Course overview

Digital Visual Effects Yung-Yu Chuang



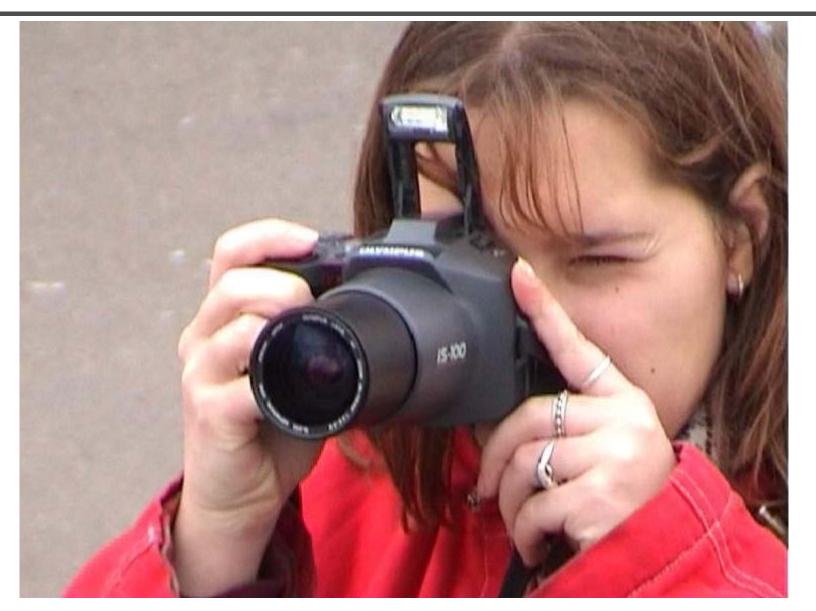
Logistics

- Meeting time: 2:20pm-5:20pm, Wednesday
- Classroom: CSIE Room 102
- Instructor: Yung-Yu Chuang (<u>cyy@csie.ntu.edu.tw</u>)
- Teaching assistants: 沈林承、陳育聖
- Textbook: Readings from books, journals and proceedings. Richard Szeliski's <u>Computer Vision</u>: <u>Algorithms and Applications</u>. Richard Radke's <u>Computer Vision for Visual Effects</u>.
- Webpage: (user name/password) http://www.csie.ntu.edu.tw/~cyy/vfx
- Mailing list: vfx@cmlab.csie.ntu.edu.tw subscribe via https://cmlmail.csie.ntu.edu.tw/mailman/listinfo/vfx/

This course is **NOT** about ...

It isn't about photography











It isn't about watching movies



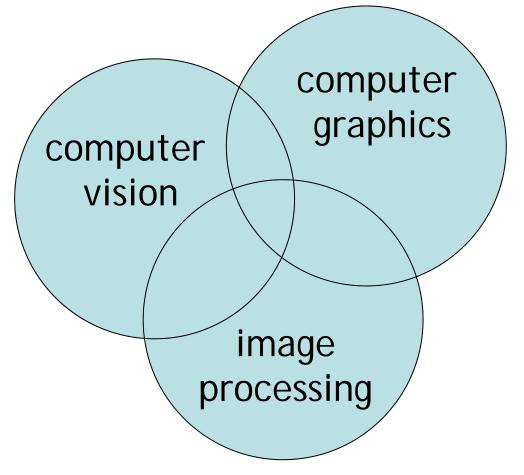


It isn't about physical effects





You will learn more about Taylor and Poisson than Lucas and Spielberg in this course. If you hear Lucas in the class, it is more likely to refer to Bruce Lucas, not George Lucas.





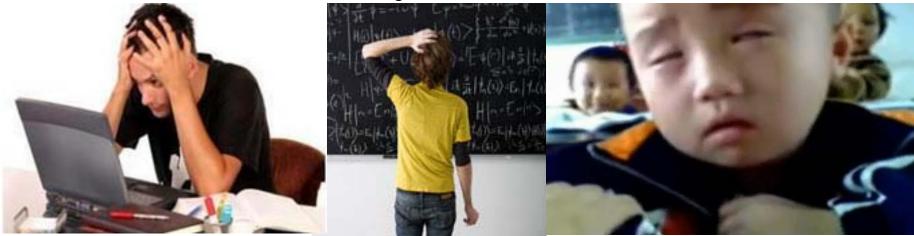
- It is a *must* that you have programming experiences.
- It is a *must* that you have basic knowledge on linear algebra and probability.
- It is a *plus* if you have background knowledge on computer vision, image processing and computer graphics.
- It is a *plus* if you have access to digital cameras and camcorders.



The vfx course



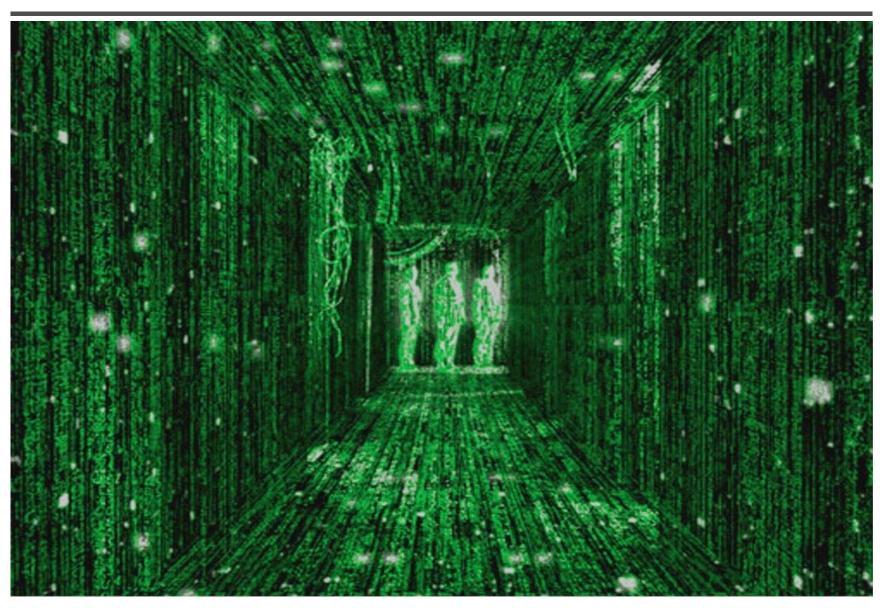
what other professors what other students think you do think you do what you thought you will do



what you actually do



Be cautious!





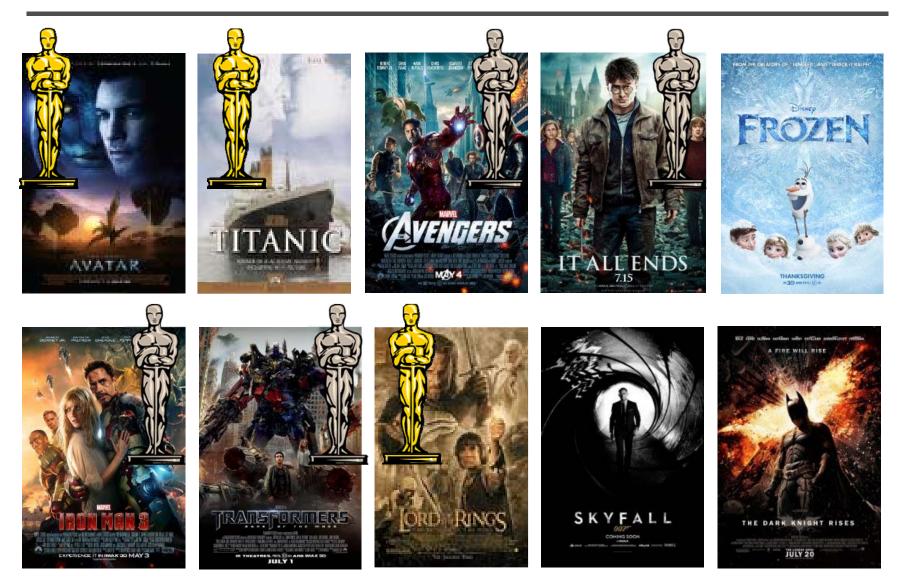
Warning from previous students

請學期初老師要多提醒這門課的困難
 度請興趣或實力不足的同學勿修,否
 則就會像我一樣停修 XD

This course is about ...



