

FINAL YEAR PROJECT

Creative Production and VFX Artist 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

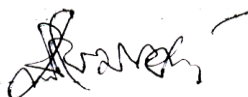
This Project titled **Creative Production And VFX Artist Design For The VFX Based Short Film “SAGACITY** “submitted by Shupta Chakraborty to the Department of Multimedia and Creative Technology, Daffodil International University, has been accepted as satisfactory for the partial fulfillment of the requirements 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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We hereby declare that, this project has been done by us under the supervision of **Dr. Shaikh Muhammad Allayear, Department Head, and 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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To start with, we express our heartiest thanks and thankfulness to all-powerful Allah for His perfect gift makes us conceivable to finish the last year venture effectively.

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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

1.1 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 film 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.

“EktiOshamptoGolpo” 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 does right by him; likewise make pleased our department and university. So, as a multimedia student and thinks about our limitations we try to execute a story **“SAGACITY”**.

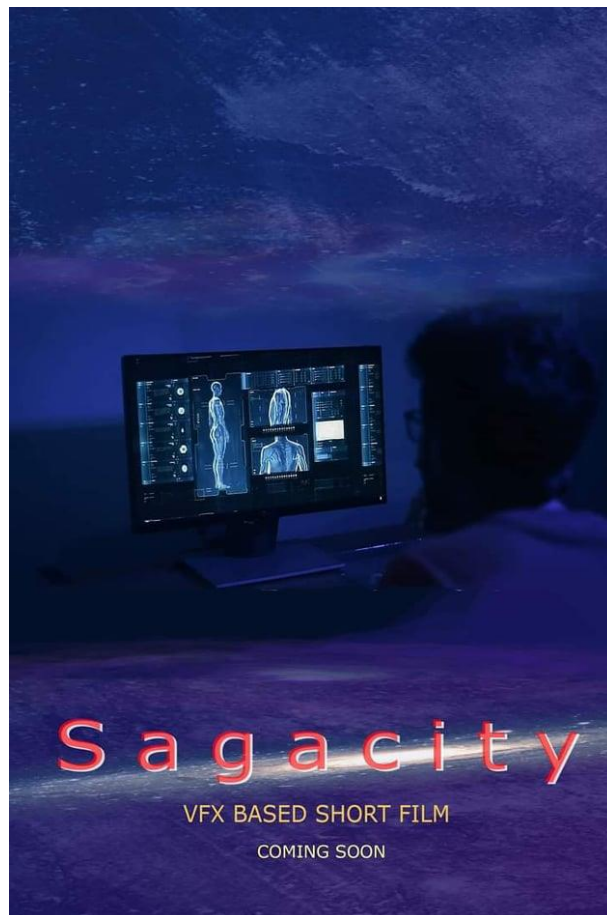


Figure: 1.1 Saga City poster

CHAPTER TWO

LITERATURE REVIEW

2.1 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 entry 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 it's had 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

3.1 Background Information:

To recount to the back story, we have to return to a month 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 doesn'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. Every time 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 two gatherings. One gathering will works for the creation acting and others will help in shooting period. In the wake of choosing these works 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 exercises for the real deceives. In the wake 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 term. 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 another conceptualizing for the camera decider and lens selection. 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 rotoscoping, 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 rotoscoping. After finish our sound craftsman doing the audio cue and commotion cutting make some needful sound from **ADOBE AUDITION** ^[7] programming. Then we collect 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

MATERIALS AND METHODS

4.1 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.

4.2 Title

We think that now days super natural power and body strength can change our way of life. But human is 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”.

4.3 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.

4.4 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 entrance 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. Mimuwokes 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, Sajibentered 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.

4.5 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 locations. 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 construction building which was not suitable for shooting then we asked for helping to our respectful teacher **TO Dr.Shaikh Muhammad Allayear**. Then he arranged us a room it was quite suitable for indoor shooting. Finally, we decided our all indoor shooting will be made here.

4.6 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 IbneMizan	161-40-306
7	Md Al-AkshaMondol	161-40-318
8	Sayed Humayon Ahmed Hridoy	153-40-
9	Yasin arafat	193-40-614
10	Md Israfilhossain	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	FakhrulAlam	193-40-631
28	LabannaparvinArifa	193-40-630
29	Tanvir	192-40-612
30	Utshaw	192-40-608

TABLE 4.6 LIST OF TALENTS

4.7 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
Outdoor Rent	20,000.00 BDT
Flat Rent	90,000.00 BDT
Total	242,500.00 BDT

Table 4.7 Budget chart

4.8 Props and Equipment's:

Props represents what is mandatory thing in our short film. And hers-

4.8.1 Equipment:

- 1.Green Screen
2. Mobile
3. Self-made dolly track

4. Audio Recorder
5. Tripod
6. Gimbal
7. Light Setup
8. Table
9. Laptop
10. Camera
11. Lens
13. Reflector

4.8.2 Props:

1. T-Shirt
2. Toy gun
3. Mobile
4. Computer
5. Spectacles

4.9 Camera:



Figure:4.9.1: 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:4.9.2 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.

4.9.1 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.

4.9.2 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.

4.10 Lens:



Figure:4.10.1 - 18-105 nikon



Figure:4.10.2- 50mm nikon

4.11 Focusing Type:

CMOS sensor works in close joint effort. It's had Auto Focus system, Manual Focus system.

4.11.1 Manual Choice:

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

4.12 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:4.12.1 Tripod

Tripod is portable three-legged stand. We used it more frequently in our projects. There were lots of static shoots where u need it a tripod. Because of this tripod, we were able to fasten our shooting task. The tripod that we were using was high build quality. The balance was good. The tripod Hight was1.500m. So basically, we couldn't ask for better.

4.13 Shooting:

4.13 .1 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.

4.13 .2 picture Style

SRGB

SRGB is short from of standard red green blue color space that HP and MICROSOFT created cooperatively in 1996 to use on monitors, printer and the internet. We used default SRGB in our picture style.

4.13.3 File Type

JPEG

JEPEG is commonly used method for digital photographs. It needs a digital photographic device such as camera. We used some photographs for this project.

RAW

RAW file is a collection of a unfinalized data. In production houses there are heavy uses of this word.

4.13.4 Movie Type

MOV (Video: H.264)

MOV is an MPEG 4 container fil format, which is used in Appels QuickTime program.

4.13.5 Movie Resolution

1920x1080

It's a video resolution format for tv and monitors.

4.13.6 Movie Length

00.20.00 sec

4.13.7 Max Duration

4.5 GB

4.13.8 Time Duration

18-20 minutes

4.13 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 have 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: 4.13.1 Green screen in indoor



Figure:4.13.2 Light setup in indoor

There was a variation of camera angle, for this purpose we had to change the lighting angle also. We know that light changes when perspective changes. Those light is more effective then we think. To bring out the real life feel the types of lights also various a important role.

