget: 32000 taka

Story Title

We spend more than one days, but finally we get the idea took name and we compare the title with the story and we agreed to select the name of INSIGHT. Its mean the capacity to gain an accurate and deep intuitive understanding of a person or thing. That's why we chose this Title for our project

Defense

Phase 1:

Before we start our we submit and share our story idea fully with our Teacher and our supervisor. They give us more idea for development. Mainly our supervisor **Arif Ahmed** give us a new idea which increases our project development. He helps us to arrange the project totally. All the time we connected and all time we get advise from him for this project. It's our luck and pleasure to get him as a advisor for our team.

After phase 1 we again rechecked our project and we again rearranged out project story and changed the story board line also for making it neat and clean.

Phase 2:

This stage will still be running After defense this stage also complete. Here we have to give an update of our work time to time. On this stage, we have to complete our full project that's why we are working t complete our project perfectly and to get output which we and our teachers expect from us.

CHAPTER FOUR
Production

Now time to start our project work. Before the starting, our work arranged all the equipment and elements and the things which all need to be before start any shooting, but unfortunately, we are unable to arrange all the things because it's our first-time work with the long-term project. But we start the work we tried to star the work what we have. Just need to begin our work. This is one thing our one of teachers that." you have to work don't wait for full arrangement because if you stopped your work for something it will decrease work, mentality from work but if you start the work, it gives you inspiration, it is one of strategy so many people follow that, because everything can be done with your, but we have to try at least to do it".

That's why we start our work. we arrange again meeting with all of us then we decide our shooting date and time.

Checking Our Elements

Camera:

It's our main equipment for our project that's why we checked it settings and condition of its quality. After it we buy two lenses forget more quality and more different shoot by using those lenses. Others side we also learn so many things about camera work and we learn from our course how can get better videos from a camera. That's why we also arrange camera light filter which will help us to control light. After it, we arranged a Tripod for getting a smooth shoot. Then we also checked the battery power as it would not stop his work on mid of any shoot.

Green scene:

Without it we can't imagine any kinds of Visual work on our project that's why we collect it from a studio. We ensured that this green screen is perfect with green color because of sometimes the green color crate some problem at the time of removing. We have a chance to use blue screen but our teacher advised us Green screen will better than blue screen that's why we select it and we collect it before starting shooting

Light Reflector

At the time of exterior shooting mainly need light reflector as if we can create realistic light by using reversely the sun light from opposite side. As this way we can show the same light on our object with all side by using it. For interior shooting we have to use trace paper its also decrease the light ray which comes from setup light. As if we can maintain the light ray. Mainly we collect both of this.

Light

To get realistic lighting on our project need to create a best setup for lighting. That's why before any shoot on interior we hire some lights for shooting. As if we can get clean shot.

Other Object

We need to arrange the dress for acting. We want use white color as a positive sign and Black as a negative power. That's why we used white dress on hero and black dress on villain

CHAPTER FIVE

Work Flow 1

Here our journey starts. Before star our shooting we go to the shooting place before 1 to 1.30 hours ago as if we can start our shooting in time. Everything should be ready on time

Set Design:

We used and set up our set with reminding the seen which will be add

Before starting shooting we come to shooting location at least 1 hours ago. As if we can start the shooting on time. Because of it is virtual short film that why noting is invisible on the shooting set but we have to arrange and setup the location on the imagination what we are going to add. Some time we have to create some object to use this on shooting set. Otherwise we have to setup the green scene with stand. To organize the whole set before shooting this can give us professional shoot and clean shoot.

Direction:

When our Hero (Rafi) was ready then our director goes to there and they discussed the shoot. Before every part of seen one director need to be described the shot clearly as if actors can get a clear idea from the describe. In this part usually, the assistant director do the job in the production. It is the part where actors and director collaborate before the finale take. They make sure everything is clear if there any kind of confusion in actor or actress they solve them earlier.

Some people neglect this part but it is a supreme part of a film and if a director do that that will save a lot of time and obstacles during the production. The usual talk is about how the artist is going to present him or herself in front of the camera and how to interact with camera movement, it helps the artist a lot to represent the director's vision into reality.

Not only our director helps to direction but also all of our members told and add their idea for the seen to develop the shoot on the spot.

Shot Direction:

Before we took any shoot we have to imagine about the editing what we are going to add and what we are going to show on our scene. That's why took time to select any shoot, Another side this is Virtual short film that we try to take simple shoot as if we can maintain the perspective and as if we can easily add an object on our screen. That's why at first we took some test shoot before starting our shooting on the location.

In film making, shot compositions, sizes, and angles enhance how you tell your story. You may want a close-up when two actors are talking if the conversation is an intimate one. A wide, or "establishing" film shot may be appropriate if you want to show that the actors are surrounded by a barren wasteland. The camera never blinks. That's what cuts (changing from one shot to another shot) are for. But to cut from one shot to another, you have to vary your shots by size and angle so that you don't

end up with a *jump-cut,* which would appear as if the shot were missing some frames.

Each cinematographer and director has a slightly different definition of framing and shot sizes, but the definitions are similar enough to warrant the following list of traditional shots:

Wide shot

Medium shot

Two shot

Close-up

Over the shoulder

Panning

Tracking

Till up

Till down

Back shoot

Action: Shoot Footage

After completing all the preparation in production the finale and most valuable part is to record the film. The standard cinematic frame is 25fps (frame per second).

In this part the guidance is the screenplay. A director complete his or her desire shots shot by shot by following the screenplay and another major resource is the storyboard. It is also known as visual reference. The advancement of technology is much helpful for filmmakers because now a days in blockbuster big budget movies production build a PREVIZ which means pre visualization. In previz the entire film is made in CGI every shot and every scene. It's usually done in low poly model and low resolution textures. It helps a lot because the director and producers can get better idea about the film and what would be look like in the post production.

Action 1 and Action 2:

This two parts are impartments parts for our project that's why took simple shoot for those all shoots. As if we can create simple effect for this and we can use it.We are not going to complicated the story that's why try to make it simple as if people can easily understand the meaning of simple action with magical power and as if they can get the massage what we want give them

Complication Of Pre Production:

Before we start to told about that I want to say that we tried our best on this stage. But we are not full professional expert on this filed. We are new comer and we want change the industry by using our creativity that's and its another reason to chose this project. Because we will get success after failure, no short cut to get success in life.

So lets come to the complication point. But we are not seen it negatively because for this complication we used our brain more to solve all the problem that's mean if we face any problem then one solution must be come.

Shooting problem:

For that we have to go out for shooting more than day days. If we count it it will be 14 days must be. Main problem we delete more than 3 days shooting footage for being not perfect and all those footage can't be use for editing, some of those are totally damaged with lighting problem. Other side at the time of shooting unluckily

the environment also not supported us. That's the main problem. Another problem our country people are not known about Green scenes hooting. They so much disturbing at the time of shooting.

Our fifth day shooting spot we select as Chondrima Uddan, This day police officers don't allow us to take any shooting. We want apply permission but they don't aloe us. Because of that we also have to changed our plan and when have to change our schedule also.

Another problem we face when we shoot external and internal both. Our external shooting time creates the problem mainly because so much sun light and low sunlight both are bad for green screen. For that, we can't use the green scene footage because we can't remove it by using the software. Another side we cant use stand every where because we got so short time that's why our members have to stand with the screen that's why the reflector some time we can't use for this conditions. Same problems we faced with the light intensity on internal shoot. First of all, we are all living here on bachelor flat that's why are are unable to give any flat for shooting. That's gives us so much tension, But our one of friend agree who lives with family in Dhaka, he agreed to give chance us to shoot our project but for limited days. That's why we have to change the sequence schedule for shooting. But here another problem comes that the internal lighting. After completing our 2 days shooting when we checked the footage we recognized that so much noise on our videos that's why we fully delete all the footage and we go again for reshoot the sequences with more light which we hire from the studio. Sad things that the room light is too low that's why new light also give us the

Green screen problem Background shadow for lighting

Check this-Lighting problem when we shoot our fist day (Internal Shooting)

same result. That's why we again start to find a more perfect place for interior shooting. Again one of classmate agrees to give his flat for our shooting. Here same

we used more extra light for ignore the noise problem from our videos. Other side we forget to bring some important elements to carry with us on the location that's why we hate start our shoot delayed.

But overall all the problems give us lesson to care about everything and every small fact before shooting. Otherwise for all things we also get experiences on what's can be happening with shooting spot.

But we faced the problems and we solve all of the shooting problems.

Storage:

After completing the shooting the most important part is to preserve your video footages into a safer storage system. Because all the money, hard work, sweat and time is spend to get this footage. Losing the footage or corrupted it with viruses can cost a fortune and a lots of money in the production. So it is a vital part is to gather the footage in a good quality and dedicated storage system. The best option is to keep multiple back up like in cloud storage so that you can access it from any other place anytime you want.

CHAPTER SIX

Pre –Production summary

We tried our best to complete this stage perfectly. From the beginning we pre planned every things but time to time we changed the plan because of condition of our shooting spot. We try to shoot clean footage as if we can use it for editing and get clean output. After complete all the shooting we find out all the clean and usable videos and select them for next stage.

Some behind the seen picture

CHAPTER SEVEN

POST-PRODUCTION

Group Member Task for this project:

We divided our project parts by parts we complete our own task in time. Every person of this group has to complete his task because he has the responsibility of his own task. Before giving any task to our each member we first discussed about our ability then we divide the full project. Our whole project lead by Hasan Ahammed and all the members also time to time play their important role for this project.