Digital Visual Effects





Deadpool





Deadpool





Life of Pi





Life of Pi





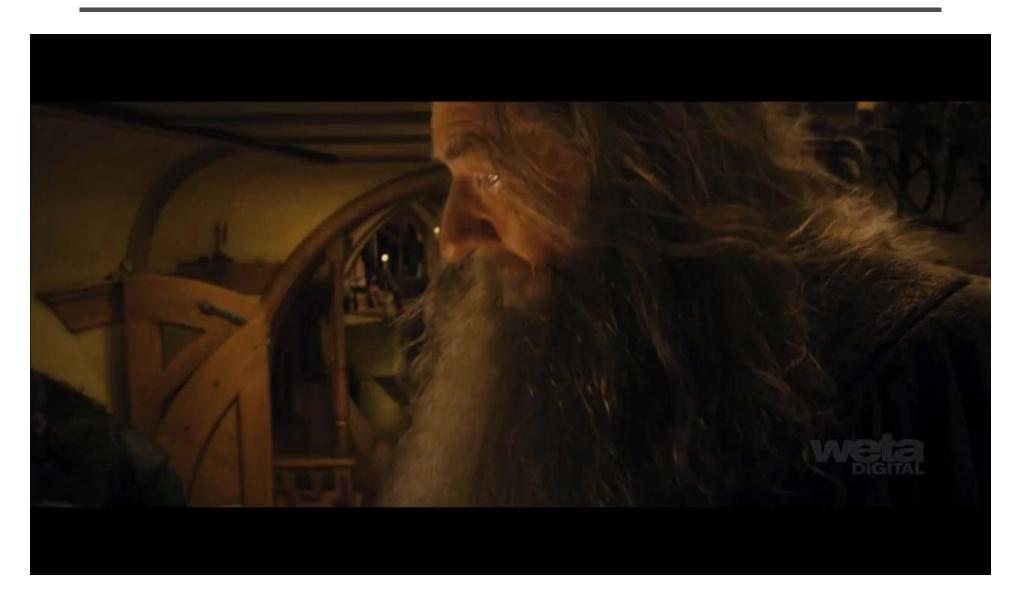
獨自一人拍和十三人的戲



要把身材高大的甘道夫和小矮人們拍攝在一起,我們是沒法在同一個片場的。和 我一起拍攝的只有柱子上貼著的13張他們的照片,後面還有一個小燈,哪個角 色說話了燈就亮起來。想像一下你在拍一場和13個人一起演的戲,但你卻只有 獨自一人。這真的會把你的演技推到極限。我哭了,真的,我當時真的哭了。然 後我還說出了聲:我認真演了一輩子不是為了跟這些照片對戲啊!

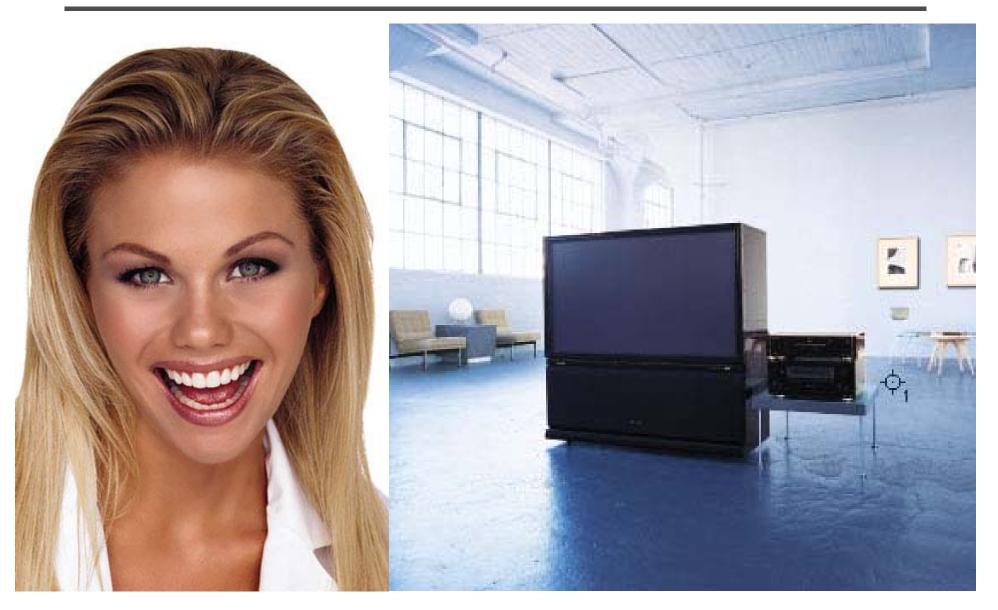
VFX of the Hobbit







Reality?