CHAPTER FIVE

WORKFLOW

5.1 WORKFLOW:

In this gather venture we separated our work exclusively. Not everybody is similarly master on all segment. So, had to partition the work keeping in intellect approximately their ability's. Since of the division we will work effectively and productively so that work can go without any delay. It boosts up our work handle. And everybody can work autonomously. We continuously remain interface as a result when we work independently, we share our issue and discover the arrangement talking about with each other.

Everybody in our group is difficult working. We attempt to wrap up our work on the given time. we didn't appear any slackens on their given assignment. we have given their most extreme. In this term of venture, we all have shown our aptitudes of working. In this arrange which a single film make the concession utilizing our creative energy at the peck. Post-Production arrange is the straight handle of any production. There are people part which is done by the part of the production group. In our post production segment we isolate the workflow in 11 parts. These are –

1 3D Modeling: In this portion, all the 3D protest, demonstrate either made or collected from different source. For utilizing it within the environment or for specific scene.

2 Matt Painting: In these portions we draw or organized objects from a still film or a video coordinating the scene. Changing the foundation and utilize manufactured environment which see more genuine.

3Tracking: In this part we track footage through a software and collect the tracking data to match move with another object.

4. Keying: In this section we cutout the main footage from the green background to implying the footage to another background.

5. Effects: In this arrange we utilize transection. Uncommon impacts like impact, vitality impact, bullet start, fire impact etc. in our fundamental recordings and compositing it.

6. Holography: In this stage we created elements for our holography to put that in our scene.

7. Rotoscoping: In this platform where we separate the background and the fore ground layer.

8. Color Grading: After adding effects on the footage we use color grading, where we color grade the footages to look more cinematic or as we decried it to be.

9. Background Scoring: In these platforms where sound of the footage is added. Other sound effect like action, fighting sound also is added.

10. Rotoscoping: In this platform where we separate the background and the fore ground layer.

11. Final Compositing: In this final step, all the fills, effect, footage is combined and with the compositing skills all the footage is being lined up sequence by sequence and finally rendered.

With so numerous motion picture maker names and titles, it can be befuddling separating an imaginative maker from other makers. A **Creative Producer** incorporates a one of a kind parts, being dependable for taking a thought and making it into a quality last item. For case, say an **Creative Producer** chooses on a script concept for a unused motion picture. She/he at that point amasses a group of scholars and creates the script completely, modifying it until it's culminated. She/he too chooses the culminate executive and guarantees that a quality generation group is contracted. She/he supervises the casting for the extend, and she offers the extend to a maker who can secure financing and dissemination. As production moves forward, the imaginative maker keeps an eye on each organize, working with the executive to guarantee a smooth production. Essentially, an inventive maker makes beyond any doubt that the initial vision for the venture is legitimately realized. This individual is creative, visionary, organized, well-connected within the industry, and gets it all angles of production in all those division.

My portion was work as a **Creative Producer** and a **VFX Artist** in other hand. As a **Creative Producer** my task was to collaborate with my producer. After collaborating with my producer, I started from the sketch generating ideas and gathered a script writer. Then I shared my ideas with him and he then fully completed the script. After that, I have shared my ideas with the director of my team. He then ensured a good use of the shoots with the production crew and he decided how the scene should be. I also oversee the casting for this project. For this project we needed a list of character whom can be suitable for the story and our casting director made sure of that.

As our production moved forward, I have been with the production and post-production work process. I have been with production work when the shoot took place. I have **creative producer** it was my responsibility to leading them and showing them what they should do. Other than that, I have done **VFX** by hand and those part were –

Camera Tracking: Camera tracking could be a handle which includes taking a post that has been shot with a genuine live camera and following its movement so that 3d components can be included to it. This prepare is utilized incalculable times all through motion pictures and tv appears to include extraordinary impacts, backdrops, robots. Anytime there's a moving camera shot, and there's a cg component, camera track has been used. Traditionally this prepare is done employing a dedicated camera tracker. In this section I took one green screen footage which was needed to be tracked to get the proper environment data matching it with my 3d background. My work was to track the green screen footage so that I can add the 3d background.

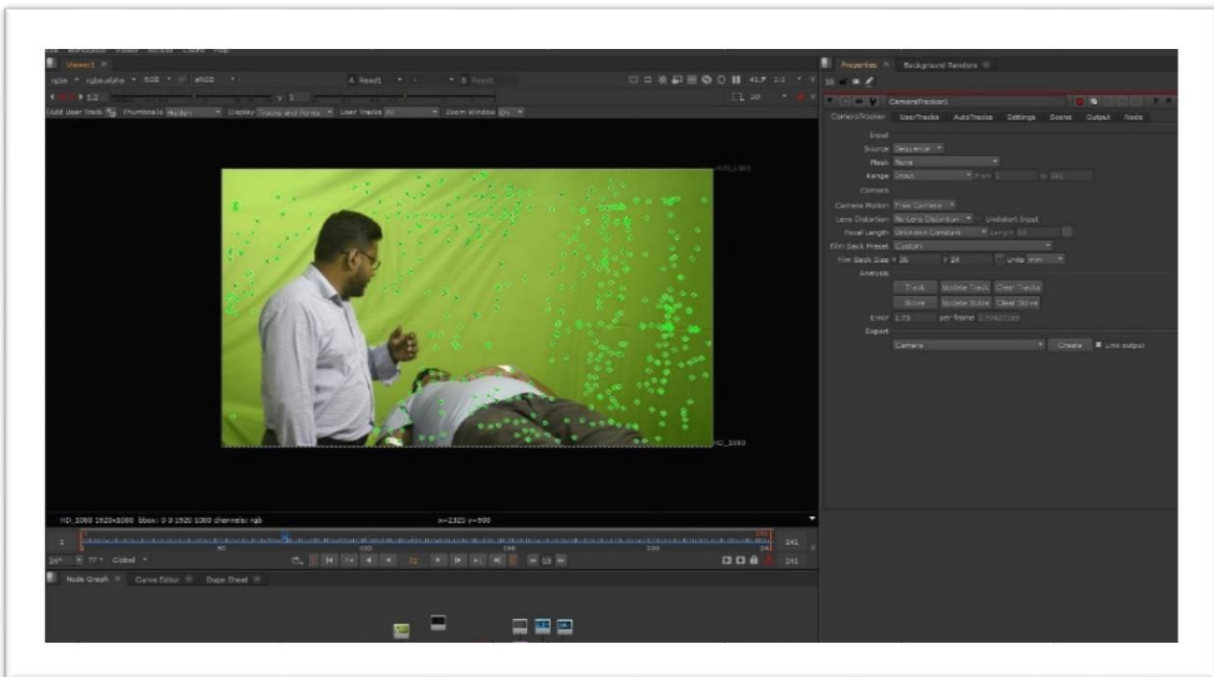


Figure:5.1.1 Nuke (camera tracking)

We can see that I am using nuke software for compositing a particular scene. In that green screen scene, I am using 3d camera tracking node for tracking the camera movement in 3 dimensions.

