FINAL YEAR PROJECT

Sound Engineering And Motion Graphics Design For The VFX Based Short Film "SAGACITY"

BY

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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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DAFFODIL INTERNATIONAL UNIVERSITY

DHAKA, BANGLADESH

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APPROVAL

This Project titled **Sound Engineering And Motion Graphics Design For The VFX Based Short Film "SAGACITY"** submitted by Saidul Islam 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 **26ᵗʰ December.**

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DECLARATION

We hereby declare that, this project has been done by us under the supervision of **Dr. Shaikh Muhammad Allayear, Department Head, 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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Finally, we should acknowledge with due regard the consistent help and patients of our parents.

ABSTRACT

VFX film and film media is an exceptionally wide territory of interactive media that is scarcely moved by our nation. It requires an exceptionally exacting pipeline which should be kept up perfectly, or else the ideal outcome can never be accomplished. The primary point of this undertaking was to completely comprehend this pipeline, comprehend the story and good, and attempting to conquer them. The significant programming utilized are Adobe Photoshop CC 2017, Adobe After Effects CC 2018, Adobe Audition CS6 were utilized broadly for the last yield. In spite of the fact that the camera has been utilized during creation. The task was isolated into 3 significant parts: Pre-Production, creation and after generation. The pre-creation comprised of an initial story-board and conceptualizing that experienced a great deal of progress over the span of this undertaking. In after creation, the majority of the work was done in programming like eventual outcomes, where recordings were altered and shading adjusted. Additionally, sound was included during this time. After we finished this venture we understood making a VFX film is a test corridor of tolerance and time. Notwithstanding we complete our production and we needs colossally that our undertaking will fall an effect on our nation's film division and the future artists and talents will be enlivened to making new creation.

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CHAPTER ONE

INTRODUCTION

As an understudy of the Department of MCT of DIU, we pick this division VFX and Film Media to convey our best imagination that we took over the most recent 4 years from our area of expertise. We were constantly content with our work that we have done well in past time. From the beginning we had done well in video production sector however we did different types of multimedia works in last 10 semesters.

We initially intended to do this for the University's Final Project. So we chose to work with enhanced visualizations dependent on the effectiveness of our work. But a film should never be possible alone. So we framed our very own gathering and decided an illustrative adviser. Although our division was fixed, our issues were not selected. So the principal issue we had with our work was making tales about our work. It was in our minds that we through a delightful good in our work. In spite of the fact that our undertaking is for our university's last project, so the start of the story was written in the focal point of it, but later on we endure that story and we made an activity stuffed story since from the earliest starting point we chose to make an activity based flim which we can finished delightfully by VFX. Our motivation was to make a decent undertaking by joining VFX and narrating stories together. A play got **"LIGHT HOUSE 2100"**[1] turned out from our MCT department which gives us a great deal of intrigue and consolation in this work. We had an intended interest group who adored this sort of work, for the individuals who needs to work with VFX and film related works anyway we keep up our story and language with politeness as though everybody can appreciate this creation. But we additionally had a few impulses, for example, the props and areas we had in mind. At the point when the choice was made to finish the errand, we were stressed over the expense, all things considered we finished the task in view of the considerable number of commitments but then we were defeating it by conceptualizing and counsel's solution. A film that simply doesn't remain at the artist's acting; sound, impacts shading grading, story idea, moral likewise included. So our first objective was to blessing a decent creation with all that we can do.

"Ekti Oshampto Golpo" was our first VFX film we made for a course outcome. Though that was very inexperienced task of ours. We remember these references for sake of our proposition to make a VFX film. We were certain on our stand in light of our past encounters. Additionally our Honorable Supervisor was certain on us. He trusts us, we accept our imagination; difficult work do right by him; likewise make pleased our department and university. So as a multimedia student and thinks about our limitations we try to excute a story **"SAGACITY"**.

CHAPTER TWO

Literature Review

Expectation this section echoes a reverberation of all our exploration. In spite of the fact that we have quickly thought about our depictions of the obligation story and the entire work, our past chapter. So in this section we needed to have an intensive discussion. We wanted to work with Vfx from the beginning. It would not be right to state that just vfx, we were roused by Hollywood battling movies. We have contemplated and watched a great deal of motion pictures during these eight months. Moreover, we have seen all of my movies for one act we have seen numerous films yet not every one of them are great but rather a few things are generally excellent which has given us the most work to do. So we make a story following a ton of movies. Our story resembled that there were a couple of understudies who were preparing for their college's last endeavor and they were concerned. They had a perception to vanquish this idea. However, they were bewildered to finish it and found that one of their instructors, an especially acclaimed specialist, applied his logical power on one of their brother's. Their sibling got angry due to bad behavior the power and turns out to be ruinous and loses his human information. The administration sends a power to him, yet no power is compelling against him. The understudies by then approach their teacher and solicitation an answer. Teacher applied some dynamically legitimate power on them, anyway without much of any result. Be that as it may, finally, it is simply with their insight and they can do it. Be that as it may, to depict something like this, we need to execute a wide range of kinds of motion pictures. For instance, for a portion of our battles, and for shooting how to put a camera on it, we will pursue **KINGSMAN: THE SECRET SERVICE**[13] motion picture. Reason for this motion picture outlines us some additional normal camera confining and a considerable lot of mind boggling battling scene. Additionally this motion picture has a pleasant single battling scene and some double and gathering battling scene which has roused us in our film's battling scene ideas. There were a few stories in our film that we needed to see battles with brutal power. Also, with that, there was a battle scene all together. **AVANGERS**[12] motion picture has given us the most support in such manner. All of gathering battles of this motion picture and exceptionally the set structure which

finished with vfx and control and matt artistic creation like great. So there are some vfx and set plan scenes we needed to do in our film. There was a scene in our film where a man will entery like a boss. We have seen **WANTED**[14] motion picture and there was a section when the primary character entered like a developed dislike a legend however a develop man. And this scene is great to the point that an individual will like it. In **ANT-MAN**[15] we have seen the hero can make her entire body exceptionally little and can likewise develop a lot greater in a matter of seconds. During the examination so we think about the narrative of one of our characters in congruity with his character. Furthermore, it gives excellent outcomes later. Battles of individuals of two equivalent forces can be seen in numerous motion pictures, yet not every one of them are attractive and not in legitimate vfx . But we found its solution by **BATMAN VS SUPERMAN:DAWN OF JUSTICE**[16] movie. Their fight scene was so marvelous. We've been fascinated every time we've seen it. And the specialty of this fight is its have hand to hand fight . As indicated by the story an on-screen character is too noisy to even think about running which is a great deal like **THE FLASH**[17] tv series.

Up until now, this is our investigation of Hollywood's activity movie. This time we have contemplated the film. Only video doesn't make a film, and since it isn't simply VFX, we have connected it to the sound, story and spot of our film which helped make our motion picture a motion picture and it is in the light of our Bangla story. So it will raise the degree of our intended interest group.

CHAPTER THREE

Background information

To recount to the back story, we have to return to a months ago previously. We had 8 months to do this. Meanwhile, following 4 months, we gave the pre resistance where our activity arranging was definite. There we were encouraged by our director to do everything. Be that as it may, the foundation story don't begin from that point. We initially select a gathering to work with our arranging. A motion picture cannot be made by alone. We were gathered into 6 individuals where the gathering was done varying and there was the gathering head. In our gathering we have a craftsman who draw the entire story load up in the past time before shooting and planned the publication after creation, a sound craftsman who works with the full stable division, we have a visual craftsman who alter all video film in altering board, we have a light arrangement master man who works underway and the rest two are typesetter, the entire vfx and green screen works altered by one of them and others work for the holographic part in our generation. At that point we select an accomplished chief, who helped every one of us the ways. In the wake of finishing all the past works and we chose for the conceptualizing where we examine what we need to do and how might we start and which part will be finished by whom. For this happen we as a whole are chosen to watch various kinds of film scene and content as a result of what would we be able to do and its thought producing. At that point we as a whole are chosen 20 motion picture cuts exclusively that we will appear in our video generation work. In the wake of viewing everything, there is a great deal to be rejected due to we cannot exertion this kind of work. Be that as it may, at that point we begin to make stories dependent on what we can and our administrator helps in fixed our objective and remarkable idea making by conceptualizing with him. It was simply after this exchange the story and story of our story was composed. Be that as it may, making a motion picture isn't only a story, What sort of discoursed there will be, what sort of craftsman will there and what number of they are, what sort of sound, in what capacity will shoot, camera talk, everything is significant. So we made a rundown of every single such question and goes our manager for the arrangement. Everytime we talk about with him before busy. Like him, we talked about these issues with various sir. Based on the assessments of every one of