Task 1- Story

Story writer –

　　Hasan Ahammed (Dipu)

Story board design –

　　Md. Aklakuzzaman Mirza,

　　A Rahman Atik,

　　Atiqur Rahman (Masum),

　　Atik Hasan

Story board Organize-

　　Hasan Ahammed,

　　Mirza

Story Development-

Hasan Ahammed
Masum
Rahaman Atik

Md.Aliur Rahman

Shot Division –

Hasan Ahammed
Rahaman Atik
Masum
Atik

Task 2 –Direction part:

Director –

Rahman Atik
Hasan Ahammed

Cast director –

Rahman Atik ,
Masum

Assistant Director-

Hasan Ahammed
Masum

Sub assistant director-

Mirza
Atik Hasan
Shooting –

Rahaman Atik

Masum

Md.Aliur Rahman

Set Design-

Atik Hasan

Mirza

Task 3- Editing work full part

VFX Visualizer-

Hasan Ahammed

VFX Designer-

Masum

Md.Aliur Rahman

Hasan Ahammed

Atik Hasan

Mirza

Motion Graphic designer-

Rahaman Atik

Atik Hasan

Mirza

Masum

Hasan Ahammed

Editing-

Rahaman Atik

Masum

Hasan Ahammed

Md.Aliur Rahman

Every person of our group member complete his task and role that's way we get a output for our project.

This is the stage where we can add our imagination and we can create what we want to this project. The finale step from our major three steps is post production. "Post Production" for any sort of film or video project is a generally linear process. After completing the production phase these is where you have to sit on your computer chair   and   do   the   works   one   by   one. Before start it we again arrange meeting and discussed about our work and discussed about the editing part where I divide the work between all the members. I am playing leading role that's why I have to first imagine whole the project then I divide the parts of every points to all. Now everyone ready to start their work.

We broke down our post production phase in several section.

1. Motion Graphics

2. 3D

3. Visual effects

4. Sound Editing

5. Editing

CHAPTER EIGHT

Post production work flow

1. Motion Graphic

This is playing main role on this project. From the starting of this project motion graphic needed. If I say that one can be sample as motion graphic that when Rafi get the notification on his mobile at the same time we show the sms on screen, It would be simple example of this. Another can be give as a example ,When Rafi decorate his wall.

Baby Footage

In the Baby Footage section, we had to add some custom photo frame on the baby wall that was emphasized by the camera. And to do that, firstly we **tracked** the footage by the default camera tracker "**Track Motion**" in Adobe After Effects. Then made some **custom frame** by using Adobe Photoshop then bring those footage into the AE project panel and attached them on to tracking points. Also creating some custom shadows**(drop shadow)** on the backside that looks more realistic
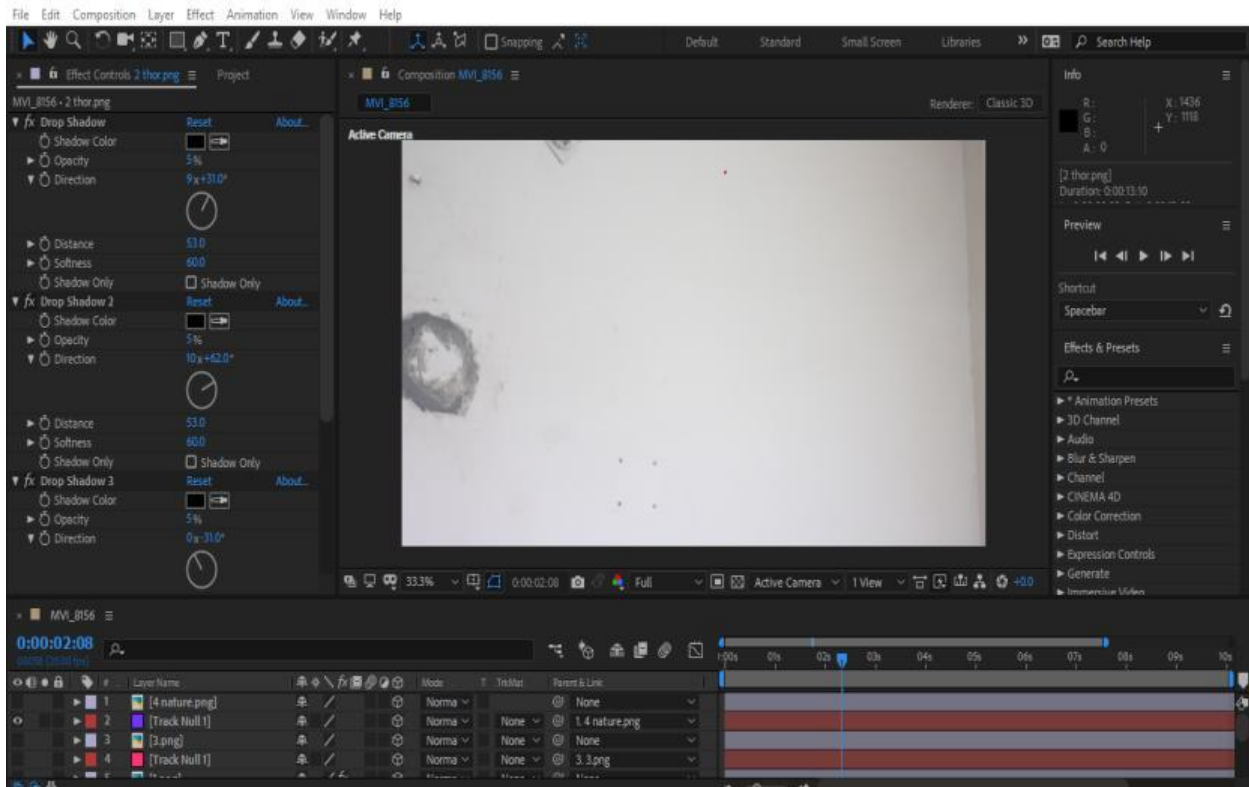
Wall