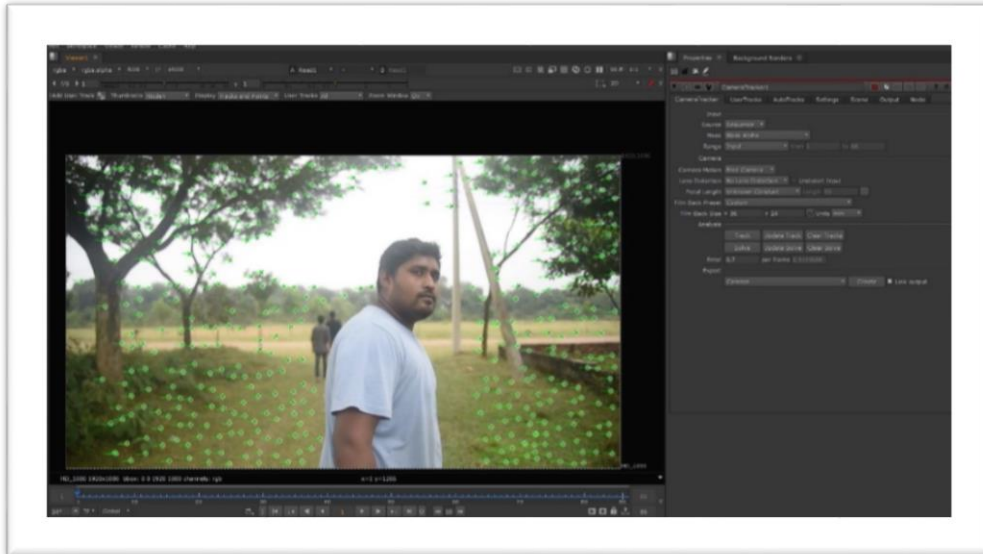


Figure:5.1.2 Nuke camera parameters

We can see another scene, where I am using 3d camera tracking and in the panel section I am modifying the tracking parameters in nuke.

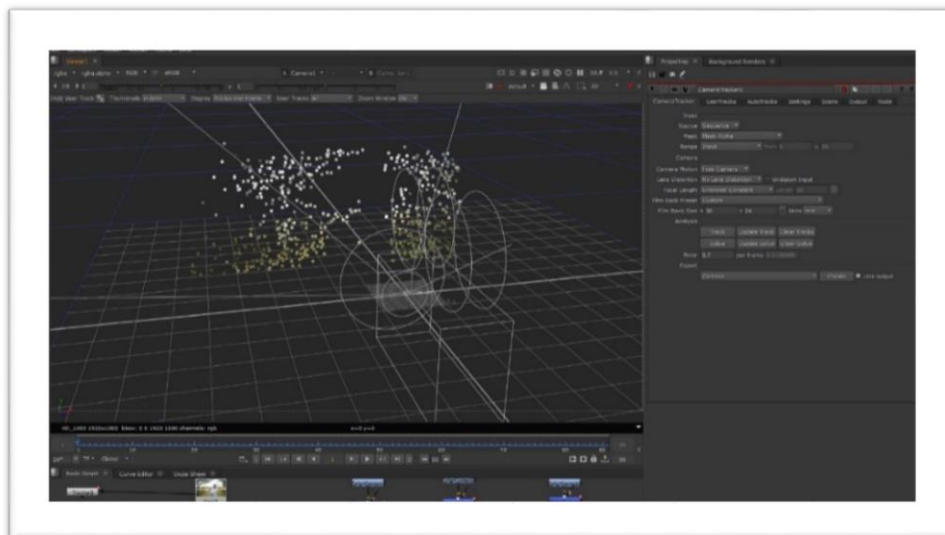


Figure:5.1.3 Nuke camera projection

We can see that how camera tracker works and the tracking points in 3d view.

Keying: This term is used to describe the process of removing the green screen from the footage using different editing. When the green screen footage is keyed the green area will be full transparent. Then there we can add any videos and images as we like. The main reason or goal is here to get the cleanest key, many plugins is used for keying, it depends on personal reference which one is more comfortable to use. In this task fast I imported green screen footage in nuke then used key light plugin for removing the green screen. In this task I phased some difficulties. One major problem I phased was our green screen color was not accurate. For this reason, when I was removing the green screen from my green screen footage there was lot of noise. it took a lot of time to fix.

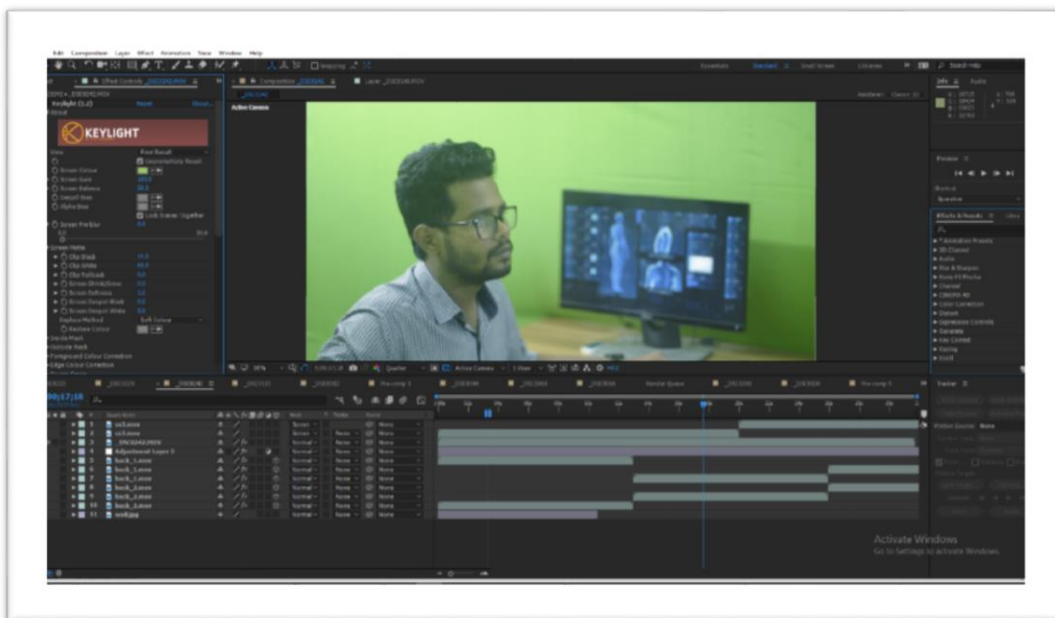


Figure:5.1.4 Green screen footage

There is a green screen footage and I am using after effect to do the keying part.