Retouching





Retouching

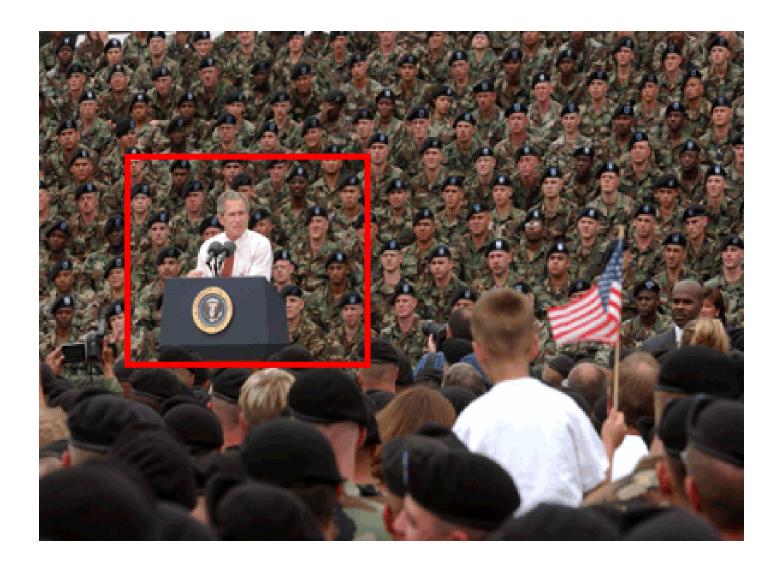




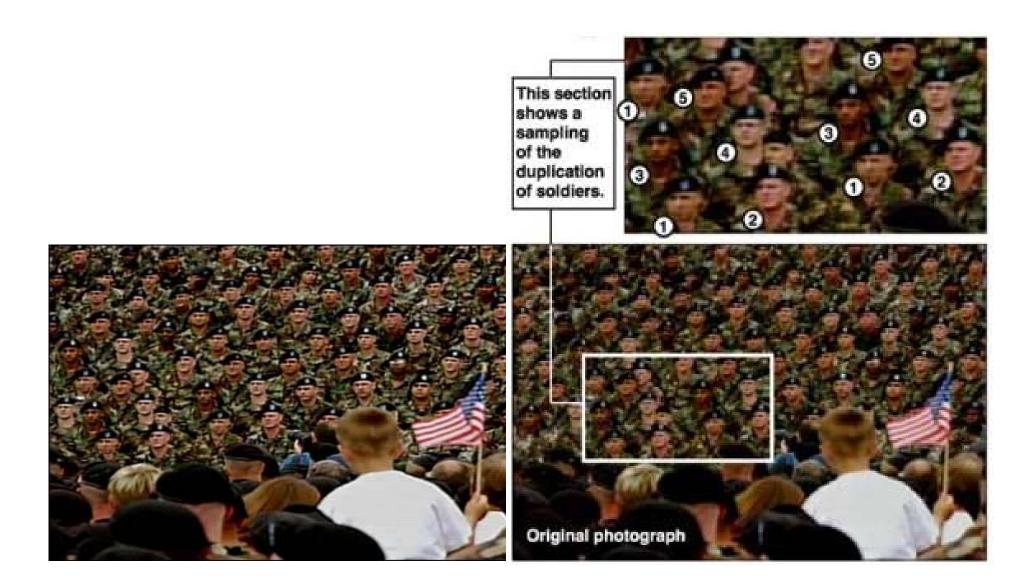
Retouching







Texture synthesis and inpainting Digivex



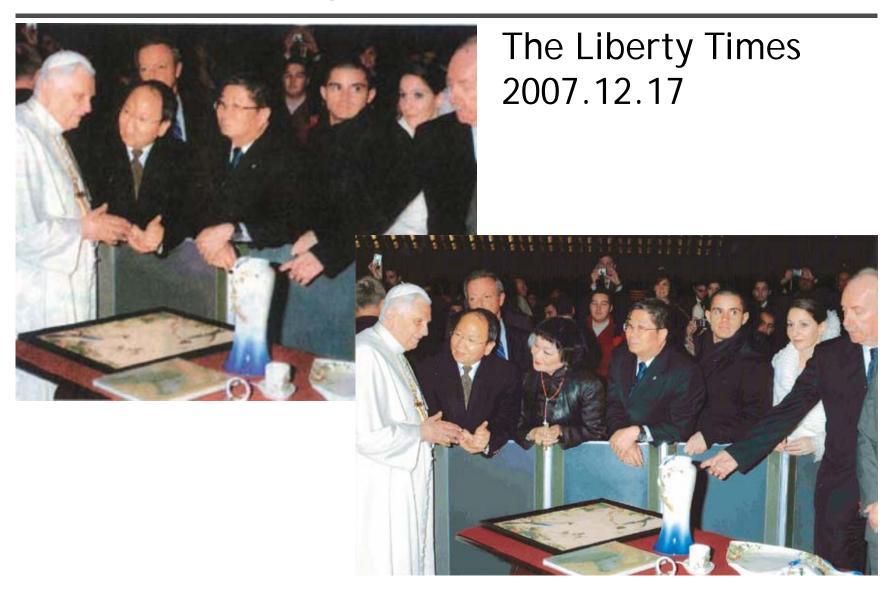


Iraq War, LA Times, April 2003









Special effects



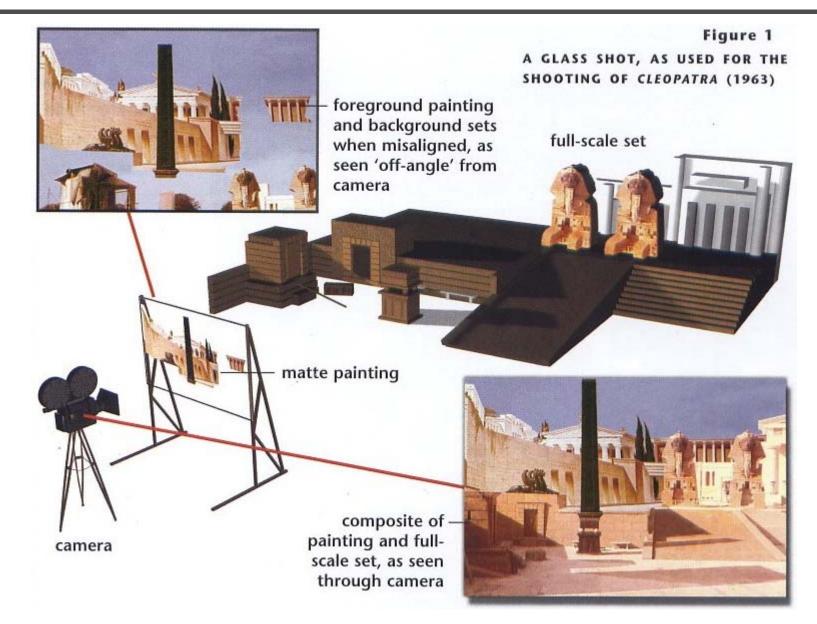
Stop action



The execution of Mary, 1895

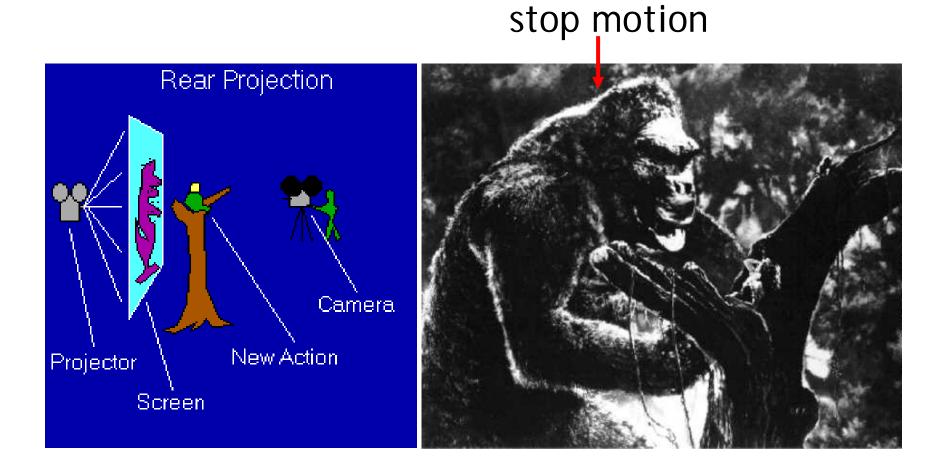
Glass shot





Rear projection

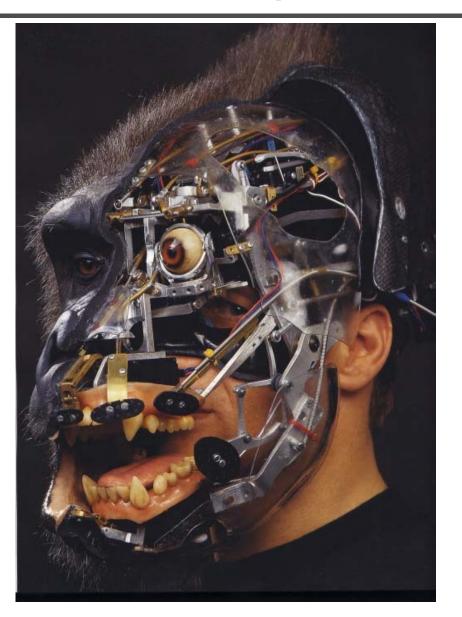




King Kong, 1933



Special effects (make-up)