In wall VFX, 1st i removed the green screen using Key Light, Advanced Spill Suppressor and Key Cleaner. After that i choose a wall texture background . Added shadow using RG Shadow. I track the footage using Motion Tracking for adding effect on motion . Then parent effect with tracking data . I collect some painted image and remove unwanted parts from the raster image using Photoshop then bring it on after effect i animated them using transform and masking also animated the mask for matching with footage.
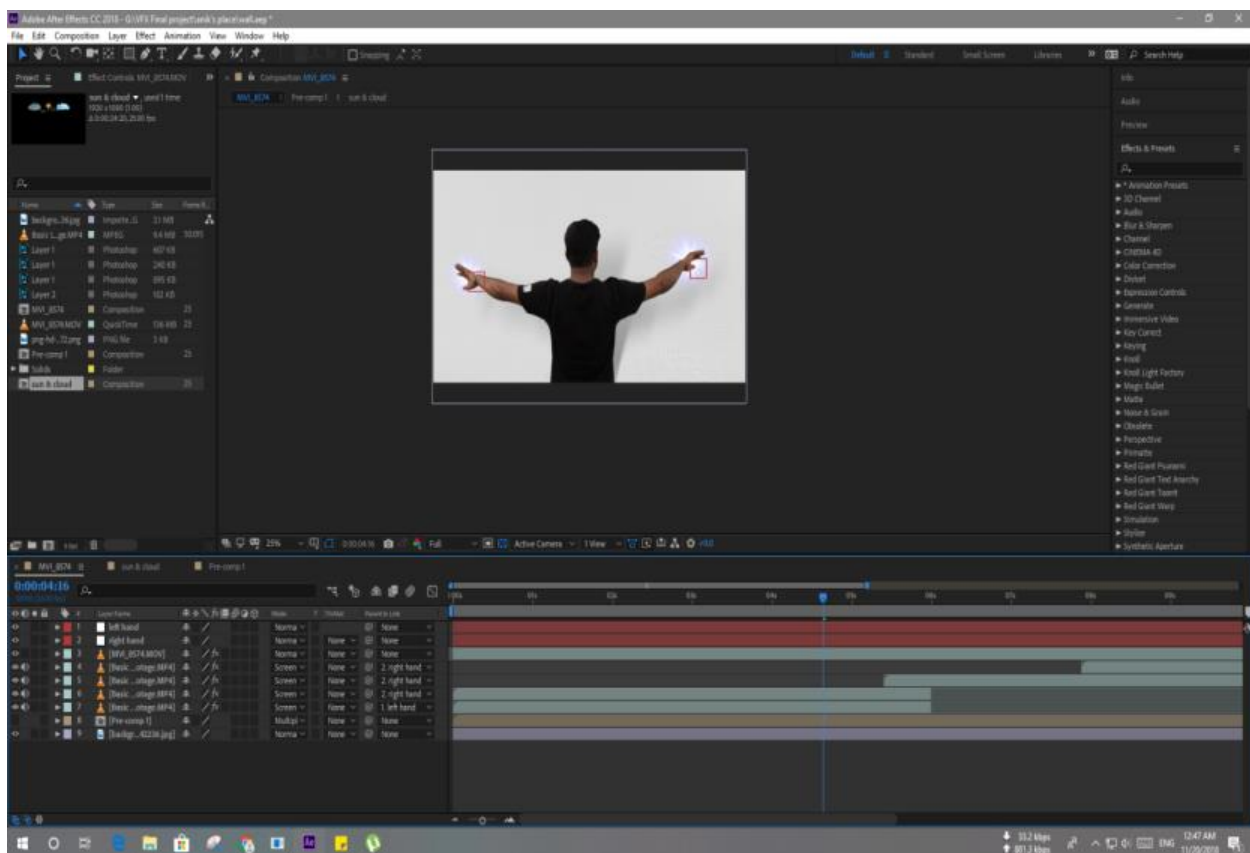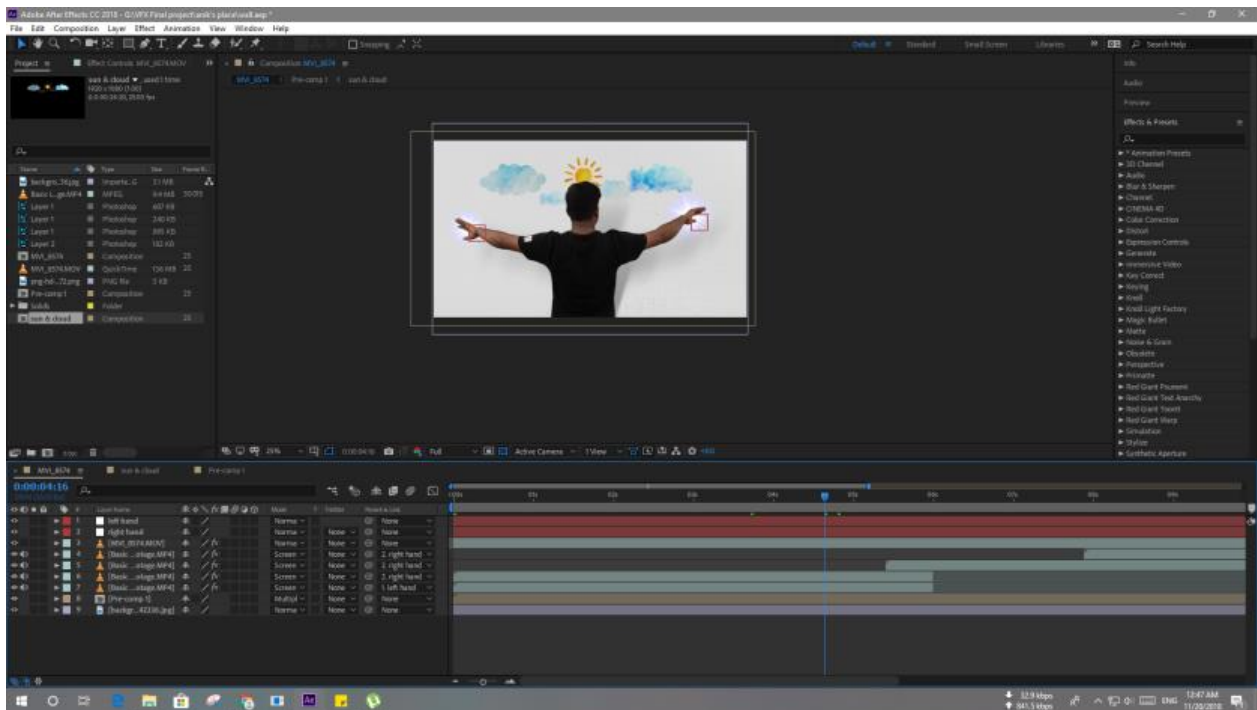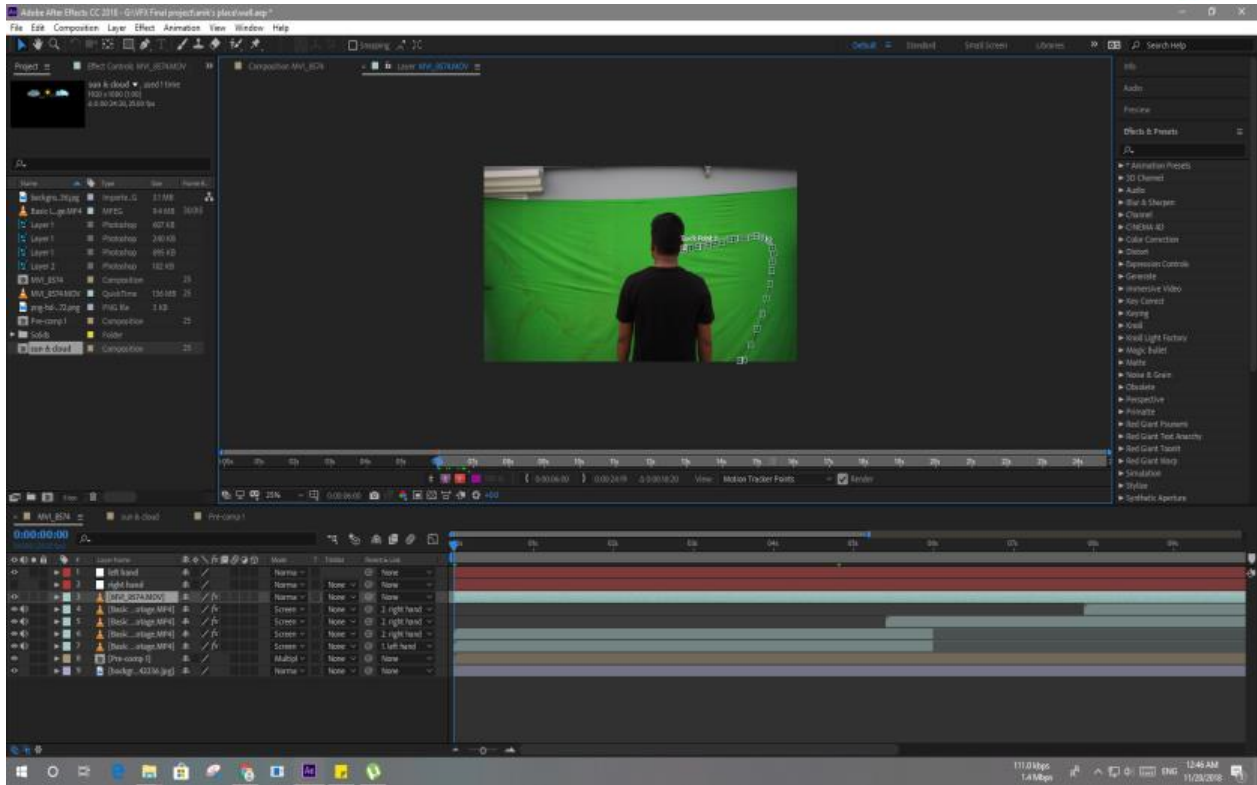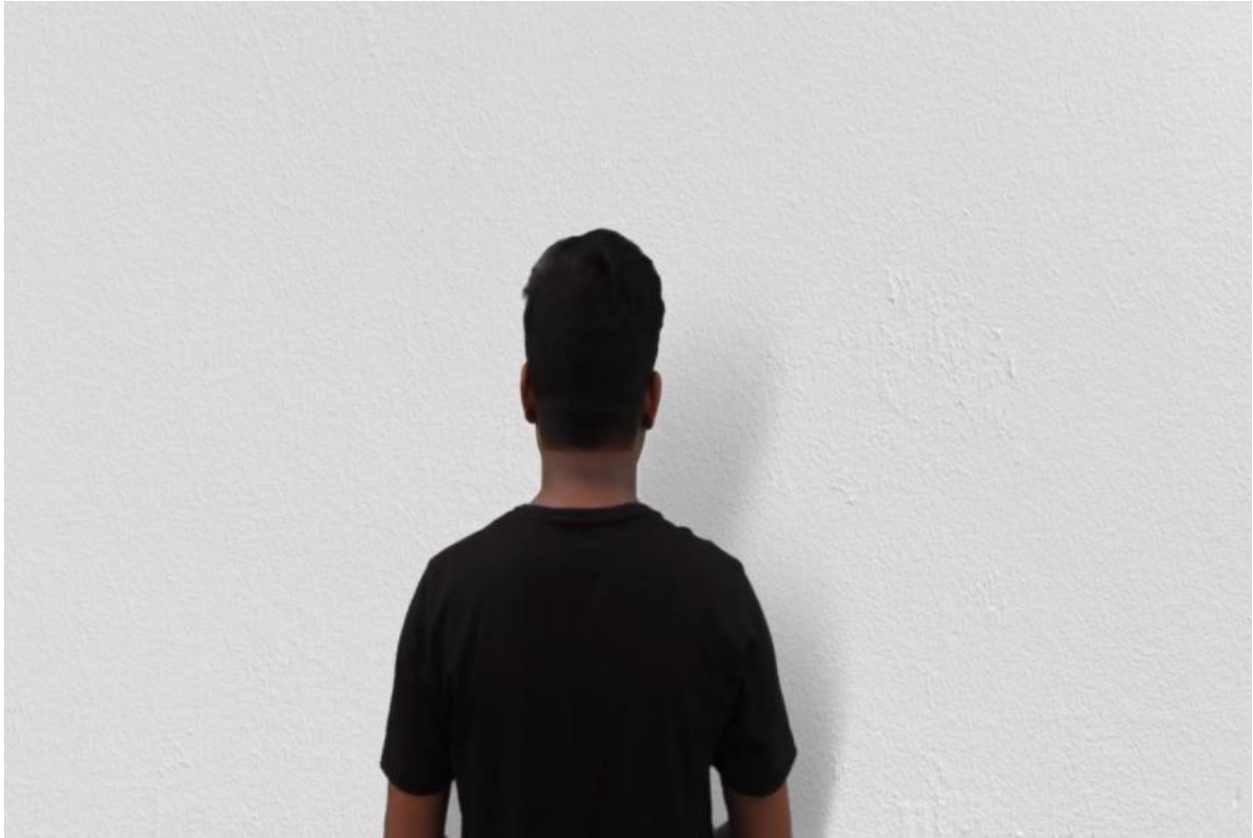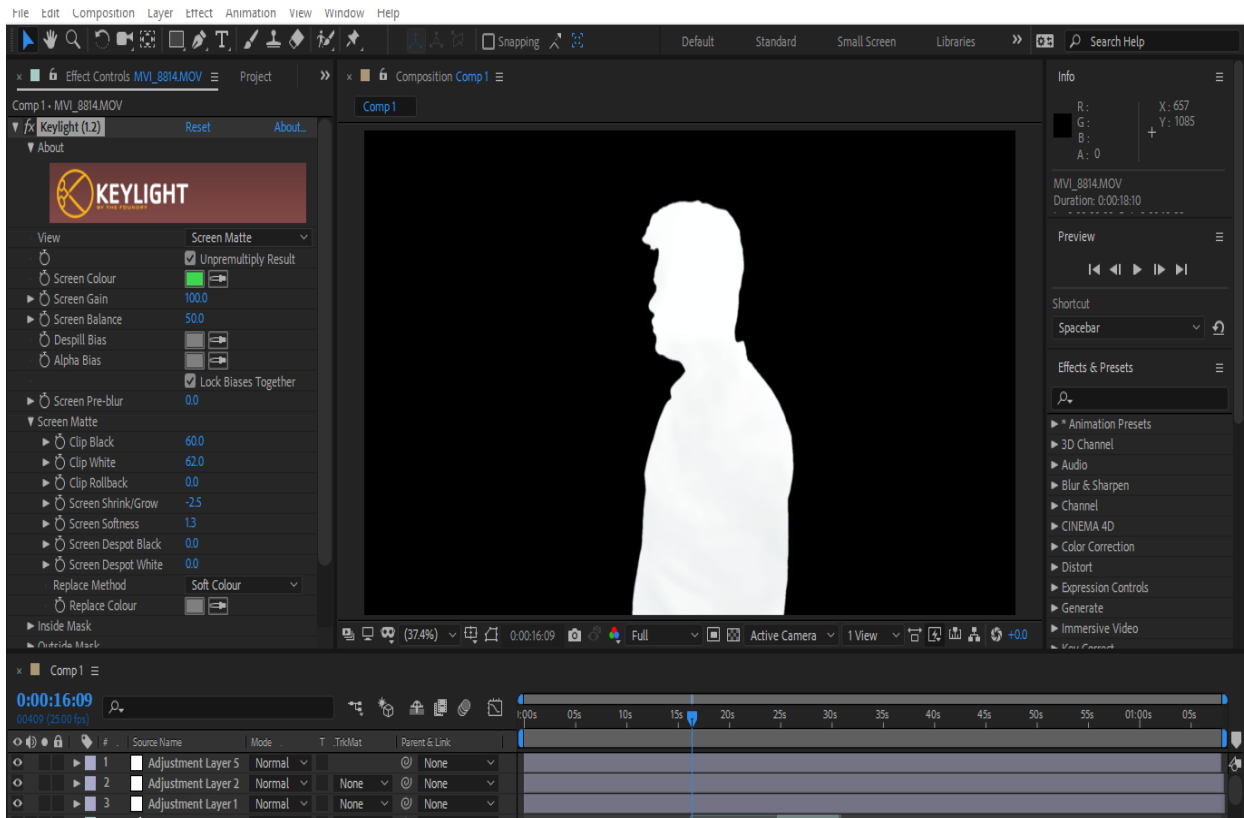
Before and after adding motion