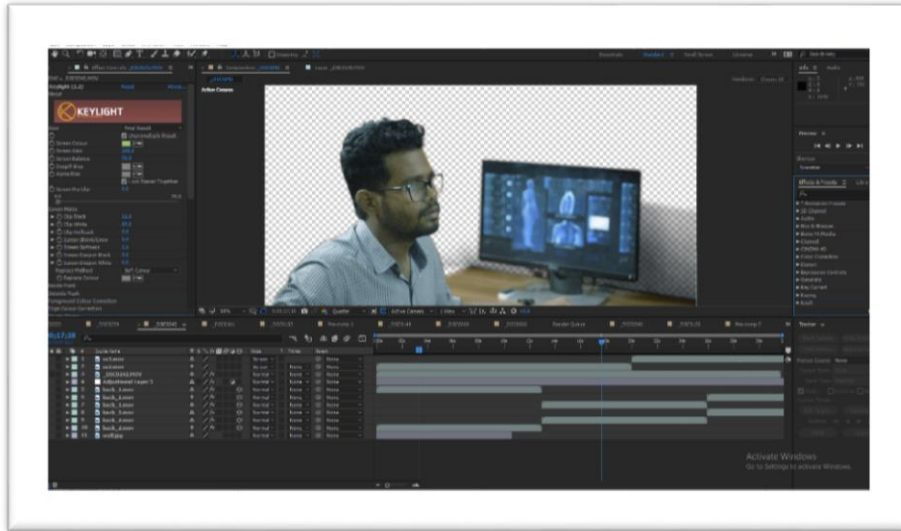


Figure:5.1.5 Green screen remove

I have removed green background using **KEYLIGHT** plugins.

Rotoscoping: “rotoscoping” indicates to the method of isolating frontal area components from the background of a shot by drawing an arrangement of mattes, outline by outline. Whereas famously repetitive, the strategy can include visual intrigued to your venture. Breaking a shot into person layers permits you both to animate their properties independently and include extra resources between them, giving about boundless creative applications. After keying out the green screen, I had to use rotoscope to cut out and animate the garbage of some of the footage, which refined the keying.

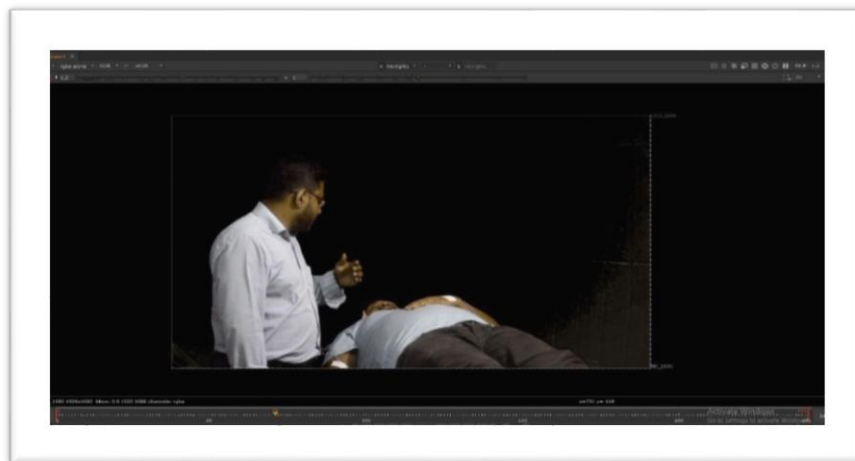


Figure:5.1.6 Green screen noise

We can see there is some noise problem in that footage after keying. Which has been caused due the light entry's and unstable screen balance, because of that there were lots of noise and scratches.

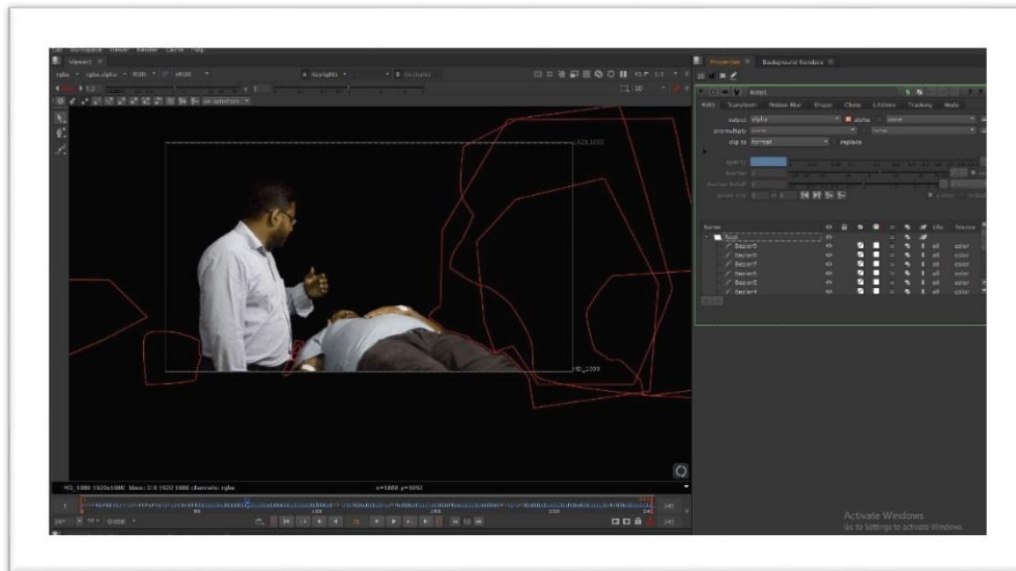


Figure:5.1.7 Garbage roto-scoping

I have done some garbage roto for removing the noise of the footage. I took a roto node and using a Bezier pen tool I drew around the noise area. First, I have drew one shape then animated it till the last frame, it took 5 to 6 roto shape to finally got the expected result.

2d tracking: Motion tracking or 2d tracking following could be a strategy of recording the movement of an element or object (a shape or reference point in a motion picture clip) within the canvas, at that 2-dimensional point (x, z) applying that recorded development information to another element within the canvas. So, in this project I had to use 2d tracking methods to get the tracking data from the actual footage and using that tracking data for background element.