them, we re-arrange. At that point we make an everyday practice for our work. From our absolute starting point the issue was cost. In the wake of talking about with began work for our creation spending plan, ability craftsman who will acts underway and who will in the camera works. For this we partitioned our 6 individuals in a two gatherings. One gathering will works for the creation acting and others will help in shooting period. In the wake of choosing these work we start our pre creation work. In a film Pre star generation have 80% of absolute works. So we did our pre generation work appropriately. First we compose the entire story in an entry and afterward we chose it will be shown for the watchers. At that point we observed more movies and film cuts for the camera position and a significant number of instructional exercise for the real deceives. In thewake of gathering all props we record the content with discourse and our craftsman attract the entire story a story boarding for the representations that aides in making the video film with confining. For the shooting and story we have to help from more craftsman. At that point we chose to work with our area of expertise's understudy for acting. We make more props and materials for our shooting. Yet, at that point we confronted an issue and that is shooting area. Our boss aides in this terms. He causes us for taking the lab space for our indoor shooting and DIU primary grounds for the outside shooting. Everything was working out positively however now and again climate harms us. It's been some time since we couldn't shoot in view of the terrible climate and now and again we took an ever increasing number of times due to our unpracticed in acting. At times light stops our shooting. So in the wake of confronting a wide range of issues we did an another conceptualizing for the camera decider and lense selecion. After we finish everything, we return to shooting again. Nevertheless, something turned out badly with us. As it is, regardless we have a ton of subject defocus, in any event, when we were good, so next we need to do them again for this we lost additional time in reshooting. We utilized boom and mobile to record shooting dialogues. Toward the finish of the shooting, suppose next. The after creation site. Suppose from the earliest starting point here. Legacy is to get all our product support for my work. We utilize a large portion of the interactive media programming for this situation. We use **ADOBE PHOTOSHOP**[2] for our set structure, publication design, manipulation picture making and matt composition. We take **ADOBE ILLUSTRATOR**[3] help and backing for movement illustrations work. Then we go to the **ADOBE AFTER EFFECTS**[4] software. The majority of our work has been done on this software. We make everything here. We did rot scooping, 3D

following, 2D following sound correction, adjustment, effect creating, template alter and the entire arrangement and rendering here. Despite the fact that we use **MOCHA PRO[6]** for 2D following and **NUKEX[5]** for 3D camera tracking and some rot scooping. After finish our sound craftsman doing the audio cue and commotion cutting make some needful sound from **ADOBE AUDITION[7]** programming. Then we collects all our work and render our footage in **ADOBE PREMIER PRO[8]** for the final render and video sequence align. Then completing all sorts of work we were for the report writing and we use **MICROSOFT WORD 2010[9]** for it. We are satisfied with our project.

CHAPTER FOUR

Discussions

One of the numerous classifications that can be worked with sight and sound is VFX and film media. It is likewise one of the numerous areas for our last resistance. We characterize this class dependent on our mastery which we said toward the start of this report; where VFX simply doesn't do a video; sound, 3D components, movement illustrations, control pictures and a complete synthesis all are incorporated. In any case, we're not the initial ones to work in this class, prior a decent venture left this division from our area of expertise. Furthermore, that is beacon. Despite the fact that the "**Lighthouse 2100"** and we do comparable things, yet we have numerous varieties in our work. Talking about decent variety, first comes the center of our story, in spite of the fact that the two works depend on sci-fi story. Besides, the idea of their story and our story are of two sorts. But it we have contrasts all through our work time and film span. Their entire work was watchable and it is our enthusiasm to work with this division. Despite the fact that we were pulled in to VFX by watching Hollywood work. There are a few confinements to the VFX work, for example, immaculate light arrangement, a strong green screen work and shooting with altering contemplations. They worked superbly on these things, however they owed their last modifying was anything but a sensible. In certain spots, their work is fake, where we have painstakingly watched in our work. Video film of what they did on the green screen was reasonable reason for craftsman's edges. They did visual works with the colossal blend of 3D works. Then again we did it even less, and we did it as a motion picture about narrating with enhanced visualizations. What's more, that appears to us to be a major distinction.

CHAPTER FIVE

Materials and Methods

This part contains what we required and what we used. We required everything for the shooting. And here is what we wanted to do.

5.1 Title

We think that now days super natural power and body strength can change our way of life . But human are gifted from god with a unique power and capabilities which is human brain. But we forget that human brain is more powerful. In a one society there are good human and bad human. But the bad human always tried to create pressure with their body power. We forgot that good always win over bad. So, the theme of our title came from a picture of real life society where there is a fighting going on with good and evil. Now We will try to show this present society in our VFX short-film which we named it **" SAGACITY".**

5.2 Summery

As a matter of first importance, every one of the accounts and characters are fictional. All of this depends individually research and our work efficiency. There were a few understudies who were getting ready for their university's last undertaking and they were very worried. They had a comprehension to conquer this thought. But they were astonished to complete it and found that one of their educators, an exceptionally acclaimed researcher, applied his scientific power on one of their brother's. Their brother got furious because of wrongdoing the power and becomes very destructive and loses his human knowledge. The government sends a force to him, but no force is effective against him. The students at that point approach their professor and request a solution. Professor applied some progressively logical power on them, however to no avail. But at last, it is just with their intelligence and they can do it.

5.3 Script

scene 1 : A kid runs down the road and he is terrified on the grounds that mimu wants to murder him.

scene 2 : Noman is being asleep, Sajib awakens him. Noman then awakens and sits before the PC with his eyes shut. Sajib discusses Noman Ray going to university.

scene 3 : Sajib and noman going to university entrence and discuss about their rest friends(Borenno, Shupto, Akash & Mimu). On the same time Akash, Borenno and Shupto discuss about their final project in gossiping . In a similar time Sajib and Noman penetrated into the campus and joins with their discussions.

scene 4 : Shupto works on a pc .Some holographic presentations are appeared on the screen. Sajib calls and shupto receives the call.

scene 5 : Mimu walks on the street and had a conversation with a boy. Mimu throws super natural power   from   his   eyes   and   blasts   something.
scene 6 : Shupto sees something wrong in his computer and he reports his friends on the next day. On that time Sajib noticed their Allayer sir who is going to his personal lab and everyone follows sir.

scene 7 : Mimu laid down on sir's personal lab and some holographic scenes are illustrates again. Mimu wokes up and sir starts a converse with him.

scene 8 :   Shupto calls noman and orders to everyone should attend the next day.
scene 9 : Shupto works on pc and Akash, Borenno, Noman, Sajib enterd the laboratory room. Shupto   shows   the   actual   matter   and   holographic   presentations   are   appeared.

scene 10 : Hridoy who is the leader of special force speaks about mimu's matter and command his,soldiers.
scene 11 : They surprised about Mimu's changes while Shupto is explaining this to them and they discuss   how   they   can   solve   this.   They   get   super   natural   power   except   Shupto.
scene 12 : Mimu fights with special force.

Scene 13 : Everyone reaches sir's lab and shocked after seeing sir's dead body Shupto reports them to fill up sir's last wish.

scene 14 : Mimu fights with Noman, Akash , Sajib , Borenno and Shupto runs with Mimu's blood.

5.4 Location :

According to our plan we finished our script and storyboard. Now we were ready for choosing location for our VFX short-film. So, we made a list of shooting place for the purpose of this project. So we have to checked out all those location. We searched both indoor and outdoor shooting place. We searched for many days for our shooting location because our project is VFX short-film so we needed a wide area which has less population. Because of sound we need a quiet place for recording otherwise we have to face sound noise issue. Therefore, we had to spent more time on choosing the accurate location. After 6days searching we finally found our desired outdoor location. Now in terms of indoor shooting we have faced some problems. According to the list of indoor shooting we couldn't managed the place.So, we had to made a new list for the indoor shooting.We looked for place that has a flat room so that we could hang our green screen. We also needed to be empty so that we can setup our light. First we want on a constraction building which was not suitable for shooting then we asked for helping to our respectful teacher **TO Dr.Shaikh Mohammad Allayear.** Then he arranged us a room it was quiet suitable for indoor shooting. Finally, we decided our all indoor shooting will be made here.