Dream

First of all we stated to show the positive dream world where hero get advise from a positive power man who took him inside the book with his magic. Here we try to create everything's in white color because we want to make this color as a positive sight for this project.

2.3D

Intro

So every film starts with an intro and our short film also have an Into. Basically, our main goal is making an intro with a mystery look because of our story based on a **mystery** story so we plan it to make it in that type.

We create it on **after effect**. With some **pre-build present** and effect of after effect. We use different element and texture on this title **animation** like cloud and **texture** also we add some **Optical Flare, White Flash** and many more. We Composite all on like 86 different layer in after effects.

We start our logo animation with a **Camera Animation** in After Effect, start with zoom and slow move then it's going to zoom out and then we can see the whole name or logo.

We Render it in 2 different version one is Bangla and one is English then we mixed it on premier pro also we add sound on **premier pro** help with **adobe audacity**.

So when our logo is going to transform English to Bangla we are using a **Glitch Effect** for this. For Sound mixing, we use many 3 different effects for this and missed it on adobe audacity.

After texturing.

Cinematography

Fast of all I am working in cinematography. Then I was making the video and shot. After that I was making the perfect vfx footage for our short film. Then I was helping our producer and director.

Spaceship creating

Fast of all before the starting vfx footage in spaceship I was making the 3d space room in Autodesk Maya. After that making the footage and then using the after effect software for create the spaceship room. Then I was use some power effect in the footage with blue color. Then I was making the final footage the spaceship room starting point in our short film.

Villain

MVI_8870.MOV

Mainly we are going to represent this villain as a negative power full some things. To represent negative power we introduce this villain .He is the one who controlling the negative power and controlling the disappointment people

Villain footage is the main point of our short film. After create the villain footage I was shooting the villain faces and costume. After that I was collecting the villain footage. Then I was starting after effect for making the villain faces. Then I was import one by one footage of villain in after effect. Fast of all remove the green screen footage, then use the taint option for color correction.

After that I was use cardPixel option for villain footage. Then I was making the actual villain faces. Then I was use some power effect for villain footage & showing extra powerful look like the villain.

3. Visual effects

We chose this project and we made the story on the based on it. That's why we all time try to ensure about it because this stage totally depended on the footage which al we shoot before for this project. Then we start our work. Then we identify some footage green scene are not removing for that we give them some reference link where solution could be gate.

Before using Visual effect we have to complete some more task then it can started. First off ale perfectly need to remove the green screen ,After can do it we can use it. We start using visual effect from the first one when Rafi was child

Mate Painting

Mate painting is one of the important things for any kinds of VFX short film. We do mate paintwork on our project seen more than one footage. First seen will be you can see when sun rising and after it you can to see when the hero was thinking about the negative villain on the roof. Then you also check out the sky storming seen

Then after long time we used it at the time of accident when Rafi pass the road

Special Room

Before and after

Rafi create special room where He can research about the condition of people and he will get notification about the negative power this way he can