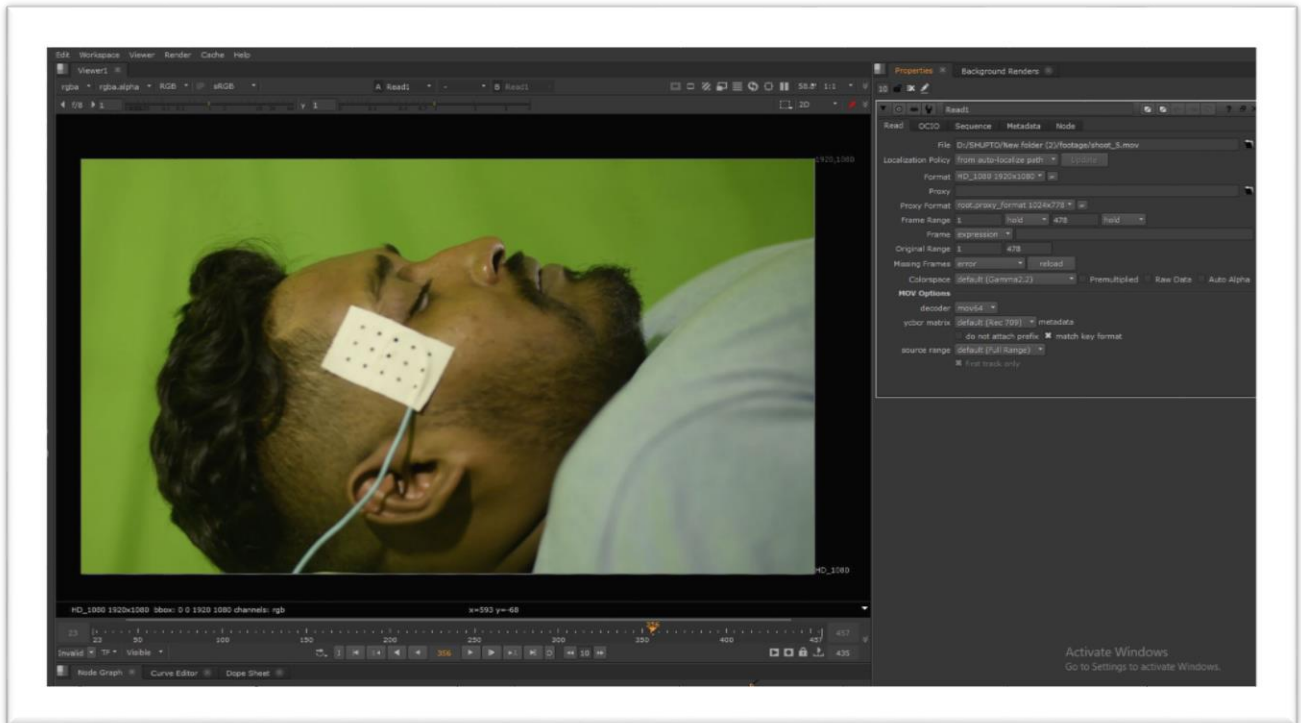


Figure:5.1.8 Before 2d tracking (Nuke)

We can see a green screen footage which is imported in nuke for 2d tracking purpose.

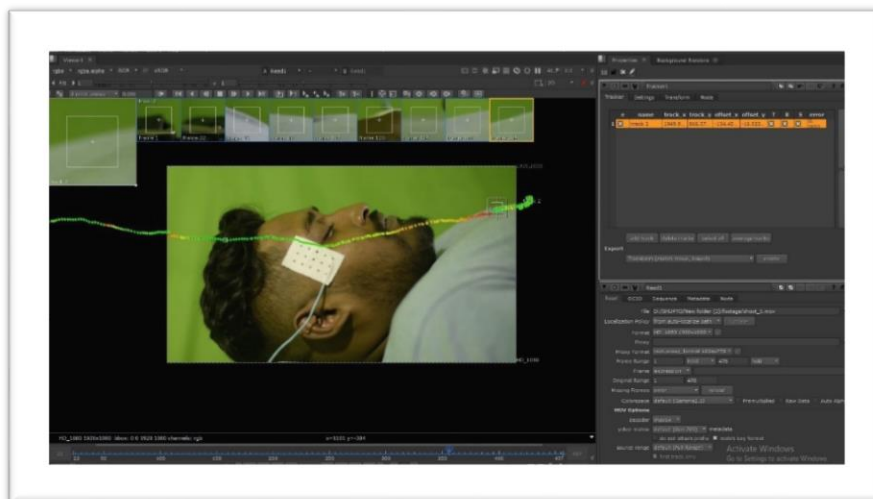


Figure:5.1.9 After 2d tracking (Nuke)

We can see the result of the tracking. The dot points represent the recorded tracking points.

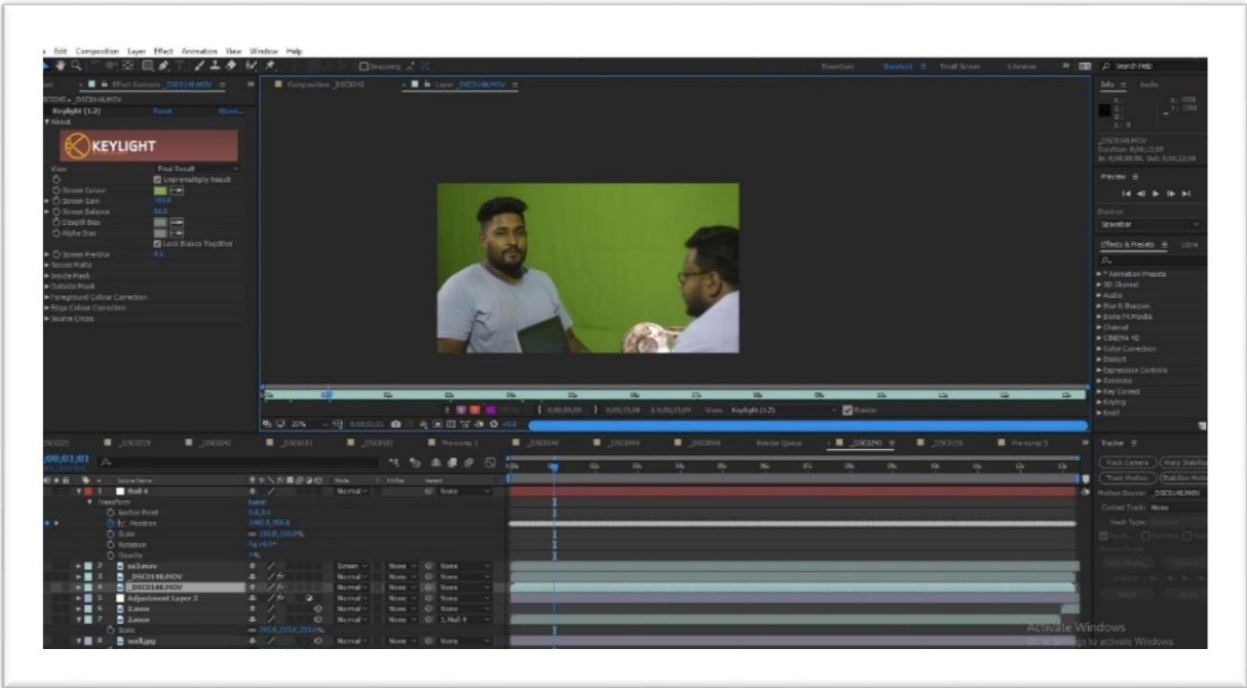


Figure:5.1.10 After 2d tracking (After Effect)

There is another footage which is been tracked in after effect.

Compositing & Color grading: Compositing is the method of combining numerous visual components from different sources into a single picture or video. It can be as basic as overlaying two photographs or as complex as combining components, pictures, and film. Compositing is the major part in VFX production house. In this section I finally combined all the 2D and 3D tracking data, keying footage, hologram, special effect all together and combined it in the one sequence. Adding the hologram, adjusting it as a background. It took several hours to get final result as I planned. I have also rendered a preview version for my team mate so, that they can give their feedback. After their feedback I have modified it until its perfect. When all that is done there comes the final part which is **Color Grading**. In this final term I color grade those given sequence with my grading sense and then I finely exported the sequence.