5.5 Timeline

The undertaking was length over an eight months plan. The course of events was not all that tight yet it was overseen accurately. The generation time frame was took the longest measure of time. Below is a Gantt diagram of the working calendar-

Numbers	Task	Duration (Month)	1	2	3	4	5	6	7	8
01	Research	2	█	█						
02	Brainstorming	1		█						
03	Concept development	1		█						
04	Collecting reference	1.5			█					
05	Storyboarding	2				█	█			
06	Audio	6		█	█	█	█	█	█	
07	Shooting	2						█	█	
08	Editing	2							█	█
09	Refining	1								█

Table : 5.5.1 This is The Gant Chart of Sagacity Shortflim

5.6 Talent List :

We don't enlist any expert entertainer with the goal that we can show our acting ability. Next to proficient entertainer is over the top expensive so we acting in our own short film and attempt to our best. Here is the rundown of our entertainers.

No	Name	ID
1	Dr.Shaikh Mohammad Allayear	
2	Faysal Bin Kabir	142-40-132

3	Saidul Islam Sajib	161-40-295
4	Shupto Chakraborty	161-40-300
5	Iktidarul Haque	161-40-305
6	Murad Ibne Mizan	161-40-306
7	Md Al-Aksha Mondol	161-40-318
8	Sayed Humayon Ahmed Hridoy	153-40-
9	Yasin arafat	193-40-614
10	Md Israfil hossain	193-40-642
11	Md Shoron	192-40-604
12	Rafi Uddin	192-40-598
13	Shohel Miah	193-40-644
14	Kabir Bandhon	183-40-546
15	Ahmed Tanjim	183-40-547
16	Rifat	183-40-536
17	Jahid	183-40-549
18	Mahmud Rony	182-40-531
19	Arif	181-40-480
20	Rahul	181-40-479
21	Anik	181-40-470
22	Omar faruk babu	173-40-457
23	Afnan	
24	Shaikh Siam	193-40-646
25	Asifur Rahman	193-40-621
26	Shohel Miah	193-40-644
27	Fakhrul Alam	193-40-631
28	Labanna parvin Arifa	193-40-630
29	Tanvir	192-40-612
30	Utshaw	192-40-608

Table : 5.6.1 This is The Talent List of Sagacity Shortflim

5.7 Budget :

EQUIPMENT	EXPENDITURE
Green Screen	3,500.00 BDT
Camera	5,000.00 BDT
Light Setup	22,500.00 BDT
Tripod	3,000.00 BDT
Props	25,500.00 BDT
Gimbal	15,000.00 BDT
Prints	4,000.00 BDT
Foods	42,000.00 BDT
Indore Rent	12,000.00 BDT
Outdore Rent	20,000.00 BDT
Flat Rent	90,000.00 BDT
Total	**242,500.00 BDT**

Table 5.7.1 Budget chart

5.8 Props and Equipment's :

Props represents what is mandatory thing in our short film.and heres-

5.8.1 Equipment:

1.Green Screen

2. Mobile

3. Self-made dolly track

4. Audio Recorder

5. Tripod

6. Gimball

7. Light Setup

8. Table

9. Laptop

10.Camera

11.Lens

13.Reflector

5.8.2 Props:

1.T-Shirt

2.Toy gun

3.Mobile

4.Computer

5. Spectacles

5.9 Camera

Figure 5.9.1: Nikon D750

The Nikon D750 FX-group D-SLR has been intended to free picture takers from past restrictions while giving them more opportunity of photographic articulation because of an assortment of variables. For instance, on account of the high ISO execution and the self-adjust capacity in low-light circumstances, hand-held shooting is made conceivable even in obscurity. The reduced, lightweight and thin body with a profound grasp enlarges the field of utilization. Furthermore, the tilting LCD screen further extends the opportunity of shooting points.

Figure 5.9.2 Nikon D7500

Born from a desire for flagship performance and innovation in a more compact and streamlined connected camera, the D7500[11] delivers the game-changing resolution, ISO range, image processing and energy efficiency of the award-winning D500 in an enthusiast-level DSLR. Simply put, the D7500 is built to outperform any camera in its class with top-tier image quality, blazing speed, flawless autofocus, 4K Ultra HD video and pro-grade creative tools—all in a comfortable, rugged design. This is a camera for the new generation of creators.

5.9.1 Image Sensor:

We use Nikon 750d for our project. Nikon's D750 DSLR is an FX-format camera. **Nikon's D750 DSLR is** well-suited to both still imaging and video recording. Featuring a 24.3MP CMOS sensor. **Nikon's D750 DSLR** camera is capable of producing high-resolution imagery with smooth color gradations, low noise. **Nikon's D750 DSLR** camera also producing sensitivity to an expandable ISO 51200.And its shooting rate of up to 6.5 fps. In regard to video recording, Full HD 1080p/60 is supported .

5.9.2 Image Processor:

Nikon's D750 DSLR[10] have used type- EXPEED 4 image processor. EXPEED 4 image processor to produce rich image quality low noise and notable sensitivity . **Nikon's D750 DSLR** to a native ISO 12800, which is further expandable to ISO 51200.

5.10 Lens:

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Figure 5.10.1 - 18-105 nikon

Figure 5.10.2- 50mm nikon

5.11 Focusing Type:

CMOS sensor works in close joint effort. Its have Auto Focus system ,Manual Focus system.

Manual Choice:

Contrast detection & phase detection autofocus system which ensure
Your accuracy of focusing speed 19 cross-type sensors

5.12 EXPOSURE CONTROL

TRIPOD :

We utilize 3 phase incorporated tripod. This tripod made by aluminum. This tripod used for getting tilt-up, tilt-down and container shot.

Figure:5.12.1 Tripod

5.13 Shooting

Modes

We use Auto & Manual modes. We didn't use flash. We use midshot, wide shot, portrait, landscape, close-up, tilt-up, tilt-down, frog view, birds view shots.

5.14 Picture Style

Color Space

SRGB

5.15 File Type

JPEG

RAW

5.16 Movie Type

MOV (Video: H.264)

5.17 Movie Resulation

1920x1080

5.18 Movie Length

5.19 Max Duration

4.5 GB

5.20 Time Duration

30-35 minutes

5.21 Green Screen and Light

We had a group meeting about the green screen length and color before buying the green screen. We needed an accurate green color screen for shooting. After the discussion we brought a large green screen. There we had a big problem It was large enough to cover up the whole room but we needed half of it and it was transparent. Then we come up with an idea to make it look less transparent and less big. We set up our lights which was arranged by our lighting manager. All the lights has been managed by him. For outdoor shooting there isn't much use of it. But for indoor shooting we needed it more. Without light indoor shooting is problematic. So we arranged most the light depending on the scene.

Figure 5.21.1 Green screen in indoor

Figure 5.21.2 Light set in indoor

CHAPTER SIX

WORKFLOW

I was an assistant director on this project. Moreover I worked with sound and motion graphic.

Sound Editing

Making recordings is half about the visuals and half about the sounds. Be that as it may, when you're simply beginning, there is a ton to make sense of just on the visuals side, and when you include sound, it very well may be overpowering without a doubt.

Taking out the sound track will show how significant sound structure is for a film to fill in as it is expected to. Movies depend as much on sound as it does on the recording to pass on the general feeling of the story.

As it were, the way great you cause sound structure to can be instrumental to making your film fortunate or unfortunate. For you to get a handle on its full significance to film-production, here are a few focuses on the significance of sound plan to a film.

When we started shooting the video we didn't have sound 2 way .Boom and mobile record.

After the shooting, we select the final shot from Raw Footage .

Then separate the audio from the selected footage and use the Premierpro   software .