Red Box

1st i take a red solid in after effect. Then add a icon on it which i made on Adobe Illustrator. After that i made 6 copy of the same thing, then made it **3D layer** and **position** it as a box which has 6 face. I **parent** all the faces in a **null object** for animation the whole box . then i take a **adjustment layer** and add **fast blur** on it **Blurriness 9.0**. I took another **adjustment layer** and add **Radial Fast Blur, Levels and Hue/Saturation,** did some adjustment to make the object like light rays are coming from inside of the box. Lastly i added **3D rotation** animation
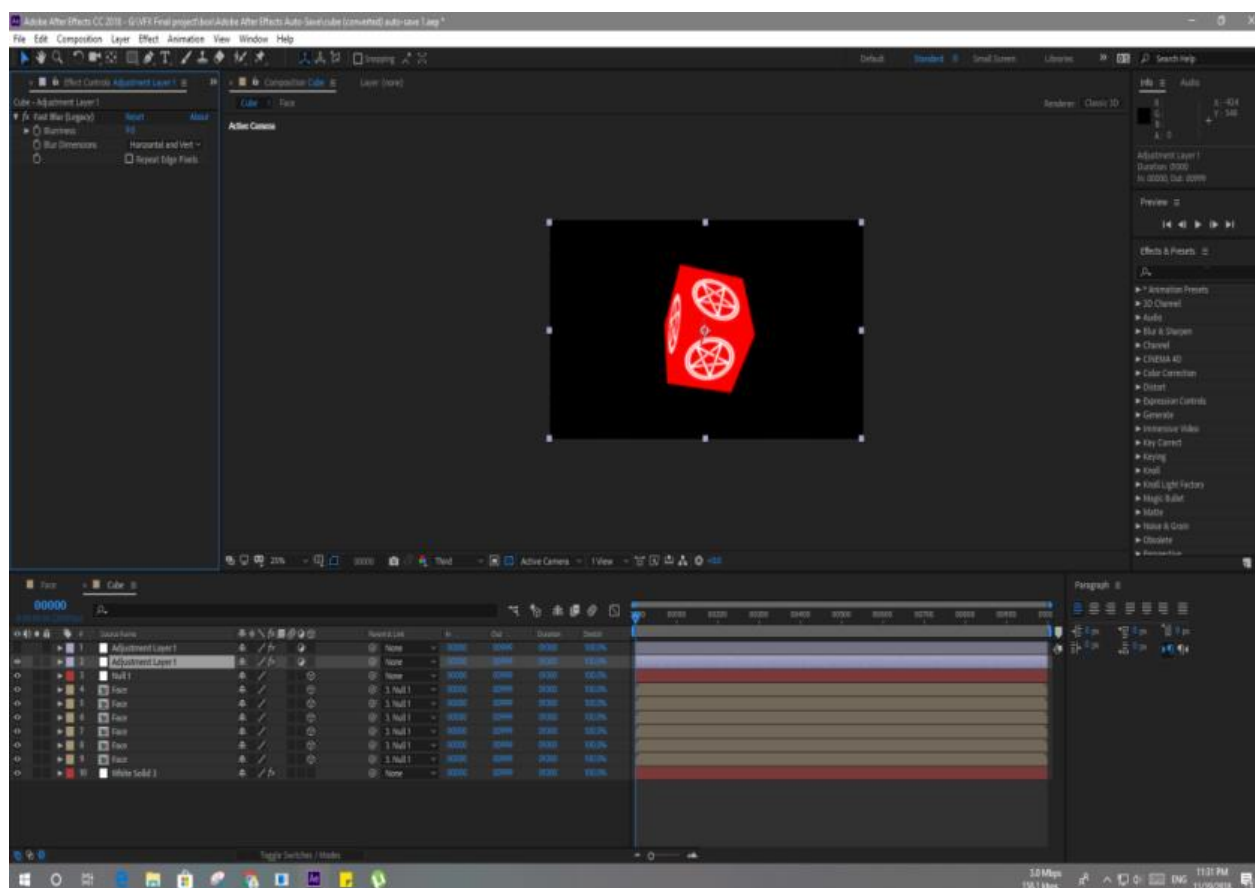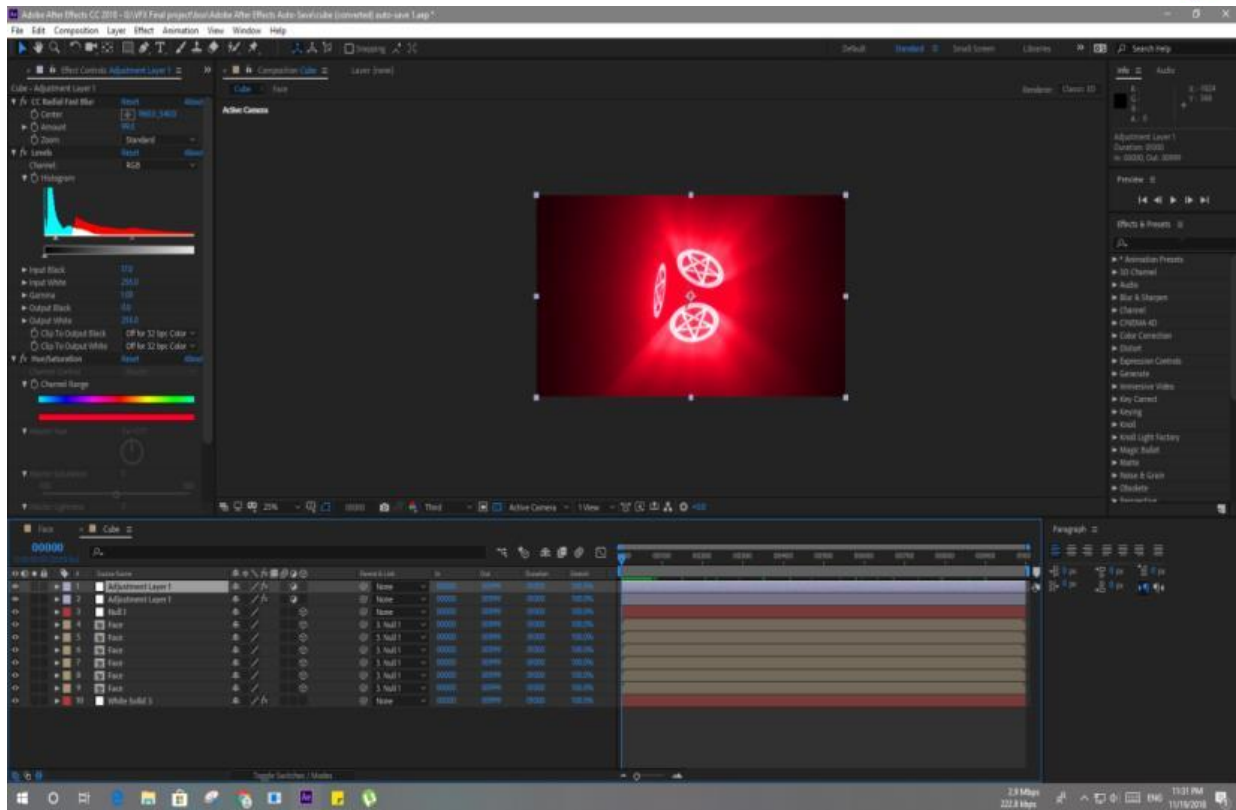
and we tried to create the flavor of any news as usually we watched on TV. This is another important effect which we give so much time because this is red box ,We describe it as a negative power of villain .That's why we pass so many days ,we are reject so many shape but we expecting something new or different and something can eye looking object. But all time we try with simple way .So that's the last output which we select and we are happy with the shape and effect. This Red box is Villain energetic power box that's why we shown on Action seen and Rafi destroy the box with his magical power.

Action 1 part:

I took a black solid and added Fractal Noise on it, did some adjustment, i did this two more time with the same effect call Fractal Noise but each time different types adjustment. Added a red and blue gradient on it. pre-Composed all those layers and add CC Sphere on it and it looks like a sphere. I took a solid layer and mask on it the same size of the sphere and added a fire effect with the help of a plugin call Saber from Video Copilot, did some changes of parameters. Next task was making bullet from the sphere, foot making bullet took a solid layer and add mask and used Saber plugin. Last part of this

scene was add fire lines form a footage. I bring the footage on after effect and remove the green screen using Key Light, Advanced Spill Suppressor and Key Cleaner. Then took solid layer and mask and the same process for fire lines used Saber plugin . To match the movement of fire line with footage i animate the mask position.

Accident

There was a road shoot for using it as a background in same frame of main shoot. I put the empty road shot bottom of all layers. Then blend hero's footage by masking and add feather to blend . There was another shot of a car, so i match the timing by rot scoping the hero's footage.