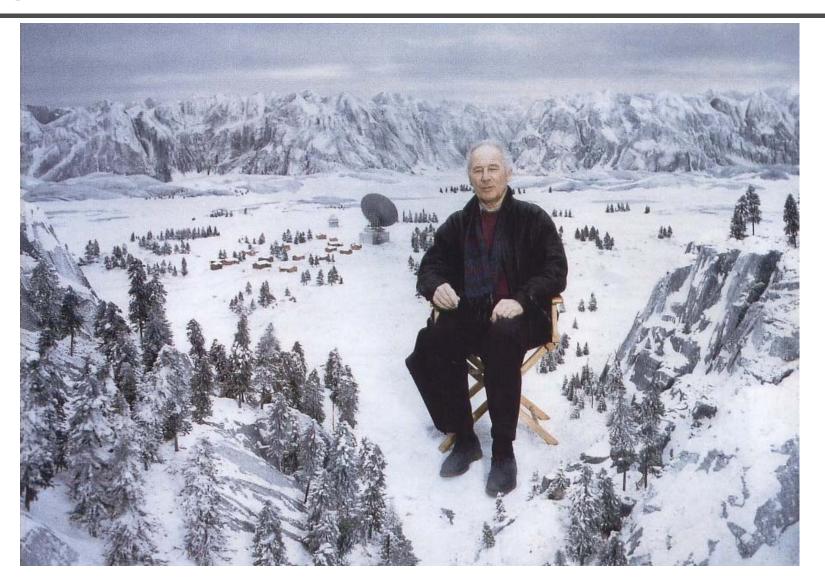


Special effects (physical effects)



Special effects (miniature)





Special effects (matte painting)







Lord of the Rings



Illusion - forced perspective







Computer-generated model



The Avengers (<u>1978</u> vs <u>2012</u>)





Visual effects 100 Years

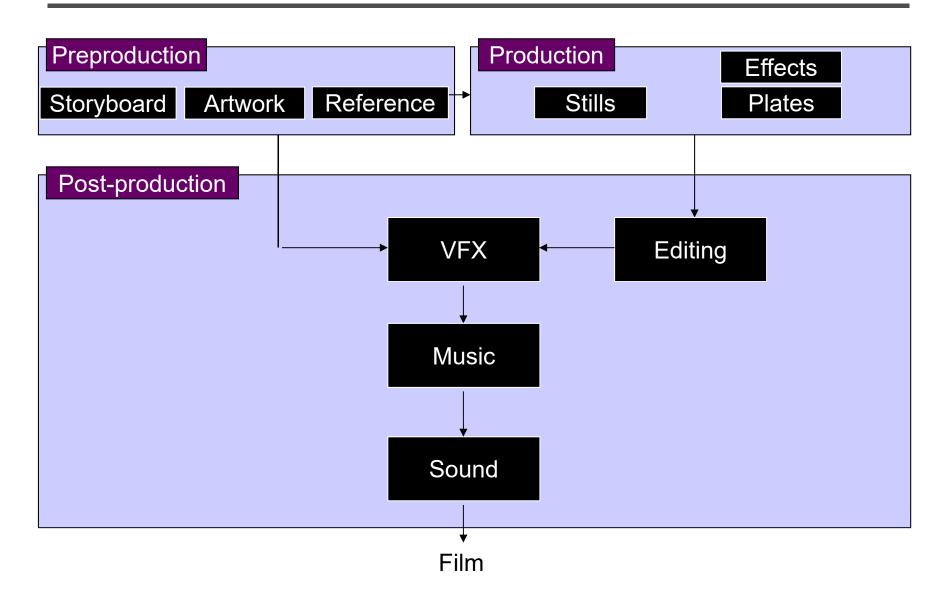




Production pipeline



Production pipeline





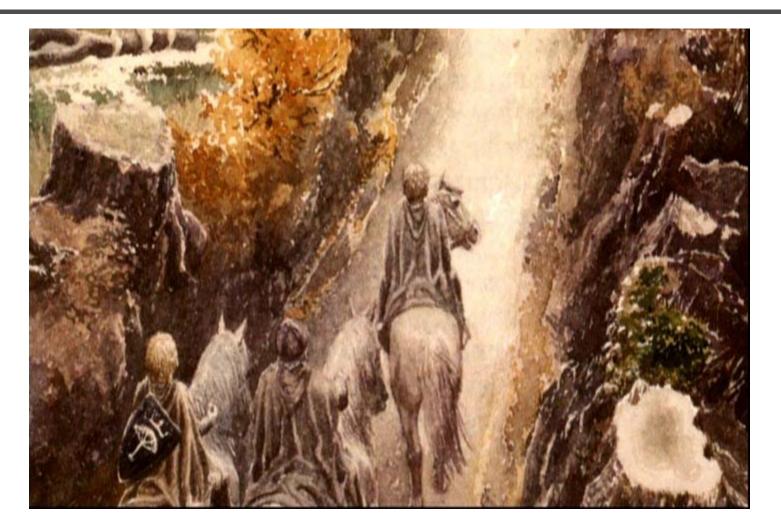
Preproduction



Storyboard



Preproduction



Artwork



Preproduction



Reference & Research



Production



Shooting

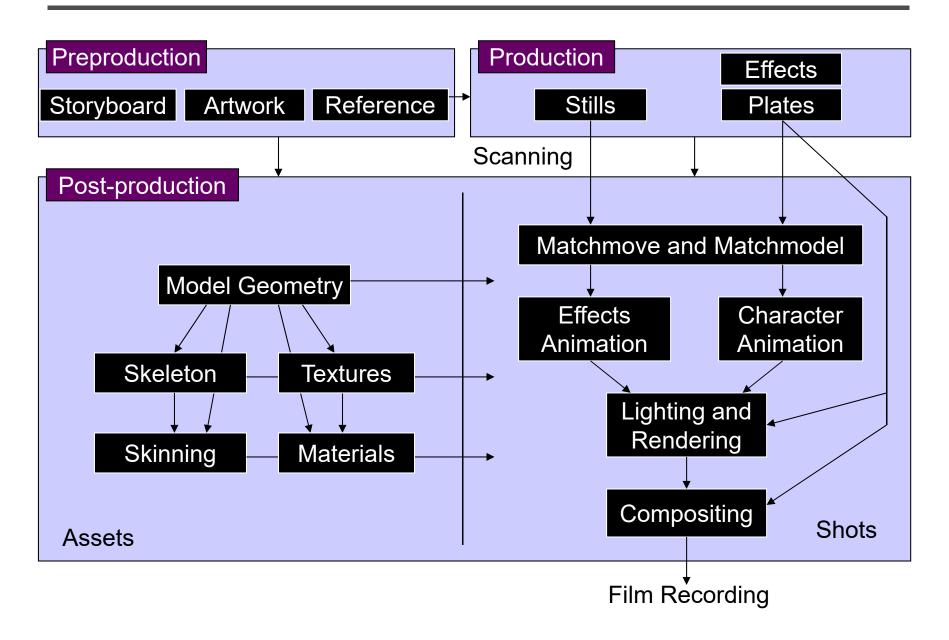


Post-production



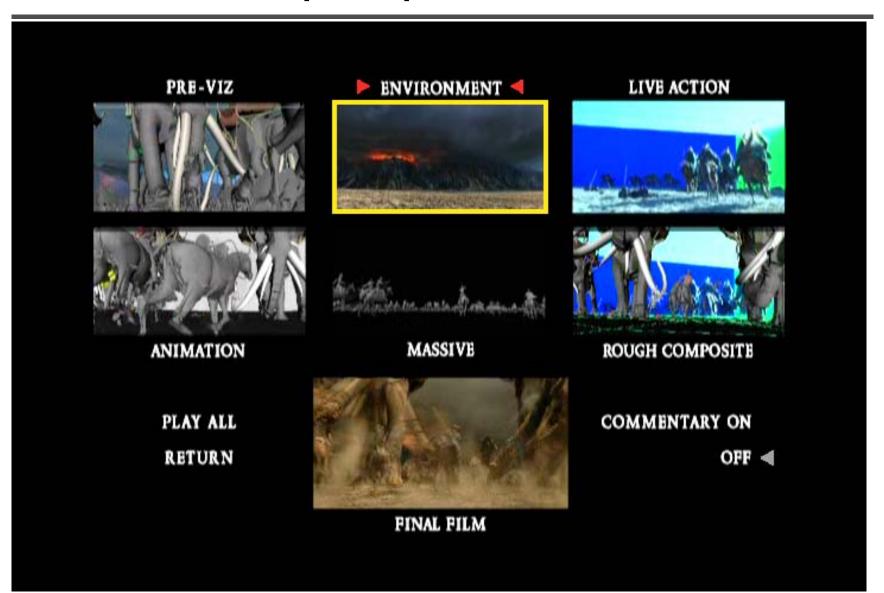


Visual effects production



Visual effects post-production





A case study



- This movie were created solely by two visual effects artists in the year of 2000. It was a process that took over three months of nights, weekends and any spare moments that they could find.
- https://en.wikipedia.org/wiki/405_(film)
- An early example of digital filmmaking and the use of Internet as media
- Budget: \$300 (\$140 for tickets. The officer is acknowledged)