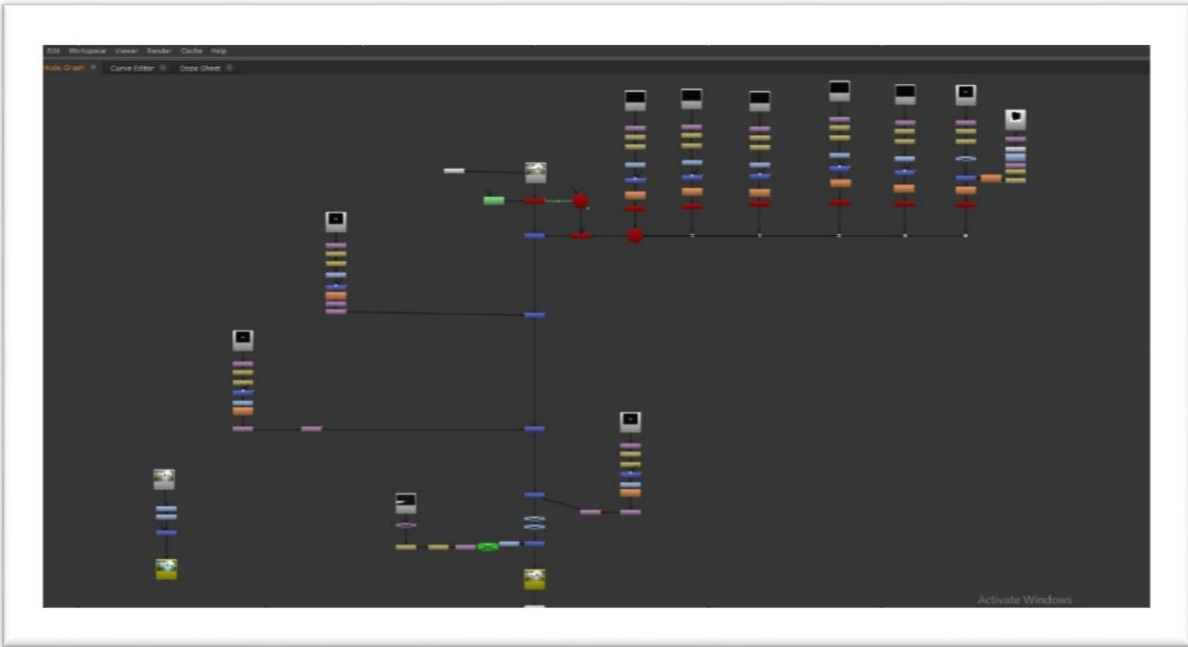


Figure:5.1.11 Compositing in Nuke

We can see the compositing area of nuke. Where every node is organized ready for export.

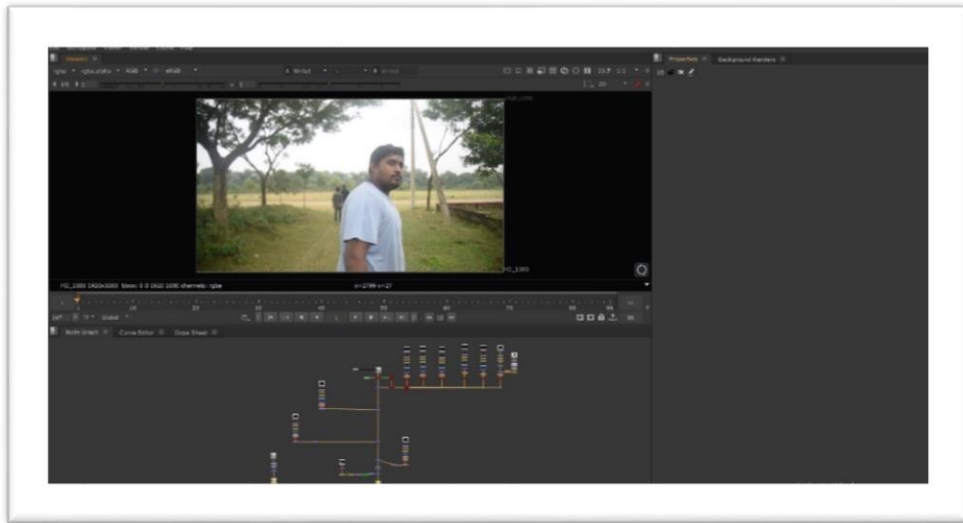


Figure:5.1.12 Final Preview in Nuke

We can see the preview before the final rendering of the scene.

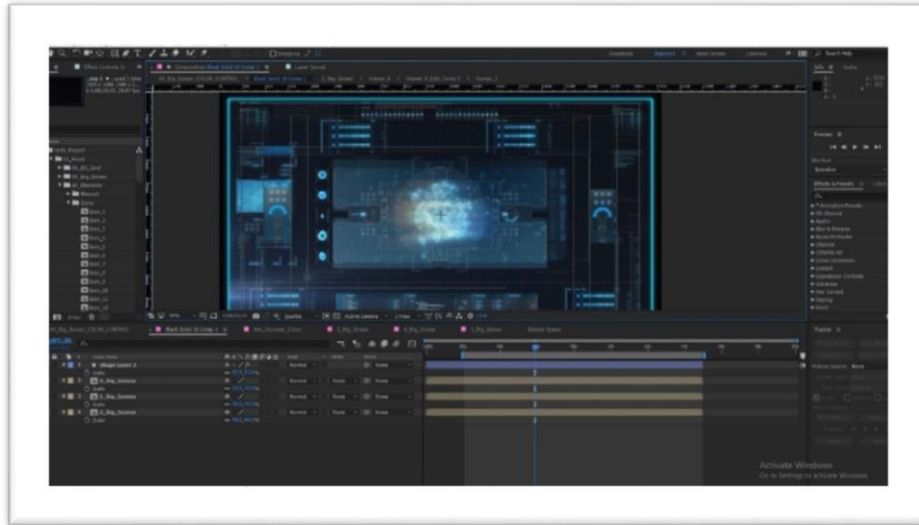


Figure:5.1.13 Hologram Design & Animation in After Effect

We can see the hologram which has been customized and animated in after effect.

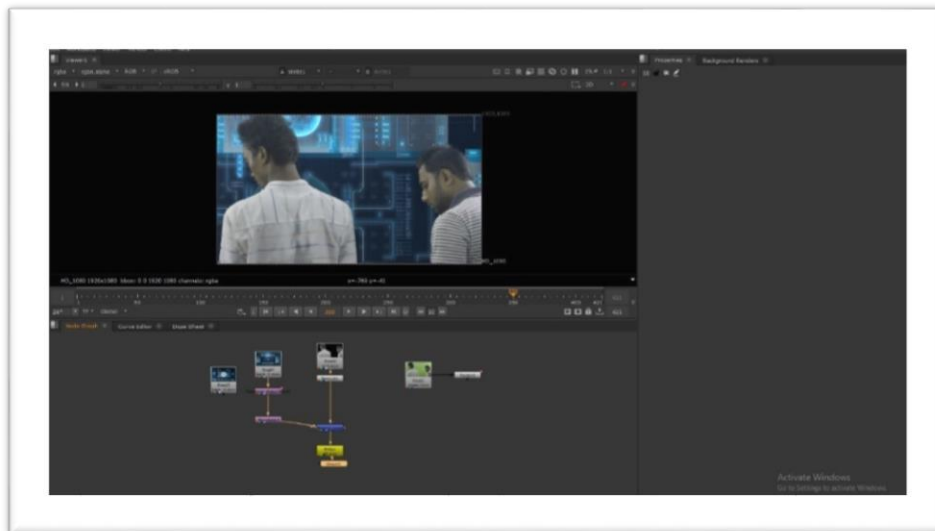


Figure:5.1.14 Adding Match moved holography background (Nuke)

After green screen has been removed and tracked, I have added the hologram.