Added some effect on it using Set Channels, and copy the footage two more times along with the Set channels effect and did some changes .also added Radial Blur on a adjustment layer and did some color correction on another adjustment layer.
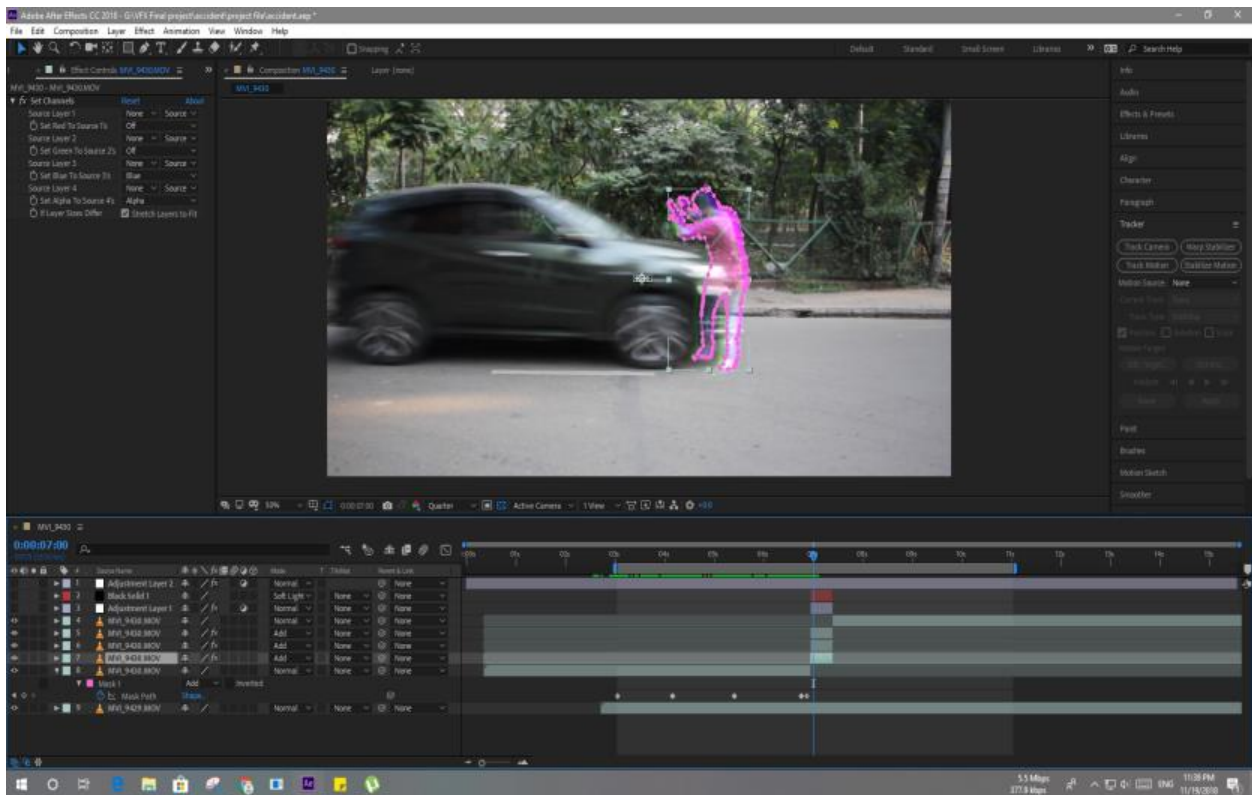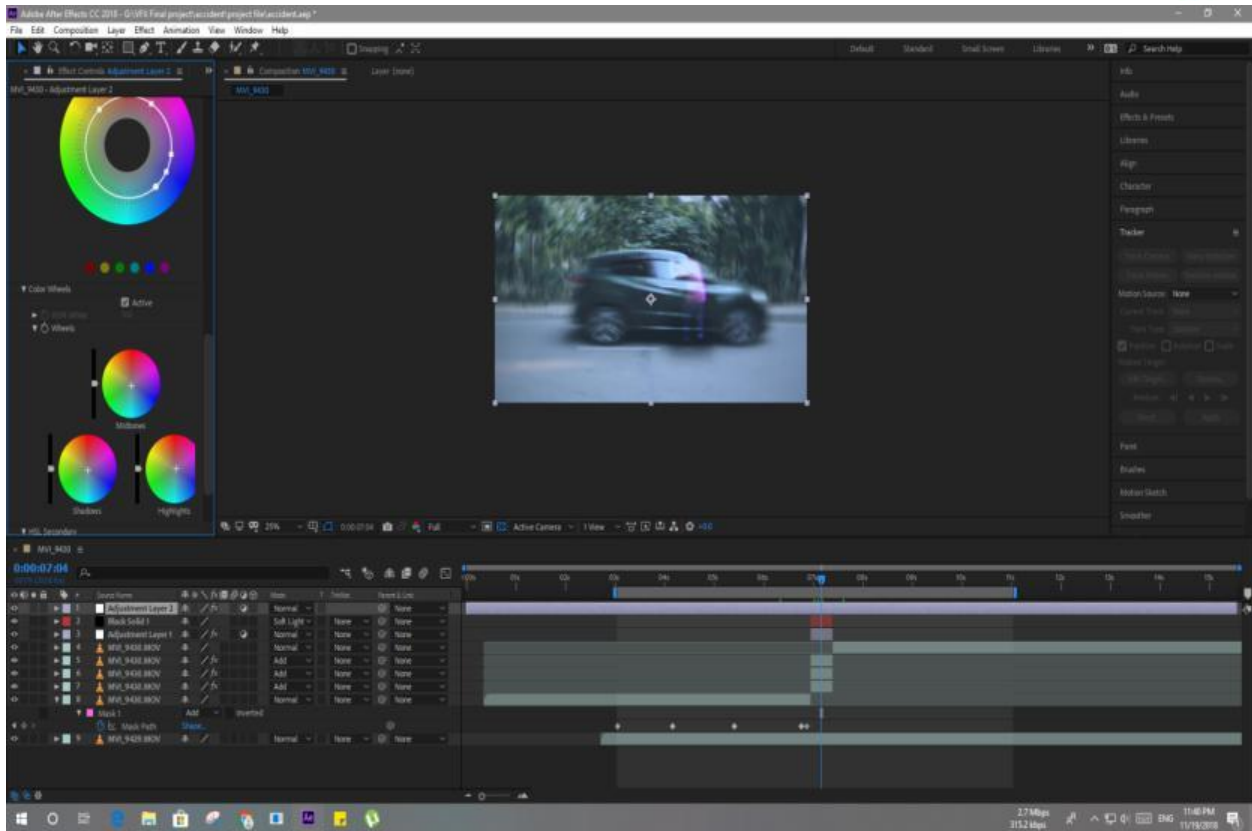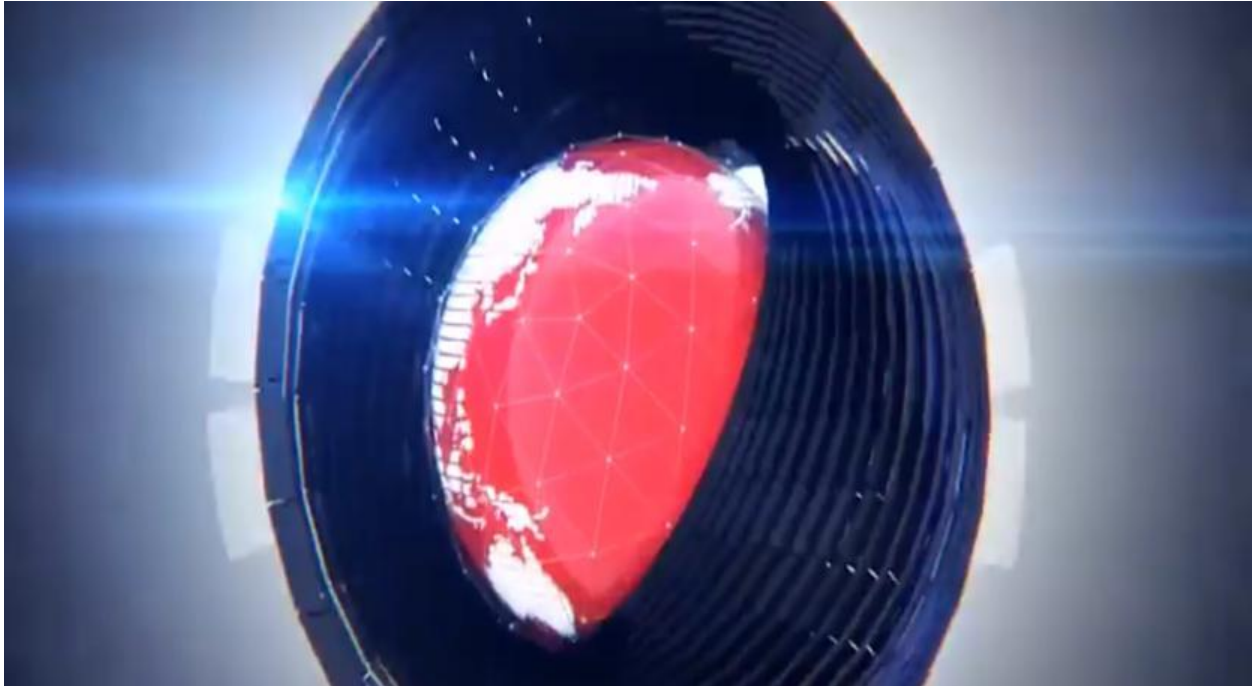
News Making:

Here also our one of member are in front of camera same the cameraman also our group member totally complete this shoot very professionally

Already we told about that we tried to give full details on our project that's why we also shoot News script for our project from this seen people can clearly understand what's happening with all the people, and they will get clear idea why they are missing.

To create news shooting we create the motion graphic as usually which all time use on TV channels we modify and create this motion that's the part of news reporting about Negative power. Here we will give the audience all the massage

Working process for Virtual Effect (VFX)

In our project VFX input almost in every scene .We have used tracking, rotoscoping, Keying, Simulation, matte Painting, and Set Extension etc.

We have combined all of the scenes at last & rendered in VFX software.

Now we will discuss the all of the VFX scenes in detail.

Tracking:

We need to track our footage because we need to add our object which we want that's why some time we need to track our real footage. Other side we also can stabilize motion the motion of our videos as this way we also remove the shaking motion from our videos. We can used for that after effect track motion option this way we can track more than one layer at a time

Motion tracking has many uses.

Combining all the elements separately as like as moving any car on road side.

We can create animating movement of our still image

We also can animate the motion such as moving object

By using it we can create linked up with other properties .

We need some time Stabilizing footage to hold as looked moving elements and object

Motion tracking workflows

You can do motion tracking in After Effects in many ways, and the method and workflow you follow depends on the nature of your clip and what you want.

Mask tracker

To draw masks around your object, use the mask tracker to track only certain objects in your scene. See Mask Tracking for detailed information on the mask tracker.

Face tracker

Simple mask tracking allows you to quickly apply only face effects, such as selective color correction or a person's face blurring, and more.

3D Camera tracker

To analyze video sequences, use the 3D camera tracker effect to extract camera movement and 3D scene data. You can compose 3D elements correctly on your 2D footage. See Tracking 3D camera movement for detailed instructions on using the 3D camera tracker.

Point tracker

One-point tracking: Track the position data of a single reference pattern (a small pixel area) in a film clip.

• Two - point tracking: Track two film clip reference patterns and use the relationship between the two tracked points to track position, scale and rotation data.

Four-point pursuit or Corner pin track: Track four reference patterns in an exceedingly pic clip to record position, scale, and rotation information. The four trackers analyze the link between four reference patterns, like the corners of an image frame or monitor. This information is applied to every corner of a picture or clip to "pin" the clip so it seems bolted within the framing or monitor.

- **Multiple-point tracking**: Track as many patterns as you like in a clip. In the Analyze Motion and Stabilize behaviors you can add trackers manually. When you apply a track point behavior from the sub-category Shape behaviors to a shape or mask, a tracker is automatically assigned to each shape control.

Warp stabilizer VFX

With the Warp Stabilizer effect, you can stabilize motion. It removes jitter caused by camera movement, allowing shaky, handheld footage to be transformed into steady, smooth shots.