Figure 6.1 When sound recording on the shooting spot . by using boom .
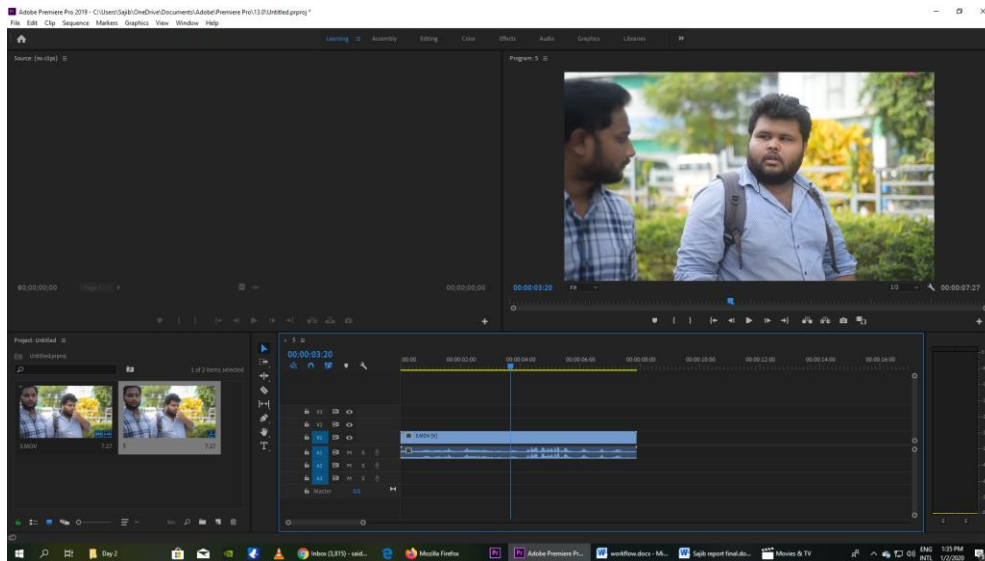
Figure 6.2 Firstly import the file in Adobe Premier Pro and Drag to Timeline bar.
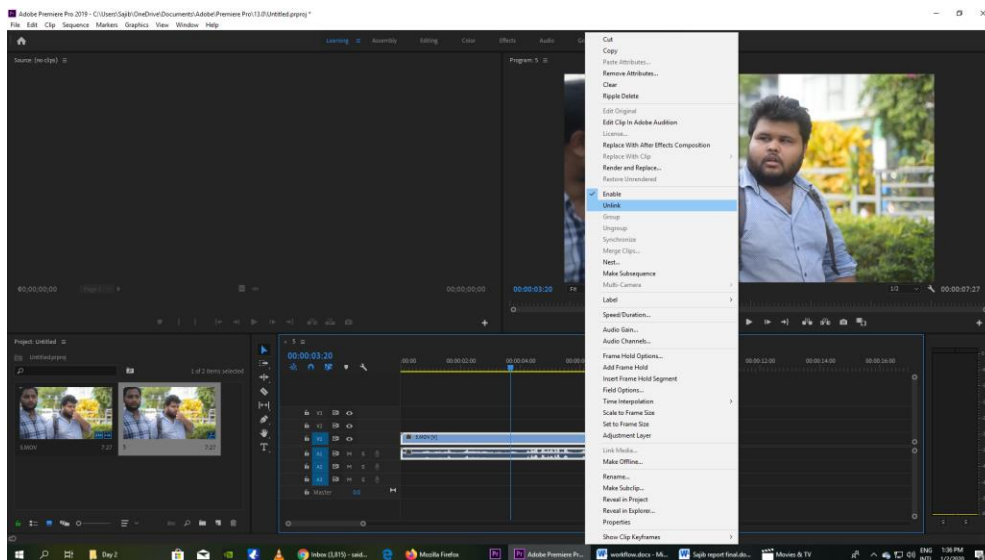
Figure 6.3 After that select the video and Right click and unlock the video .

And export the audio " Format mp3 " then render the audio file . After that this audio file is import to the Adobe Audition Software for Edit.

Adobe Audition :

A software that can be easily removed by Noise. Sound can be easily changed. I use this software to easily remove noise . First of all import the audio file in adobe audition
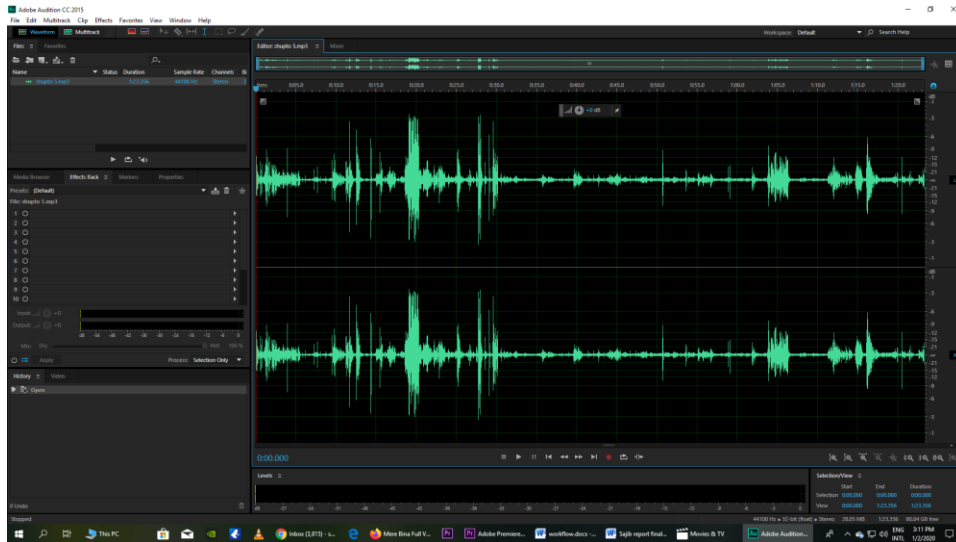
Figure 6.4 In this import the audio record in Audition . after that listen the full audio where dialogue is . Then delete the useless dialogue . To facilitate lipasing.

Noise remove :
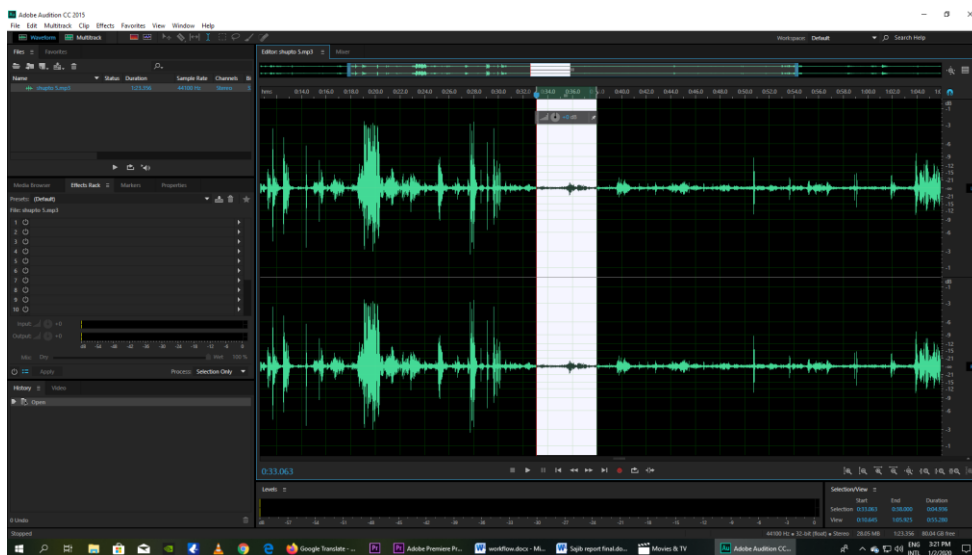
Figure 6.5 To remove noise ,first of all select the noise to the full audio and go to effect tool .
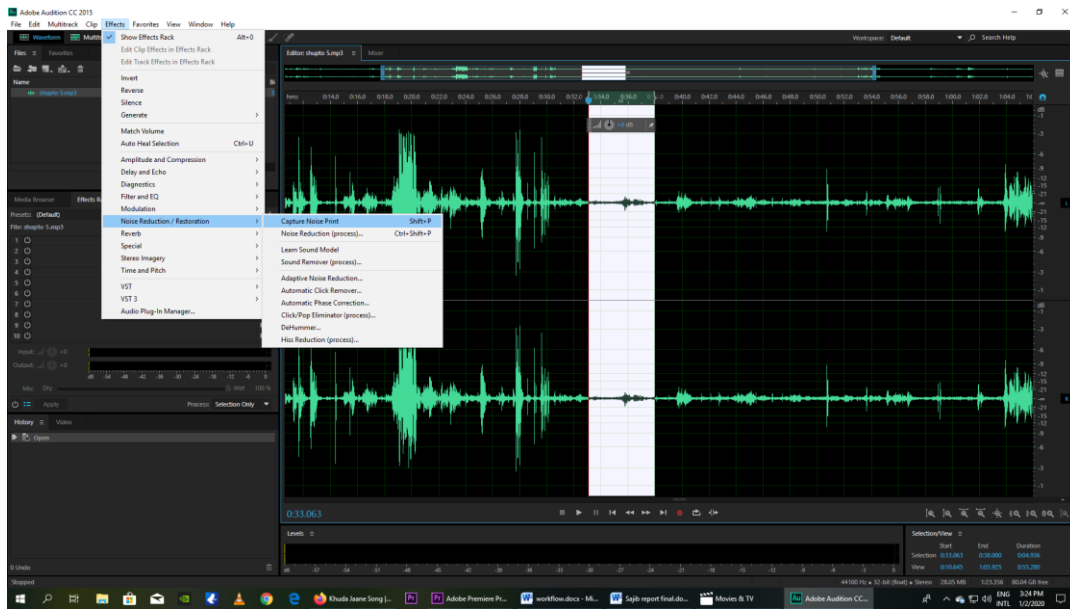
Figure 6.6 Going to the Effect Tool to Noise Reduction/ Restoration to Capture Noise Print (shift+p)