405: The Movie





Step 0: script and shooting plan

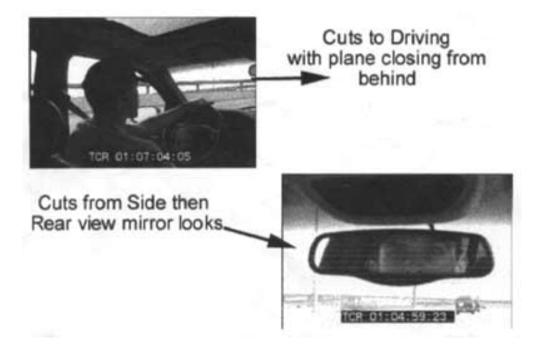
Shot#	Description	Full CG	CG	Length Frames
01	Title Animation	Х	Х	401
02	Freeway speeds beneath car			123
03	Speed Limit 65			120
04	LA Freeway from Overpass			238
05	Empty FreewayCar enters frame	Х	Х	150
06	Pan From Freeway J looks at lack of traffic			237
07	Plane swings into landing position toward freeway	Х	Х	139
08	Hand on Gear shift			36
09	Plane lowers into view through rear window		Х	84
10	Plane nears Car	Х	Х	65
11	J looks to side mirrorplane visible behind		Х	84
12	Plane in sideview mirror		Х	65
13	J looks from side view to rear view mirror plane behind		Х	27
14	J eyes react in rear view mirrorremove traffic		Х	33
15	Plane chases Car toward camera	Х	Х	77



Step 1: shooting
two days with a Canon Optura DV
camera with progressive mode.
⇒ a 70-minute raw footage



initial editing ⇒ pickup shots





Step 2: building CG world total 62 shots, 42 enhanced with digital VFX. 19 shots are entirely digital creations.

plane, two cars, freeway background are digital

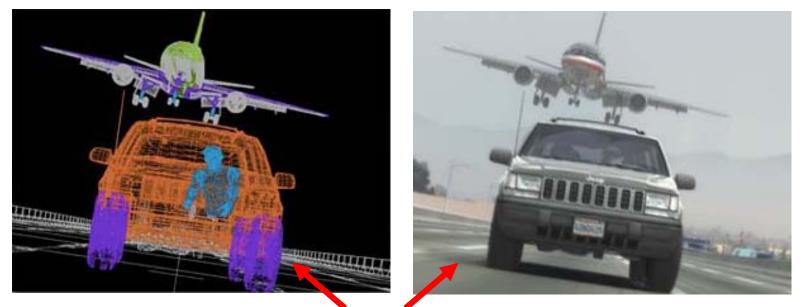


photo-based 3D environment



Real cars were used for close-up and interior shots



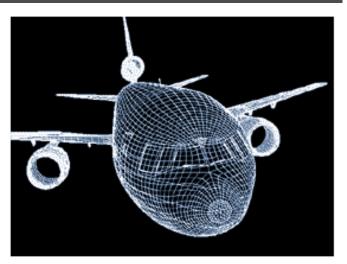
A low-resolution mesh scanned by a cyberscanner. Mapped with photographs.

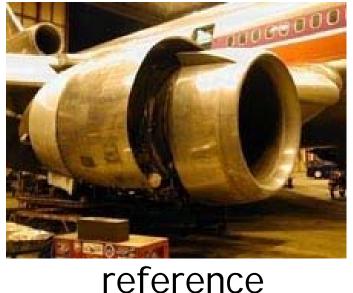


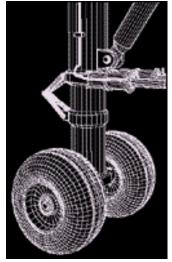


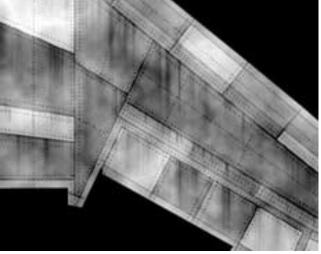
DC-10 plane took a month to model in details for the needs of close-up shots.

59 objects, 142,439 polygons









modeling material painting





Step 3: traffic clearing

clean plate



close-up shots

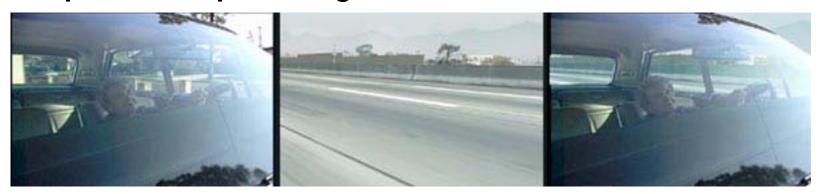




' inpainting



Step 4: compositing



shot with the vehicle standing still in a backyard









Step 5: fine touchup



compositing and inpainting

3D hat



Step 6: music and delivery





Bloody Omaha





Breakdown (Wolf of Wall Street)



Topics we plan to cover



Camera



High dynamic range imaging/display



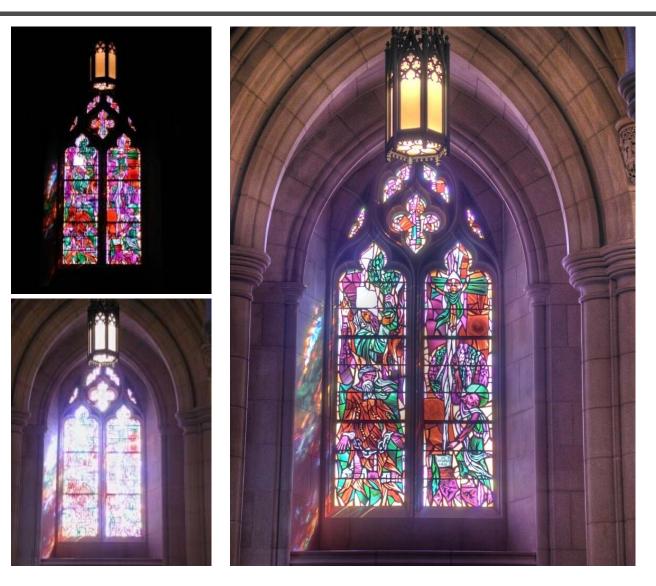
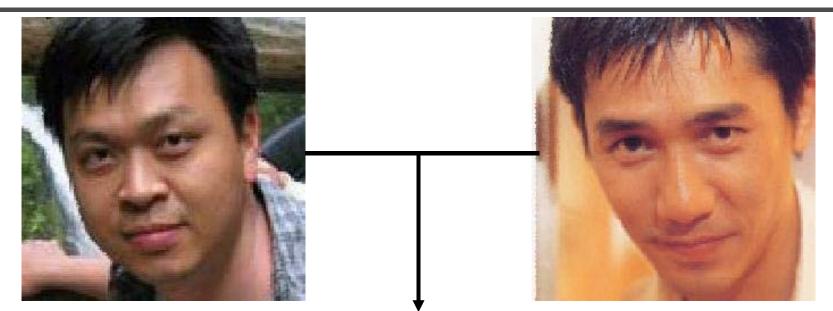