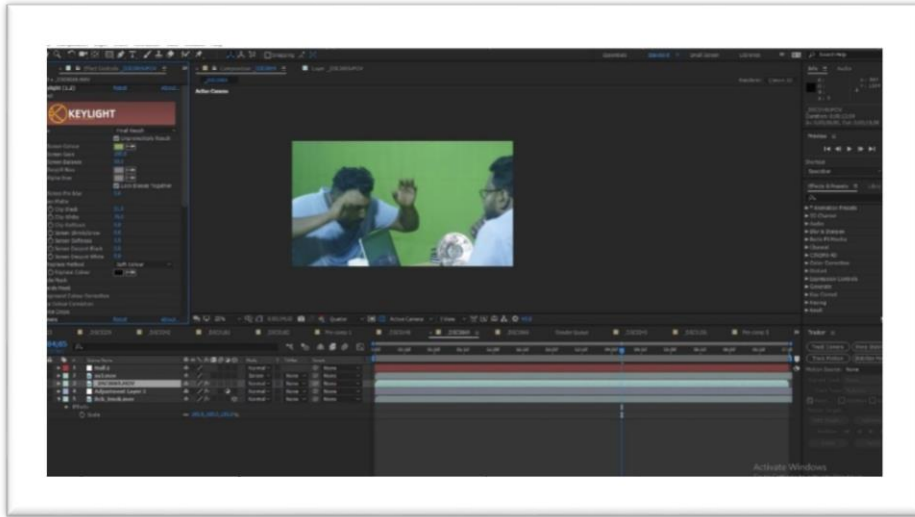


Figure:5.1.15 Before Adding Match moved holography background (After Effect) we can see a footage where I will be using after effect to use tracking and adding the hologram.

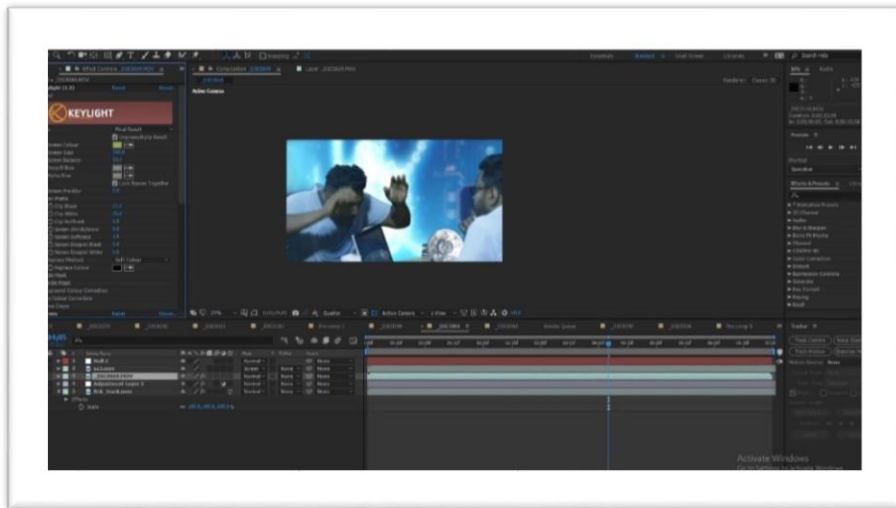


Figure:5.1.16 After Adding Match moved holography background (After Effect) we can see the final result of green screen removed and match moved hologram background.

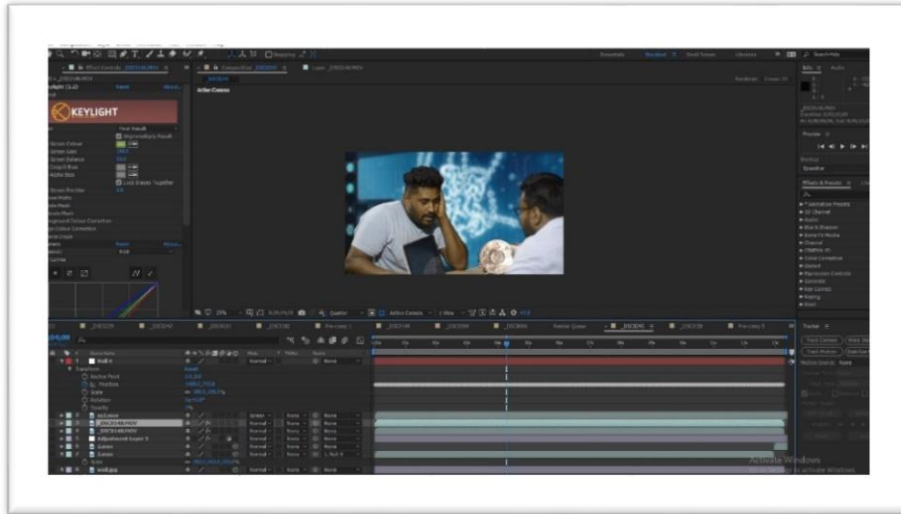


Figure:5.1.17 Before Color Grading (After Effect)

we can see the original footage before color grading.

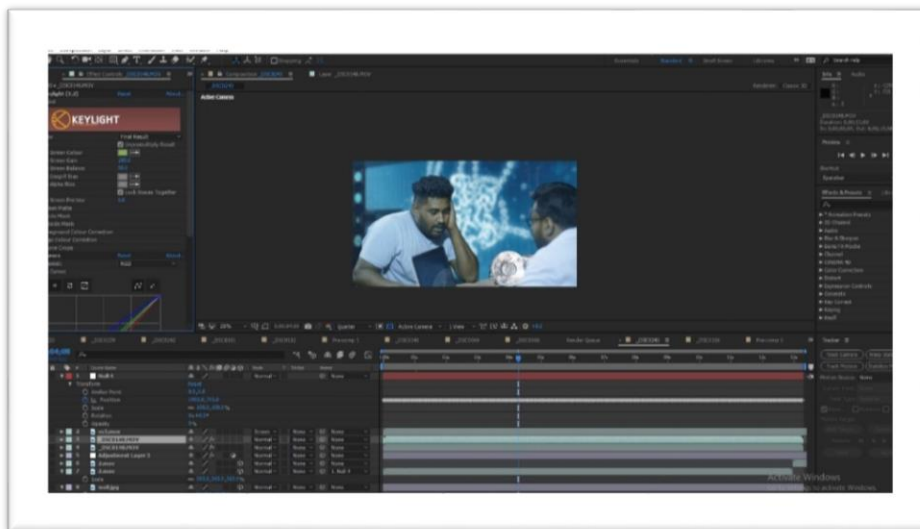


Figure:5.1.18 After Color Grading (After Effect)

we can see the final result after color grading the footage in after effect. Where am using the curves tools.