If it didn't the noise is not capture
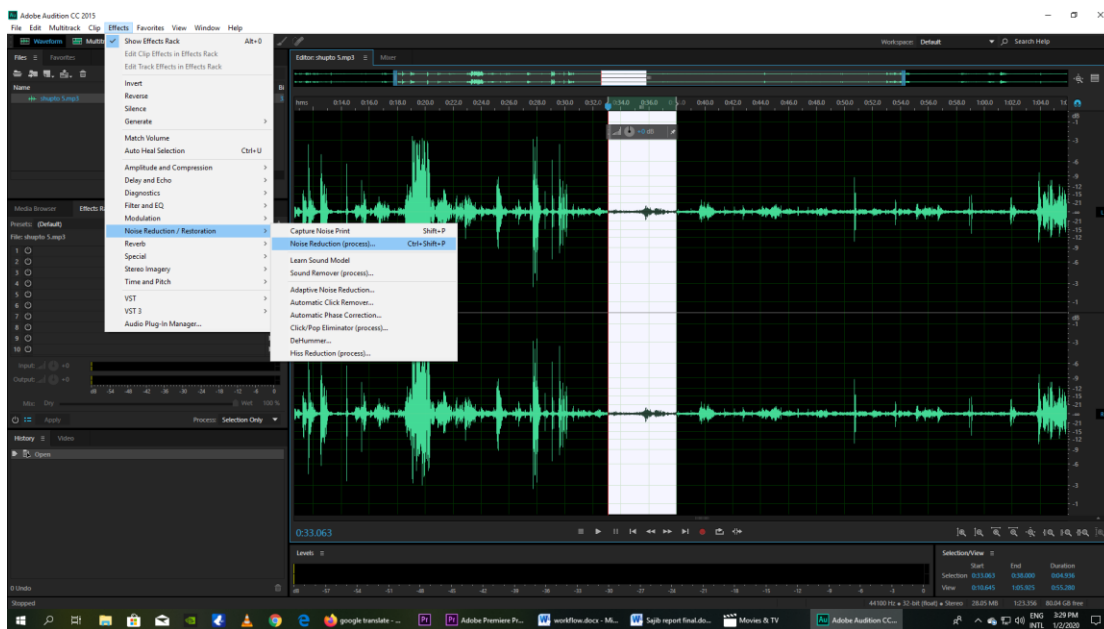
Figure 6.7 Then again Going to the Effect Tool to Noise Reduction/ Restoration to Noise Reduction (process) (shift + ctrl + p)
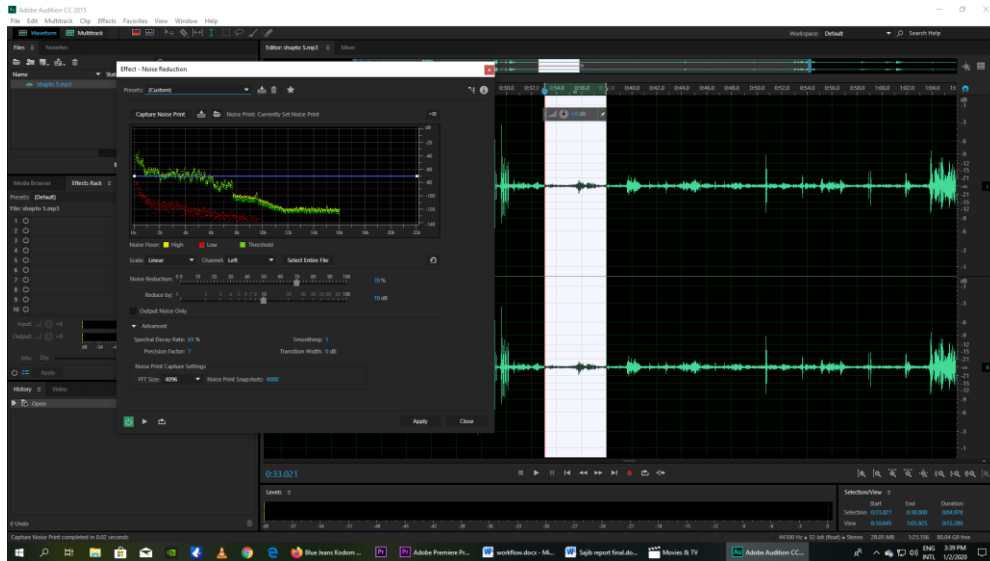
Figure 6.8 This toolbar is open . and the horizontal line change.
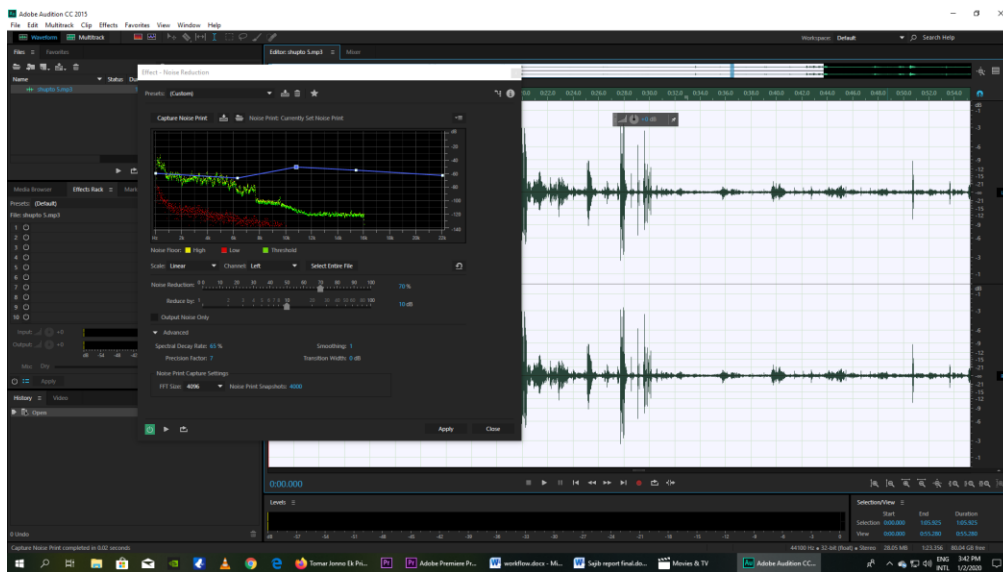
Figure 6.9 At last select the all audio file and change the horizontal line to remove noise . then change the
noise reduction peramiter 70%
reduce by 10db.
spectrial Density Rate : 65%
Smoothing : 1
 Precision Factor : 7
Transition Width : 0db
Then click the apply.
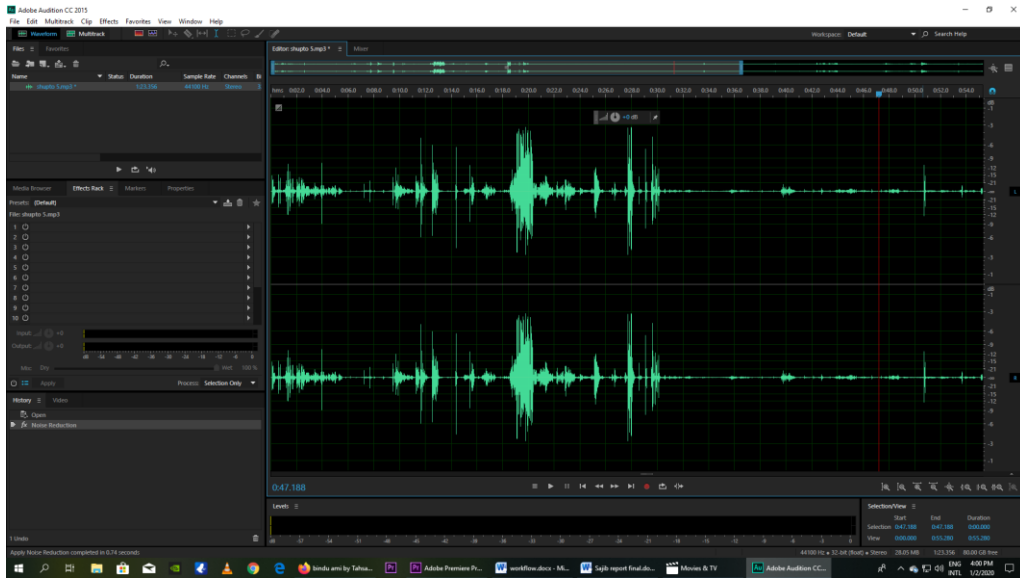
Figure 6.10 After clicking the apply button the change of audio this, The noise is reduce .
By doing I remove the noise of all the audio