Image warping/morphing





someone not that famous



someone very famous



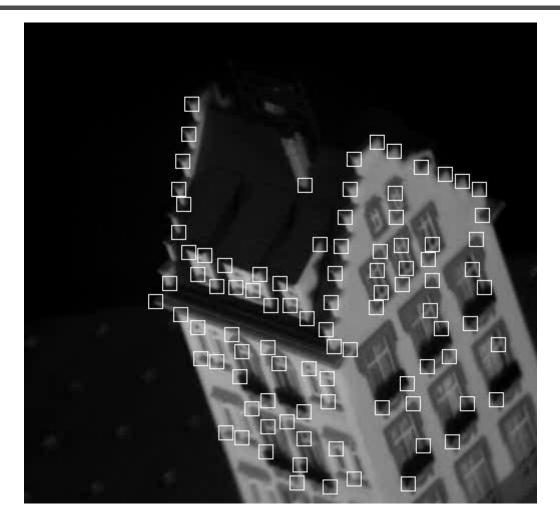
Image warping/morphing







Tracking



Feature tracking









MatchMove



Move matching using scene planes



Matchmove



Move matching using scene planes



Matchmove



Move matching using scene planes

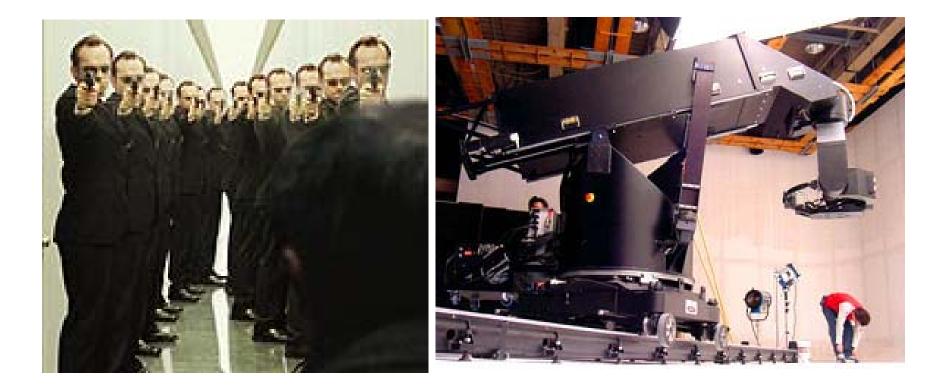
Photo tourism











Matrix MOCO (Motion control camera)



Video matching



Video matching

Matting and compositing





Titanic



Matting





Object selection



LazySnapping





photogrammetric modeling and projective texture-mapping





photogrammetric modeling and projective texture-mapping





photogrammetric modeling and projective texture-mapping





Tour into a picture





Tour into a picture



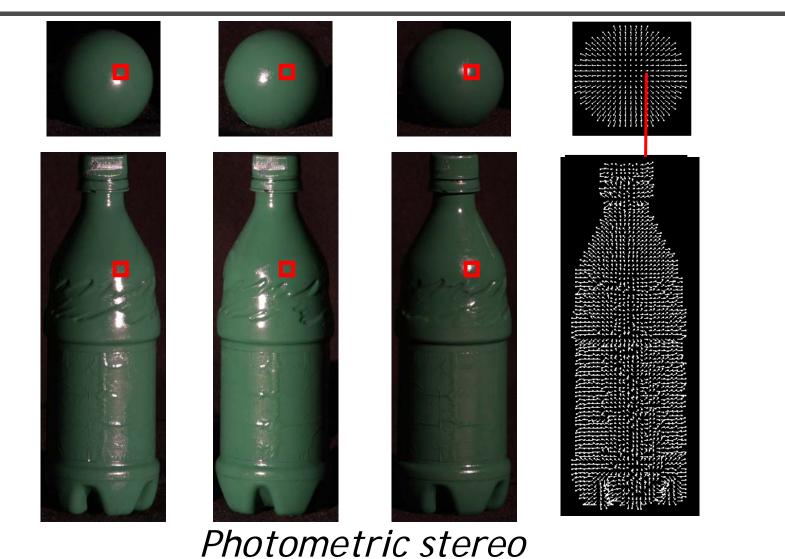
3D photography (active)



Cyberware whole body scanner

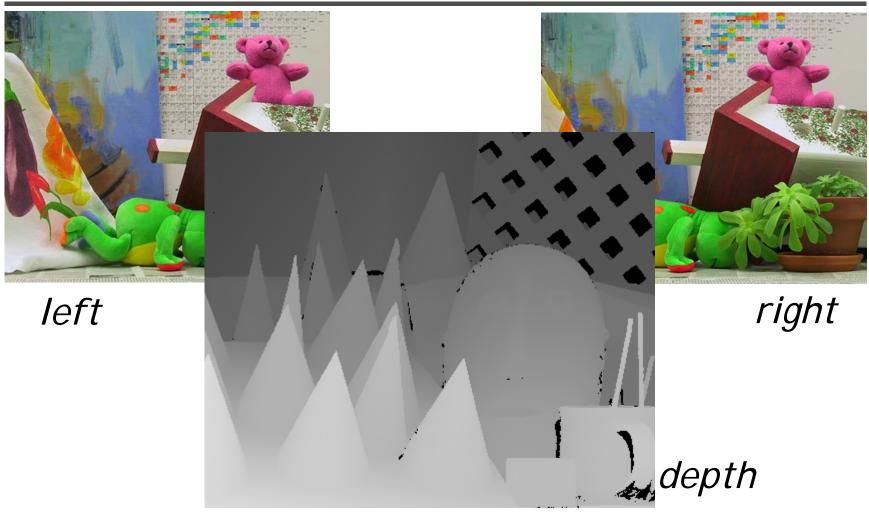


3D photography (active)



3D photography (passive)