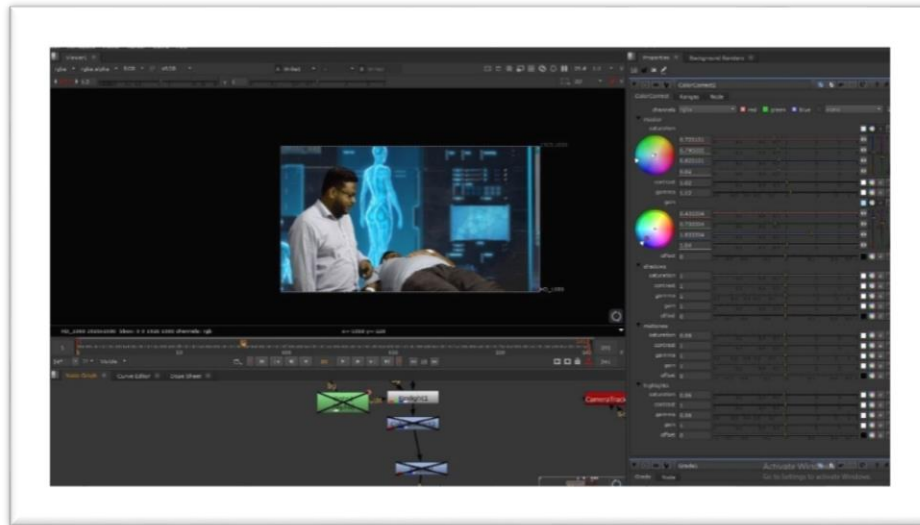


Figure:5.1.19 Before Color Grading (Nuke)

there is another footage. where I will be using nuke to color grade the scene.

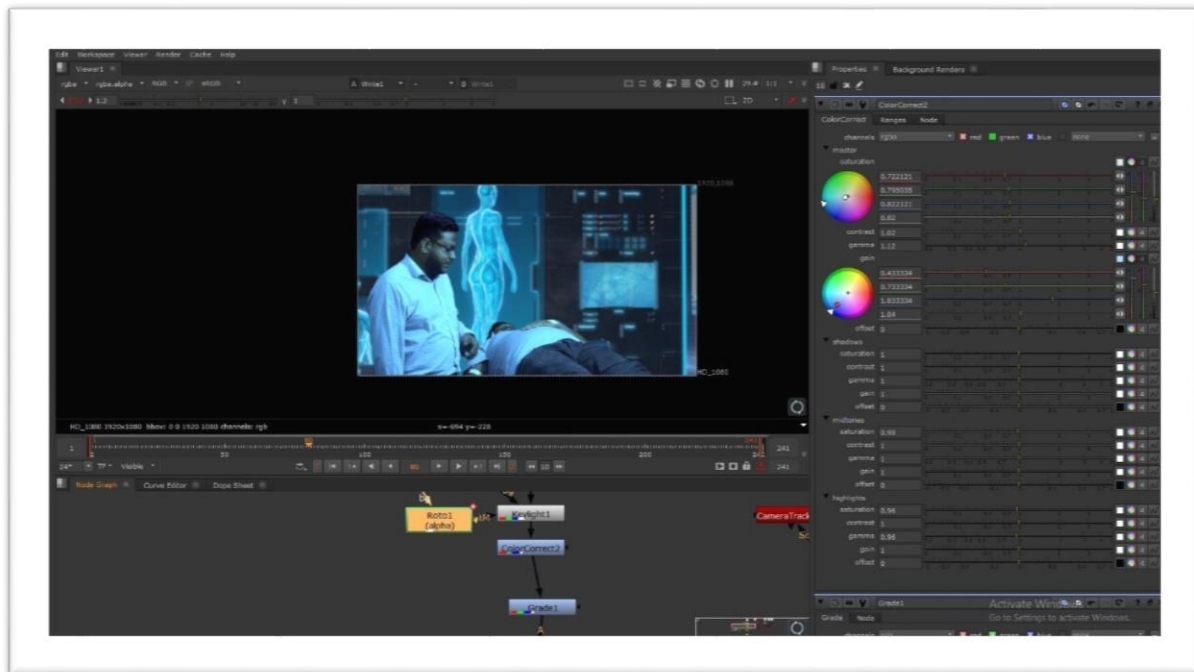


Figure:5.1.19 After Color Grading (Nuke)

we can see the final result of the footage which has been color graded in nuke.

CHAPTER SIX

Discussions

6.1 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's 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 SEVEN

Behind the Scene

7.1 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.



Figure: 7.1.1

When practicing the police force fighting



Figure: 7.1.2

When conversation and shooting

In this photo we can realize already the effort that we make on our project. Our props and our casting crew was efficient on their work. Our actors have been practicing even on the shooting day just to get the perfect act.



Figure: 7.1.3
Conversation and shooting



Figure:7.1.4
When sir come to university

In this hot day we packed out early at the morning. One of our main character shoot was today. Our director working with the camera adjustment and using tripod he was trying to get the perfect Hight and the angel of the shoot. We can see that our honorable teacher is standing behind us and advising the director. One of our boom holders is holding the microphone above the camera. The main entry shoots of our sir were taken by hand.



Figure: 7.1.5
Shooting for group



Figure: 7.1.6
the hidden thought overcome

In this shoot our group shooting took place. That shoot took a while to take. We were unable to give the proper expression for the camera. On the other hand, we can see one of our character expression was telling the story just by looking at him we can assume the thoughts.



Figure: 7.1.7
special force alerting



Figure: 7.1.8
special force fight

There were some difficult shoots where we needed lights, angel in both indoor and outdoor. On those shoots we were going to add special effect on them in post-production.



Figure: 7.1.9
watching hologram in indoor



Figure: 7.1.10
camera equipment in rest

We can see the light setups and the close shoots were taken by the director.



Figure: 7.1.11
Mimu and Noman fight scene

This was our final action scene. Our location was nature based are, where population can be seen hardly. It was a tough job to take shoots of action. Many of our actor got hurt during this action scene.



Figure: 7.1.12
Mimu destructs Hridoy

CHAPTER EIGHT

Timeline

8.1 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 taking the longest measure of time. Below is a Gantt diagram of the working calendar-

Number s	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 8.1 Project Timeline

CHAPTER NINE

Conclusion

9.1 Conclusion:

It's 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

REFERENCE

- 1) <https://www.youtube.com/watch?v=hdkf2CjqLdw>
- 2) <https://www.adobe.com/products/photoshop.html>
- 3) <https://www.adobe.com/products/illustrator.html>
- 4) <https://www.adobe.com/products/aftereffects.html>
- 5) <https://www.foundry.com/products/nuke>
- 6) https://borisfx.com/products/mocha-pro/?gclid=EAIaIQobChMIimo_jqv_Q5gIVCpOPCh31WAyrEAAYASAAEgLGO_D_BwE
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