Sound Change

**Figure 6.11** In this scene The voice of mimu has been changed , like gorilla.
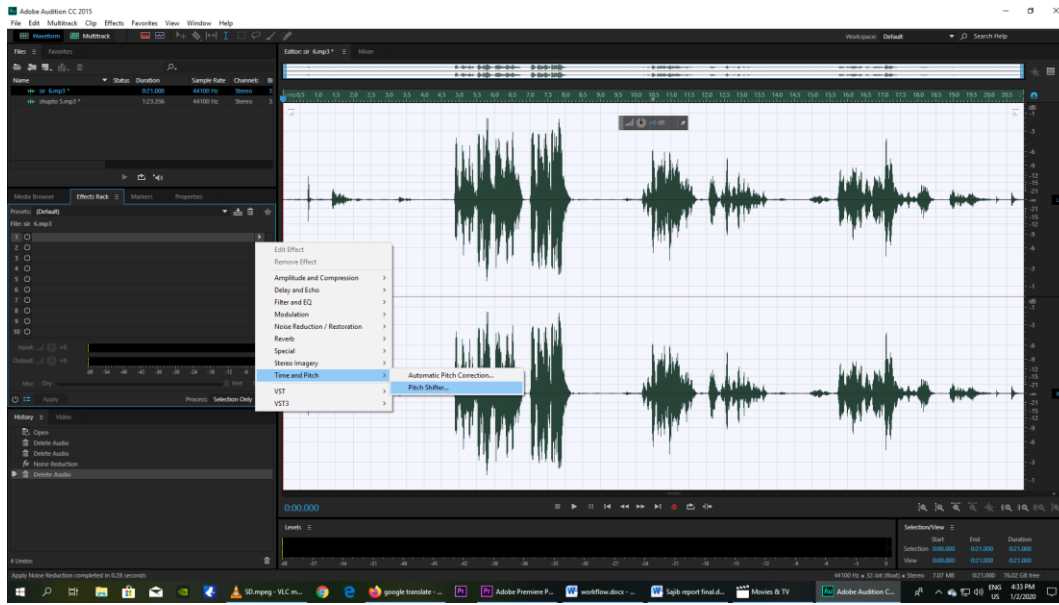
Figure 6.12 At this remove the noise in previous process. After removing noise select effect or no 1 effect rack. Then select Time and Pitch to Pitch Shifter.
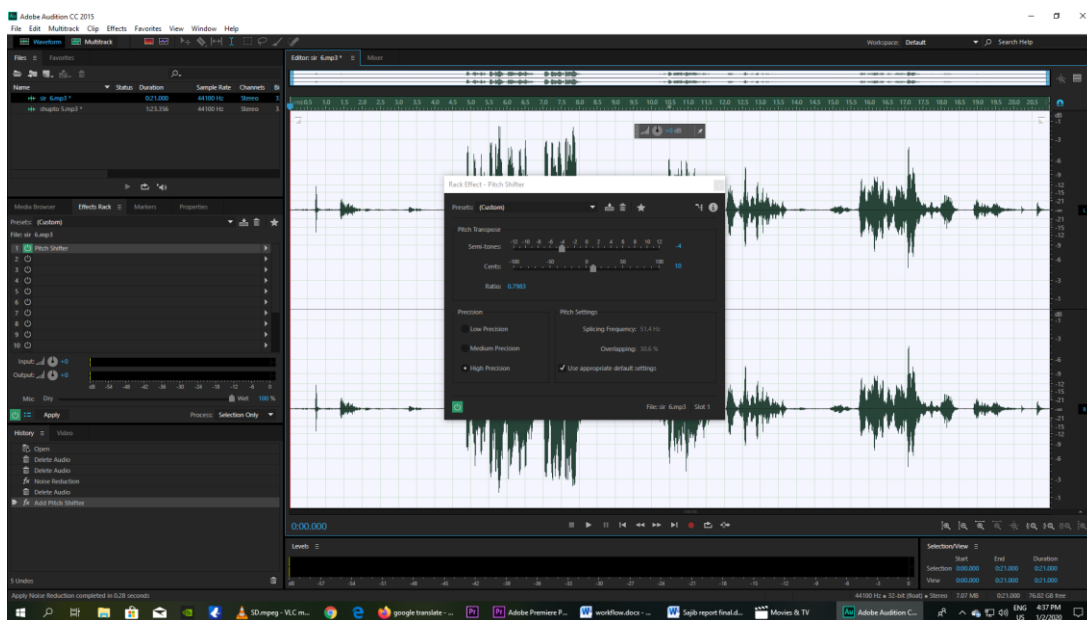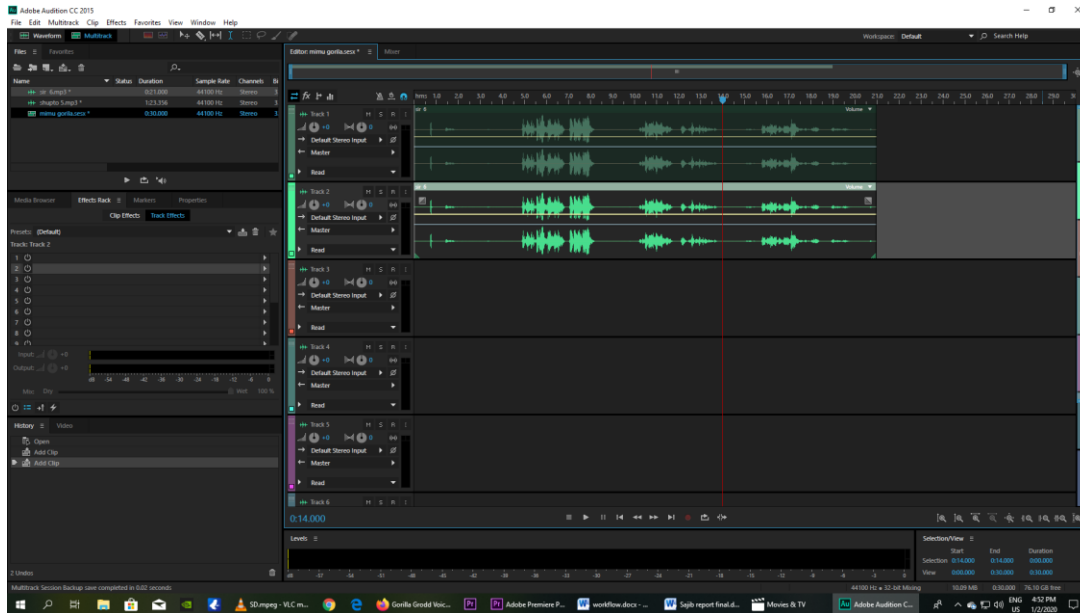