Tips for using the point tracker

Set up the shot

For motion chase to travel swimmingly, you want to have an honest feature to trace, ideally a particular object or region. For best results, prepare the item or region that you just square measure chase before you start shooting. as a result of once Effects compares image information from one frame to future to provide associate correct track, attaching high-contrast markers to the item or region lets once Effects a lot of simply follow the motion from frame to border. Light-weight, bright coloured balls (such as Ping-Pong balls) placed on the feature work well, partially as a result of their look is that the same from all angles. the quantity of markers that you just use corresponds to the quantity of points you're chaseIf you're tracking a large object or the set itself—such as for match-moving—you can get good results by using a grid of uniformly spaced triangles of a uniform size as tracking markers.

Add the appropriate number of track points

When you select a mode from the Track Type menu in the Tracker panel, After Effects places the correct number of track points for that mode in the Layer panel. You can add more track points with a single tracker to track additional features.

Select features to track and place feature regions

A tracked feature can disappear from the frame edge or be obscured by a different element extrapolate the motion of a feature, your chances for successful tracking are highest if you step through the entire shot to select the best candidates for tracking.

• Visibility for the whole shot

• A contrasting color from the surrounding area in the search region

• A distinctive shape in the search region

• A consistent shape and color throughout the shot

Track or stabilize motion with the point tracker

Tracking   motion   and helpful motion square measure basically identical method, solely with a distinct target and result. Use Track Motion to trace motion and apply the results to a distinct layer or impact management purpose. Use Stabilize Motion to trace motion and apply the results to the half-tracked layer to atone for that motion (for example, to get rid of camera   shake).

To stabilize a layer, when Effects tracks the motion of a feature within the layer that ought to be stationary within the frame, and souses the chase information to line keyframes to perform the other motion. you'll be able to stabilize to get rid of any   combination   of   changes   in   position,   rotation,   and scale, whereas departure desired motion unaffected. for instance, if the camera is panning,   deselect   Position however choose Scale   and   Rotation because the properties stabilize.When you choose Rotation or Scale within the hunter panel, you   set 2 track   points within   the Layer   panel.   A   line   connects   the attach purposes; associate arrow points from the primary attach point (the base) to

the second. If attainable, place the feature regions on opposite sides of identical object, or a minimum of on objects that square measure identical distance from the camera. The farther apart the regions, the additional correct the calculations and therefore the higher the result. After Effects calculates rotation by mensuration the modification of angle of the road between the attach points. after you apply the chase information to the target, when Effects creates keyframes for the Rotation property.

.

Stabilize with the Warp Stabilizer effect

To stabilize motion victimization the Warp Stabilizer result, do the following:

1.   choose the layer you wish to stabilize.

2.   Do one among the following:

In once Effects CC:

•   Go to the results & Presets panel > Distort and apply the Warp Stabilizer VFX to the layer.

•   Right-click the footage item within the Timeline panel and select Warp Stabilizer VFX.

After the result is additional to the layer, analysis of the footage begins at once within the background. As analysis begins, the primary of 2 banners displays within the Composition panel indicating that analysis is happening. once analysis is complete, the second banner displays a message that stabilization is happening.

You area unit liberal to work with the footage or elsewhere within the project whereas these steps are occurring.

Warp Stabilizer VFX / settings

Analyze

When you first apply Warp Stabilizer, you do not have toWhen you first apply Warp Stabilizer, you do not have to press this button; it is automatically pressed for you. The Analyze button is dimmed until some change occurs. For example, if you adjust the In or Out points of a layer or there is an upstream change to the source of the layer. To reanalyze the image, click the button.

Result

Smooth motion (default): retains the movement of the original camera but smoother it. When selected, Smoothness can be used to control the smoothness of the camera movement..

No Motion: Tried to remove all camera movement from the shot. The Crop Less <-> Smooth More function in the Advanced section is disabled if selected. This setting is used for footage where at least a portion of the main subject remains in the frame for the whole range

.

Method

Specifies the foremost advanced operation the Warp Stabilizer performs on the footage to stabilize it:

1.   Position chase relies on position information solely and is that the most elementary approach footage are often stable.

2.   Position, Scale And Rotation Stabilization relies upon position, scale, and rotation information. If there don't seem to be enough areas to trace, Warp Stabilizer chooses the previous sort (Position).

3.   Perspective: Uses a sort of stabilization during which the whole frame is effectively corner-pinned. If there don't seem to be enough areas to trace, Warp Stabilizer chooses the previous sort (Position, Scale, Rotation).

Preserve Scale

After Effects) The Warp Stabilizer prevents the adjustment of forward and reverse camera movements with scale adjustments when enabled.

Framing

Stabilize Only: Displays the whole frame, moving edges included. Stabilize shows just how much work is done to stabilize the picture. Using Stabilize Only allows you to use other methods to produce footage. The Auto-scale section and Crop Less <-> Smooth More property are disabled when selected.

Stabilize, Crop: Crop without scaling on the moving edges. Stabilize, crop is the same as Stabilize, crop, auto-scale and set a maximum scale of 100%. The auto-scale section is disabled with this option, but the Crop Less <-> Smooth More property is enabled.

Ground plane and origin in 3D Camera Tracker effect

You can outline a ground plane (reference plane) and origin, as an example, the (0,0,0) purpose of the frame of reference among the 3D Camera hunter result.

1.Analyze the scene exploitation the 3D Camera hunter result

2.choose a collection of following points. This action causes the bullseye target to look, showing the plane outlined by the chosen following points.

3.Right-click (Windows) or Control-click (Mac OS) the target and select Set Ground Plane And Origin.

4.This action doesn't have any visible result, however the reference plane and origin of the frame of reference ar saved for this scene. Any things that you simply produce from among this instance of the 3D Camera hunter result ar created exploitation this plane and origin.

3D camera tracker effect

The tracker effect of the 3D camera analyzes video sequences to extract movement and 3D scene data. The 3D camera movement enables you to compose 3D elements correctly over your 2D image.

Rot scoping is Associate in nursing animation technique utilized by animators to trace over film footage, frame by frame, once realistic action is needed. Originally, photographed live-action pic pictures were projected onto a glass panel Associate in nursing re-drawn by an animator.

However, most of the days you'll use roto as a way is as an extra help to your key. Rotoing creates a mask by drawing shapes onto a layer. If you're thinking that

regarding initial principles, what you're doing after you pull a secret is creating a matte. currently you will ne'er see that matte, however it's there.

Conceptually, admit having a combine of scissors and a book of a movie of somebody performing arts from a musical. Let's say they're shot against an unpleasant theatrical background that you would like wasn't there. currently imagine every image during this book is a private frame from the initial pic. patiently and every one the time within the world, you'll bear the book, surgical procedure individual frames together with your scissors. Then, you'll take all those cut outs of the dancer and stick them beneath a rostrum camera so as, and re-shoot them onto another a lot of pleasing background image**.**
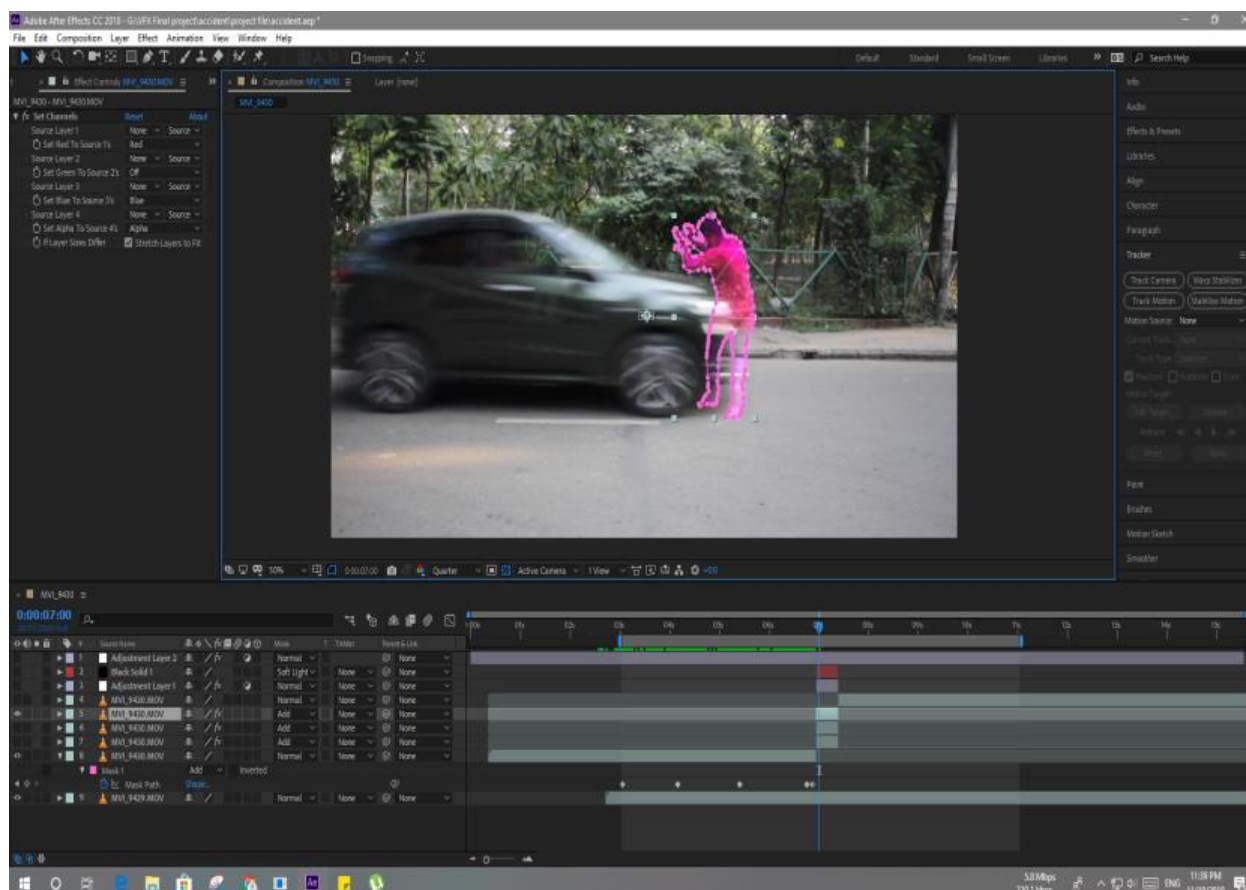
Keying

Keying is defining transparency by a particular color value or luminance value in an image. When you *key out* a value, all pixels that have colors or luminance values similar to that value become transparent.