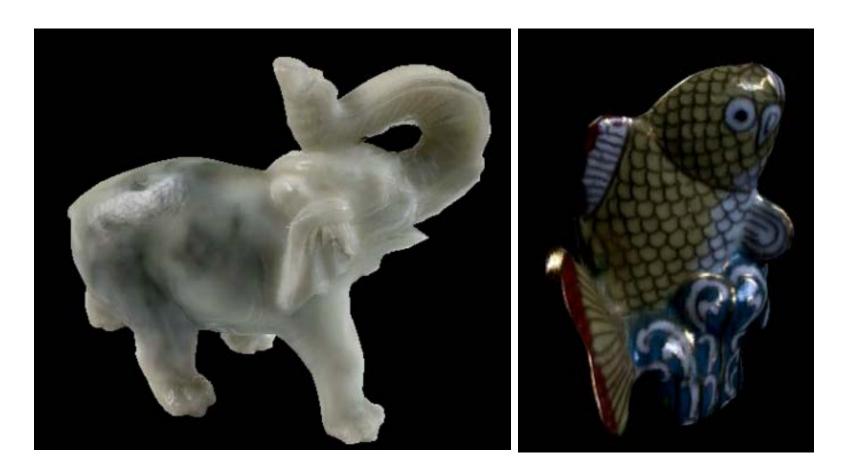




Stereo



Image-based rendering



Surface lightfield



View interpolation



Bullet time video



View interpolation



High-Quality Video View Interpolation



Image manipulation



GraphCut Texture



Image manipulation



Poisson blending

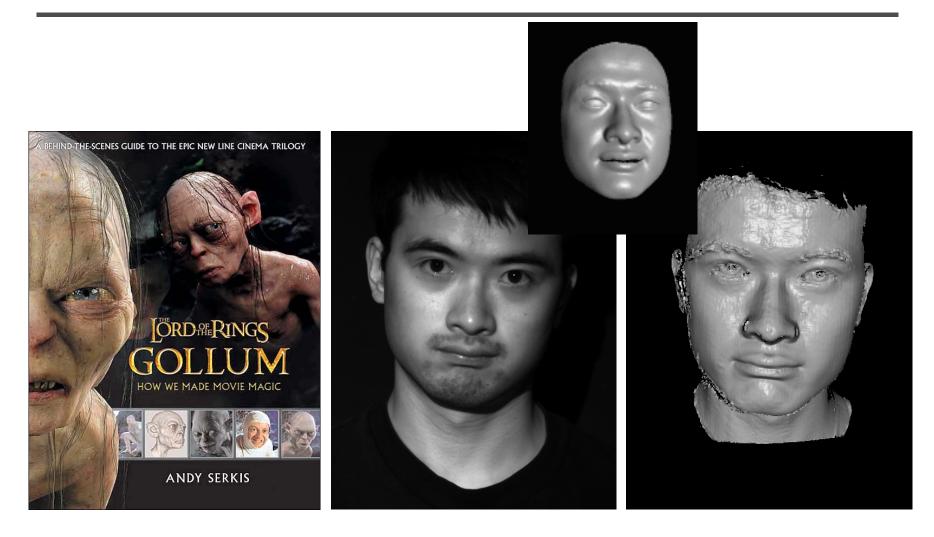
Stereoscopic films







Making face

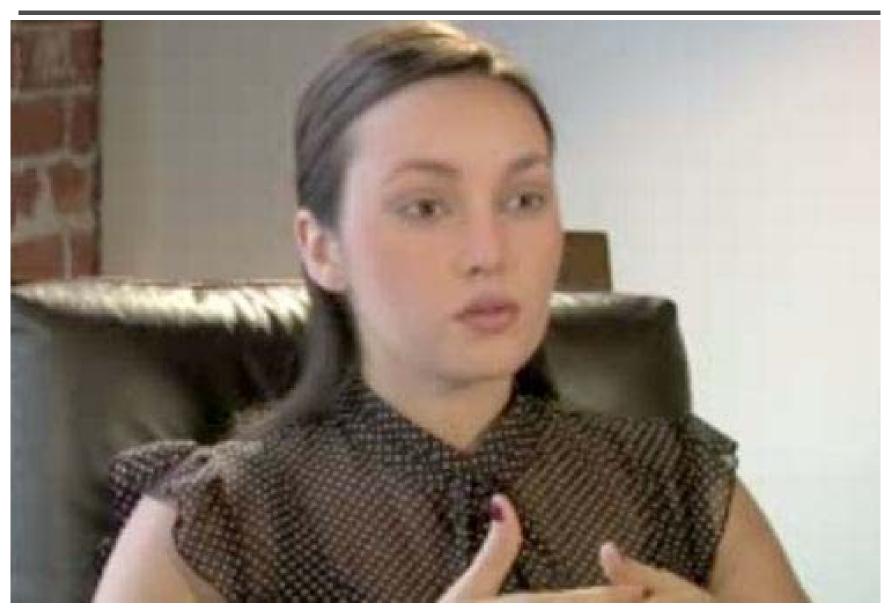


Gollum

Spacetime face



Virtual human





Video rewrite



Trainable videorealistic speech animation



Inpainting (wire removal)



Inpainting



Texture synthesis/replacement



Texture replacement

Semi-automatic matte painting

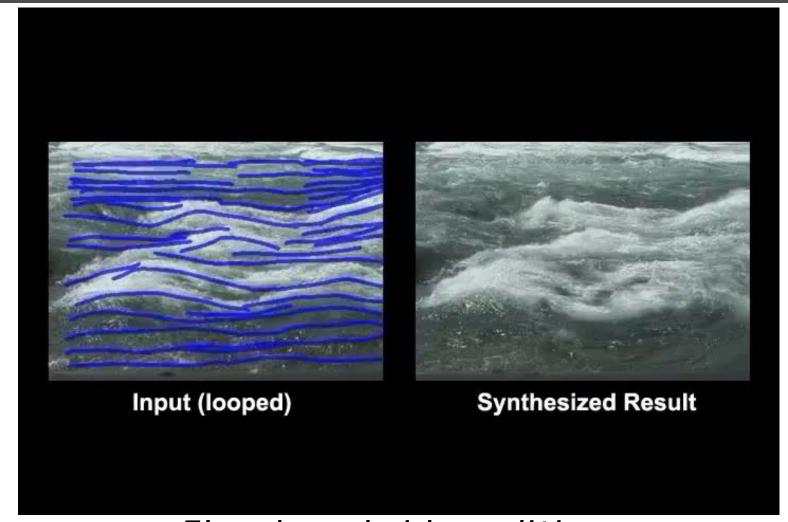




Image analogies



Video editing



Flow-based video editing

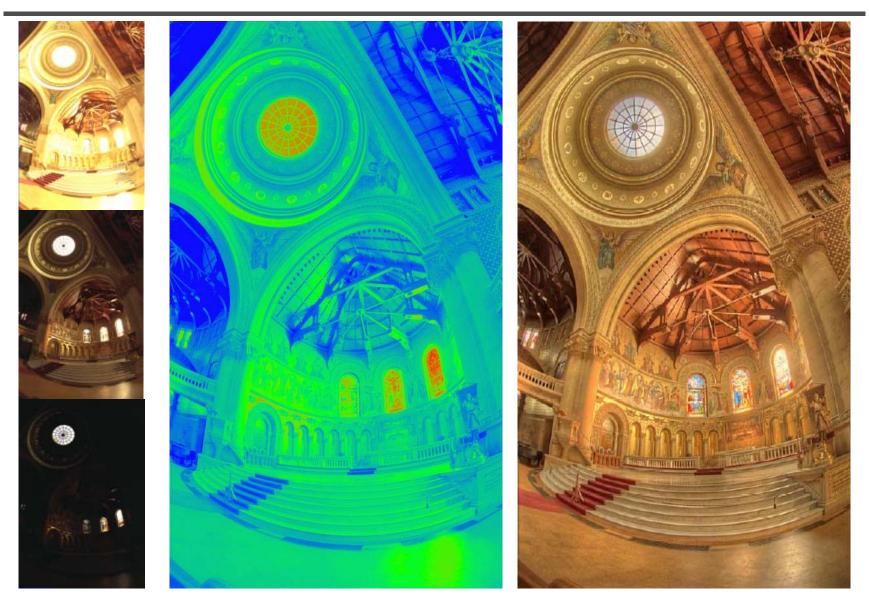


Grading (subject to change)

- 3 programming assignments (60%)
 - HDR Imaging (18%)
 - AutoStitch (24%)
 - MatchMove (18%)
- Class participation (5%)
- Final project (35%)
 - Research
 - System
 - Film