Figure 6.13 Then select default format. Then change
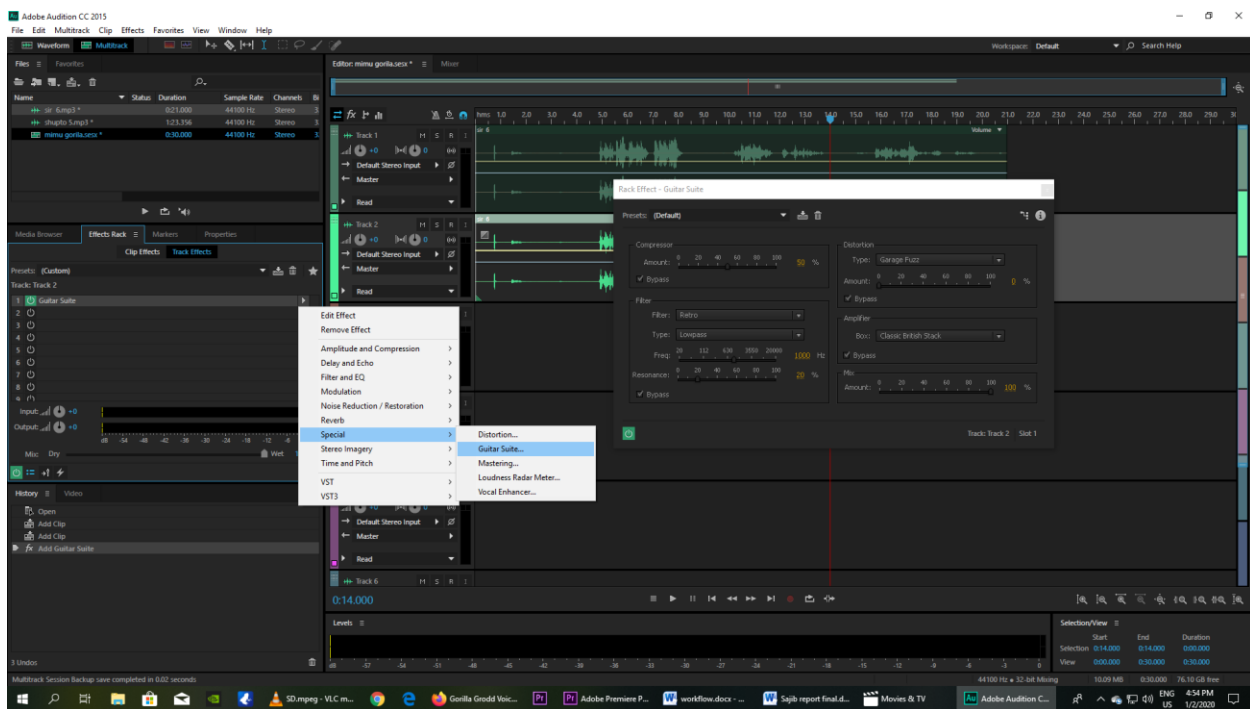Semi Tones (-4)
Cents 10
And select High Precision
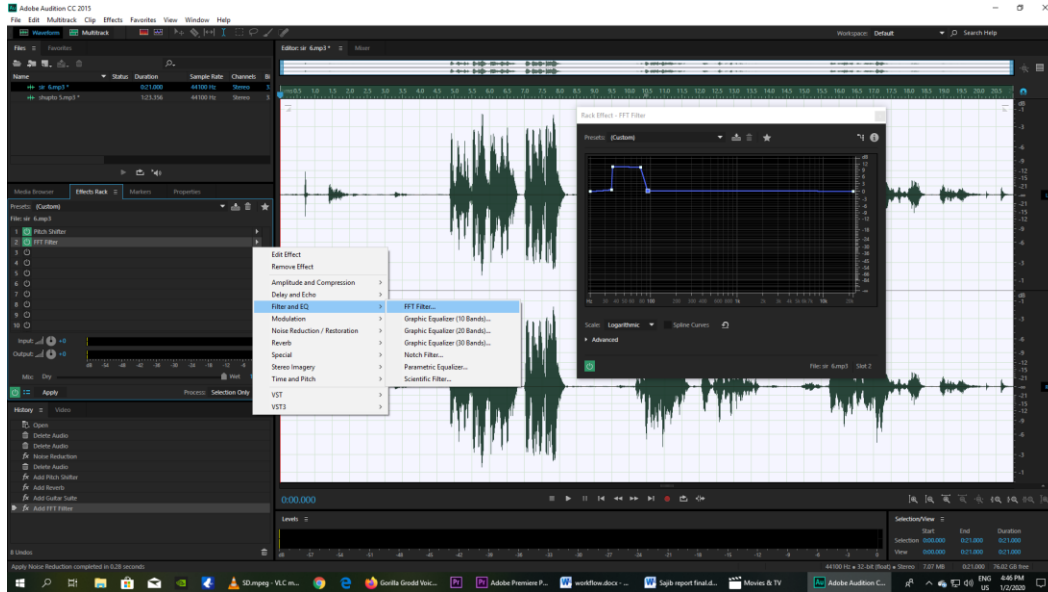
Figure 6.14 Then click the 2nd effect rack. Right click Filter and EQ to FFT filter. And change the graph to FFT Filter. And click applies to Effect Rack.
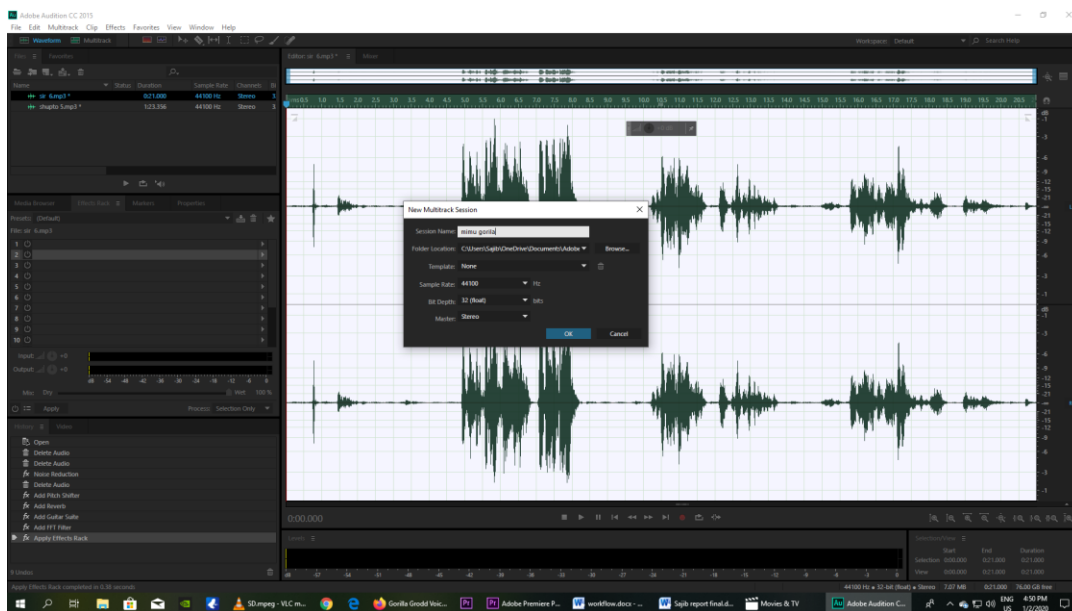
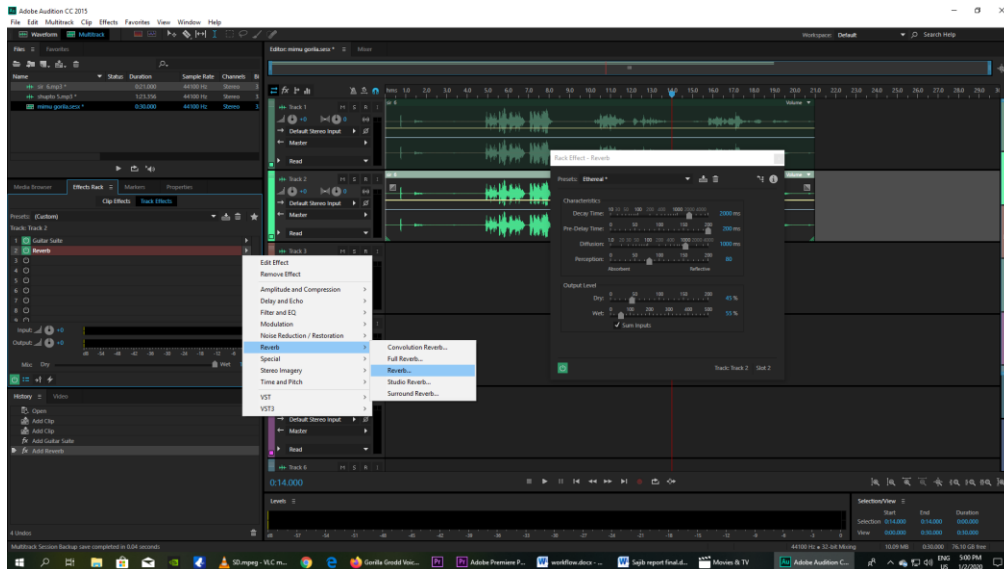**Figure 6.15** Select the Multi track option and rename the audio.