Keying makes it easy to replace a background, which is especially useful when you work with objects too complex to mask easily. When you place a keyed layer over another layer, the result forms a composite, in which the background is visible wherever the keyed layer is transparent.

Matte Painting

This is one of the important parts of any kinds of VFX short film or work, By using it we can combine all time things together, we can change the Background by join so many things at a time. Mate painting mainly used to create the seen more attractive it can give us the flavor which we want. For it our work being easy because we can use anything as background and we can easily add many object on our seen. If we can do it perfectly we can get a perfect result.

Compositing

Without this stage we are not going to find any kinds of result because on this stage full imagination are going show and crating the composting .I mean if we can complete this task with perfectly then we get expectation result from our project. Compositing is the foundation of the visual effects industry. In many ways, if visual effects is a game, then compositing is the last level where you fight the biggest baddy. If you win, you get to watch the spectacular cut-scene

Sound Editing

One of the most important things for any project. We already said about the crowd noise and about sound problem that's why we have to remove noise from the videos. On the other side we need to use cinematic sound on Background that's why we buy some sound from envato market and some sound we collect from friend and some of from internet. By using all of this we got a professional project with good sound flavor. Then we are going to our dubbing. For Dubbing, we use Sound recorder Zoom H1n and Blue Yeti Microphone. We use Adobe Audition for the record our voice over.

We are recording our voice over and then we take it to the adobe audition then we do noise remove and add some base Boost to out voice over. Sound Effect uses to feel the viewers the moment. We also use this for our film, for our film we are going to use a different type of website who provide free sound effect and there is no copyright claim on that sound effect.

We Use some website for Royalty Free Music-

Freemusicarchive.org

Youtube.com (Different Channel)

youtube.com/audiolibrary/music

And Many more...

Editing

It is the last part of our project, it is the stage where we combine all the clips serially and we last render from here. In this stage, if we can complete then we can say that we complete a project which will give you a meaning full Massage.

When we have done with our all shooting then we need to start compiling all footage in one video so what we do is we start with our storyboard and script for understanding what we need to do and with that footage.
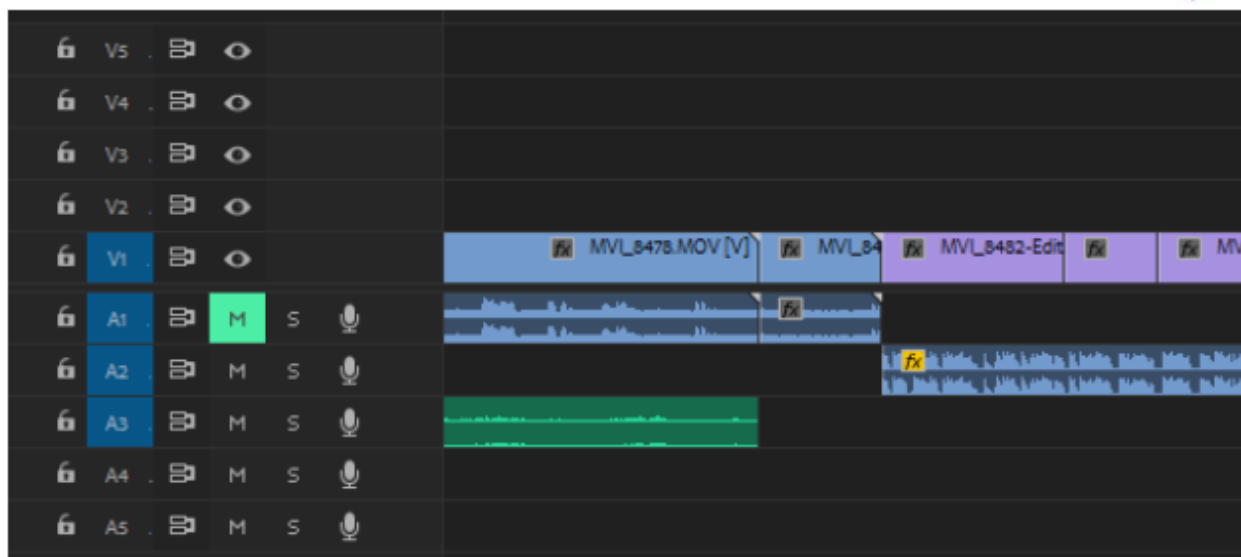
We shoot more than 500 footage some are ok some we need to throw out. Because every shot is not perfect. We need to watch that all 500 videos. Then we decide what footage we need to keep.

After Select file then we are going to composite all of this footage in one video we create a minimal final video with no color correction and sound effect For Composing we use adobe premiere pro as out primary composition software.

Footage collect

We upload all of our editing work on drive link then we collect all the footage then we again rechecked all over the storyboard and we named all the footage by the following storyboard as if we can maintain the sequent serial. That's the way we

finally collect all the seen then we cut all the extra scene from the footage then we combine the parts one by one

Color correction:

We took all the shoot on different days that's why we have to combine the color also because all the seen has no same color that's why we colored them and us correction the full color of our project as if people can get cinematic flavor otherwise we also ensuring that every detail when we correction the color

Moreover Feel this video with more pleasure. We do some play with too many different colors then we finally make a good look on our footage it's all done with the help of our editing team. We are working on this color correction in too many ways and use too many different kinds of preset also for color correction. Color plate preset helps users to easily find out some color and looks for our short film. Our film is a mystery type science fiction film so we keep that in mind also because mystery and science fiction film use a different type of color looks we also take of that and

make our film more film look and science fiction look. And we finally active some good looks on our video and then we render it to check is it ok or not. So basically this is our color process.

Lighting:

Some of our clips are looking dark type that's why we used lighting + color effect that's the way we find a clean output.

Final:

After all, we again check all the footage and we add all the footage one by one then we render it. It takes many hours to render that's why we render all the footage part by part then we again joined all the seen then we got our final output that our " Insight"

CHAPTER NINE

'INSIGHT' PROJECTs & TEMAM STORY

This is our previous planned to work together on our final project. We planned it in the 10th semester. With the permission of our depart meant we chance to work together. We are 6 members of 'INSIGHT' team.SO it enough to complete any project. But its also tough to maintain the group because 6 members have their own opinion. But all opinion has to be a point at one point. That's why we made Hasan Ahammed as a leader for this project. From the beginning, the leading with his ability and all of us also give their direction every time.

To complete this project we have to maintain our task. But starting was not good for our team because we faced so many problems at shooting spot, in the story, in lighting and managing all the things. But after we recover all the things we started work. For shooting, we shoot on the roof under the sun even full day we shoot our project. That's the hard story of our INSIGHT. We tried our best to give best. We all time try to develop our project as much as can. Each of member all time keeps communicating with each other. Ever more than 15 days, we organize an official meeting for our INSIGHT project. From all meeting we all time fixed our next plan for our project.

All of us want to make something new on Bangladesh that's the main point we create INSIGHT project. Because In Bangladesh this media industry on VFX is too week. On the other side, we have no hero as like Superman, Spiderman, Batman. Just we want to build up a character on our country. If we get a chance to build this project

on series we will do it must. To build a heroic character we select this story because here we can invention a hero for our country based culture, Then we started our work. We faced problems and recover it also and we finished our pre-production part then we also cleanly used VFX design on our project then we edit or footage than the post-production part we complete.

Our supervisor ARIF AHMED plays a very important role on our project he all-time advises us for this project.

SO finally we got our project with passing so many things and so many stories. But we are happy that we chance to work for together as good team

Conclusion

This is the project of our INSIGHT team. Here we tried to use our all of the things which we learned from the courses on diversity. We all time remembering our course-related skills and we used it here. Because we learned a lot of thing of shooting, editing, VFX,3D, composition, Lighting etc. That's helped us to complete our project. We used more than one software for editing and for vfx. Also, we used some tools for this project on the editing time. From the beginning, we thinking about to make this project another series with more details work with more VFX work with the more new flavor. We already trying to connect with Private TV channels. Already we show our project one of director on Drama Industry named Rob Babu.

We believe that our story has a great meaning which can increase the awareness among the people. Another side we also want to develop our vfx industry with this heroic character. I hope if we try then we will get a chance to reach our aim and we will be a success on our aim.

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