High dynamic range imaging

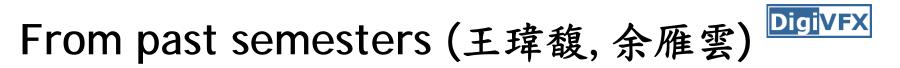


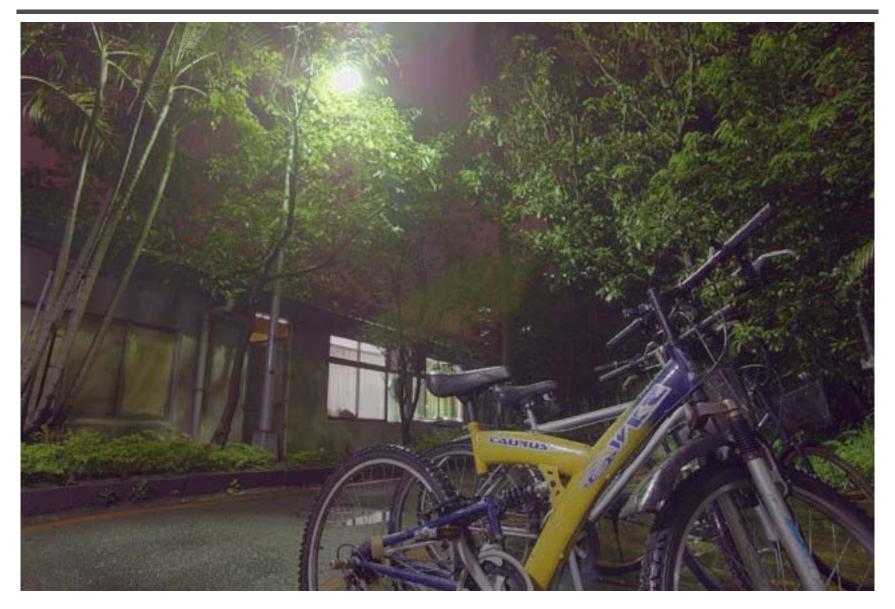






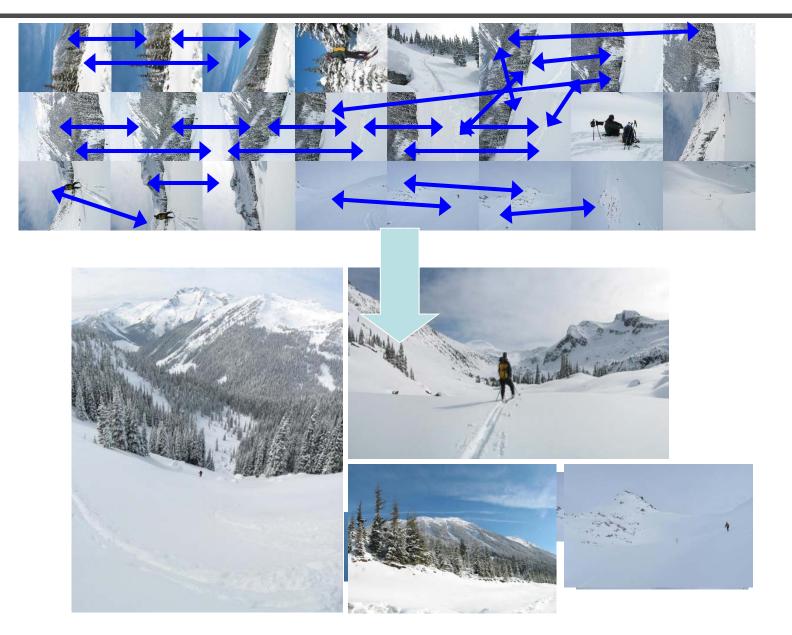








AutoStitch





AutoStitch



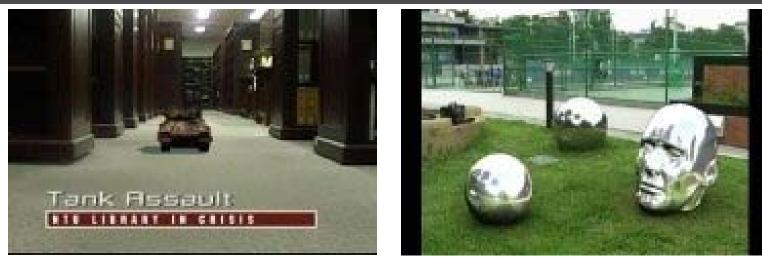
羅聖傑



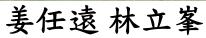
連奕婷 張宇蓓



MathMove

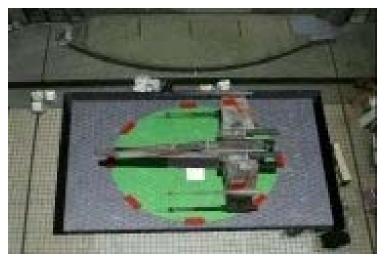


梁家愷 鐘志遠





楊宗碩 林柏劭

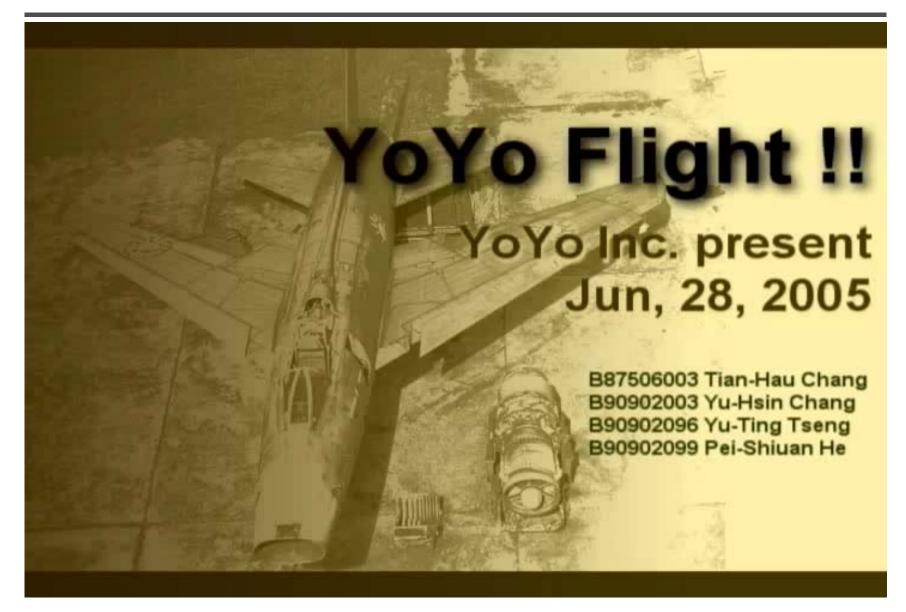


翁憲政 洪韶憶

Final projects from the past.

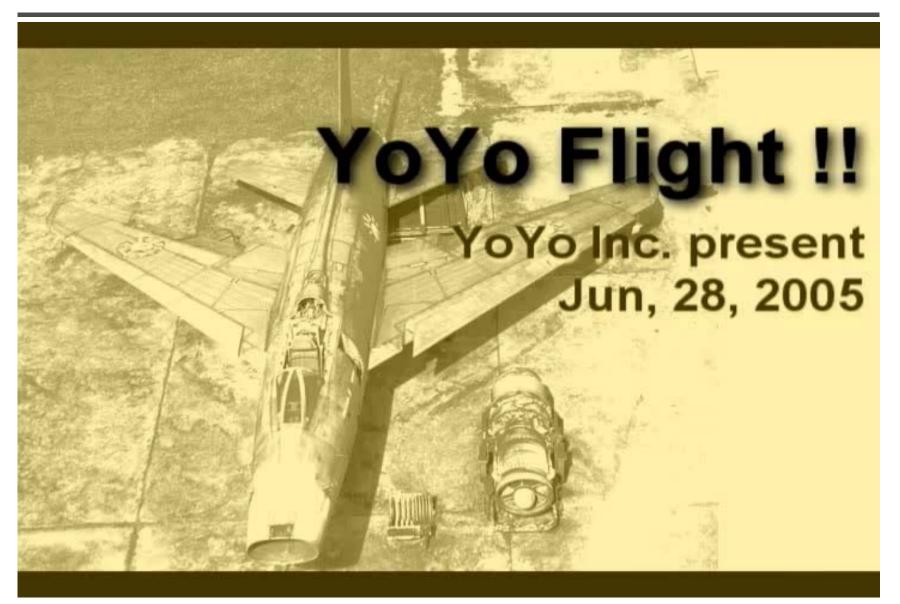


YoYo Flight





Making of YoYo Flight





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- Check out the course website.