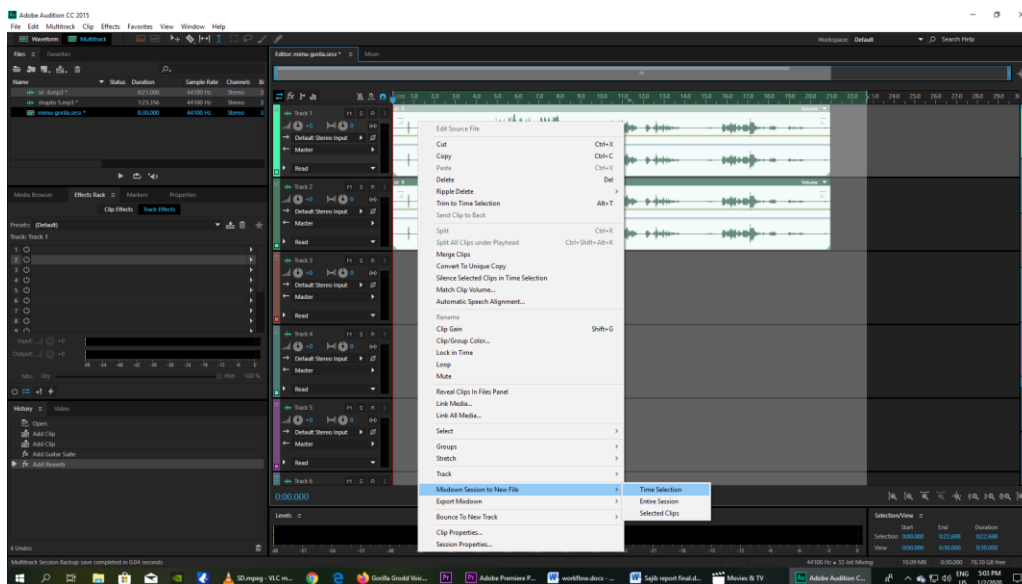**Figure 6.16** Drag the sound to Track 1 and Track 2

Figure 6.17 Select Track 2 and Effect Rack to Special to Guitar Suite .and change the peramiters .
Change amount of 51%
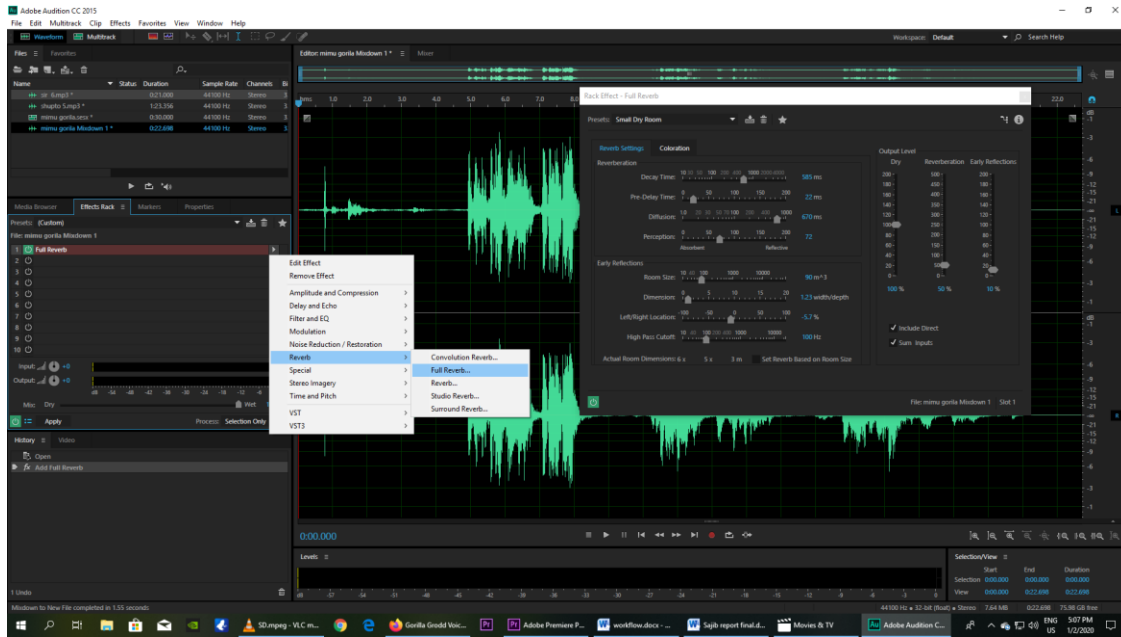Uncheck Bypass, and
Amplifier – Deep 4*12

Figure 6.18 Then select the effect rack 2 and click Reverb to Reverb. To Ethereal to Changing the amount which is perfect .

Figure 6.19 And select the two audio clip and right click to Mix down Session to new file to Time Selection.

Figure 6.20 Then select the effect rack again and Reverb to full Reverb to Small Dry Room and click ok .

Then the sound change like Gorilla.

Then output the sound in Mp3 .

CHAPTER SEVEN

Behind the Scene

It wasn't significant for us to have these photos here yet these pictures are suggestive of our work. Also, by viewing these, one can without much of a stretch comprehend that there is a world behind the movie.

Figure7.1
When practicing the police foece fighting

Figure 7.2
When conversation and shooting

Figure 7.3
Conversation and shooting

Figure 7.4
When sir come to university

Figure 7.5

Shooting for group

Figure 7.6

the hidden thought overcome

Figure 7.7

special force alerting

Figure 7.8

special force fight

Figure 7.9
shupto in indoor

Figure 7.10
camera in rest

Figure 7.11
Mimu and noman fight scene

Figure 7.12
Mimu destructs Hridoy

CHAPTER EIGHT

Conclusion

Its an ideal opportunity to bid farewell. Be that as it may, not for long time. We will back with some other time. Prior to consummation we might want to thanks our University to make a stage for us like that. Where we can do and what we can think. The principle focus of this task was to make something special that will contain a decent quality just as flawless stylish sense. We were at that point mindful of this venture from the beginning. We did our work past the pre-plan. In spite of the fact that in numerous unfriendly cases, we gave our most elevated. This task has shown us a ton. Furthermore, this subject is exceptionally charming and enlightening to us. Since not we all are talented at everything, we share the work. We see how viable the story board is for shooting; with it our acting isn't well overall, yet we have attempted to express the characters accordingly. But yes we have attempted to show our skill in the post production. And that was our objective and hope. During this venture we found support from all individuals from DIU. We need to say thanks to them as well. We trust our task will stay a benefit for branch of MCT. We have large intend to work with this division with the understudies of DIU and MCT. We additionally give a gratitude to our dept. Extraordinarily to our dept. Head Dr. Shaikh Muhammad Allayear for his guidelines. We are appreciative to him for his accept on us. We never got a chief like him. His numerical analysis makes us increasingly sure to do extraordinary considering creativity. All on the whole, we trust this undertaking will keep our area of expertise's name in the film universe of Bangladesh. VFX makes video production more attractive and that's what we tried to explain. At a similar time, it will give the possibility for the future laborers. In conclusion we are satisfied with our work and we need effortlessness from all. Thanks for reading.

END

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