



Collaboration Unit



Introduce your group. (number of people, names + courses, role).

In our group we have 3 members

Daniel Loutfi - VFX

- Building and designing 3D assets for the project
- Creating a 3D drain sequence
- Applying Keyed out footage to UE5

Dominic O'Donnell - VFX

- Directing and creating concept for video
- Shooting producing and organizing the project.
- Editing all footage and 3D sequence

Robin - Video Game Design

- Using Cameras within 3D environments to create drone like shots of london
- Finding good 3D assets
- Main control of Unreal Engine 5

Daniel



Sculpted & Rigged Mouse



Modelled & Textured Drain Cover



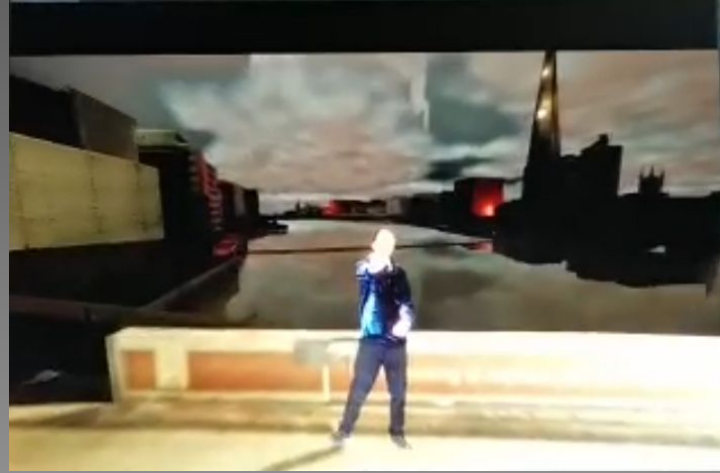
WIP – Pipe Sequence & London Bus

Dominic

- Dominic – Gathering footage and artists. Composition of live footage and CG sequences. Green Screen Keying. (any more images would reveal too much of the final comp)



- Robin – Environment Design. Level and Lighting in Unreal. Creating sequences using Virtual Cameras. Bringing Green Screen footage into Unreal Engine 5. Importing models and textures.





Initial Concept (outline, two or three paragraphs of text).

This concept for this video is to interlace 3D environments with run and gun footage to create a music video with an immersive experience.

We plan to shoot around london at various different locations, using different camera techniques that will allow for the video to work well.

We plan to use Unreal Engine 5

Project Description

Our aim for this project is to create a music video with live action green screen footage composited into Unreal Engine 5, with CG motion graphics, 3D assets and environments, and short live - action video clips.

In order to get the project started, we needed an original music track to start our composition and set the scene of the video. Dominic contacted several artists who may want to collaborate with us. After some choice making and discussions, he discovered UK artist 5endi who was willing to create a music track for our project. We chose to go with a London setting due to ease of access, for opportunistic footage, and to suit the style of the music track.



Initial Concept (outline, two or three paragraphs of text).

Equipment Needed

- Sony A7111
- Tripod
- Stabilizer
- Insta 360 camera
- Wide lens?
- Speaker
- VHS Camera assigned to robin
- Green screen

3d Mood board / Images to help demonstrate the concept.



3D moodboard



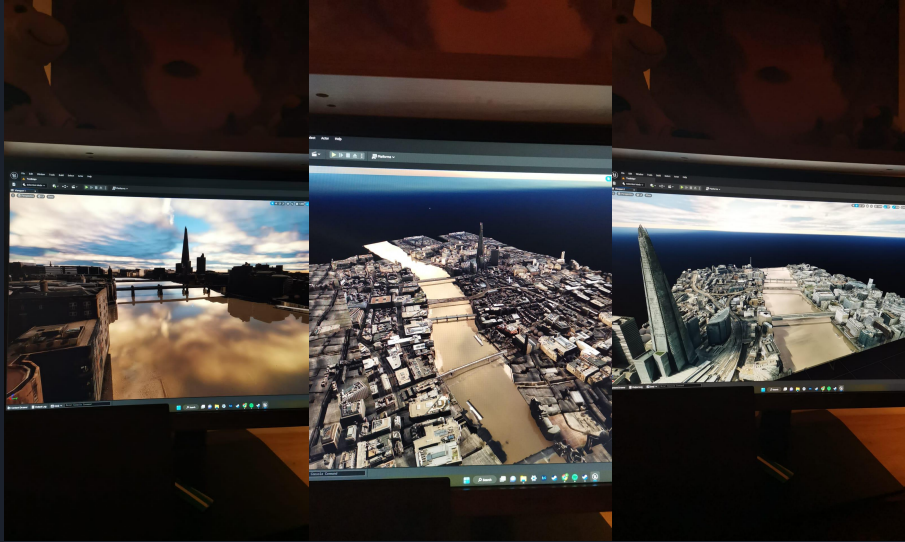
Run and Gun moodboard




Run and Gun camera technique shots



Work in progress that your colleagues are contributing.



<https://www.youtube.com/watch?v=VNv4gjKOjYo>



What obstacles have you faced so far? i.e technical difficulties, time keeping, meeting deadlines or any other.

- working within unreal
- planning to film real footage
- we had hoped to use the green screen studio but ended up using a portable green screen
- working with someone outside of ual
-

Strengths & Areas of Improvement

Great Communication – Arranging of Meetings

Regular Progress Updates

Active Contributions

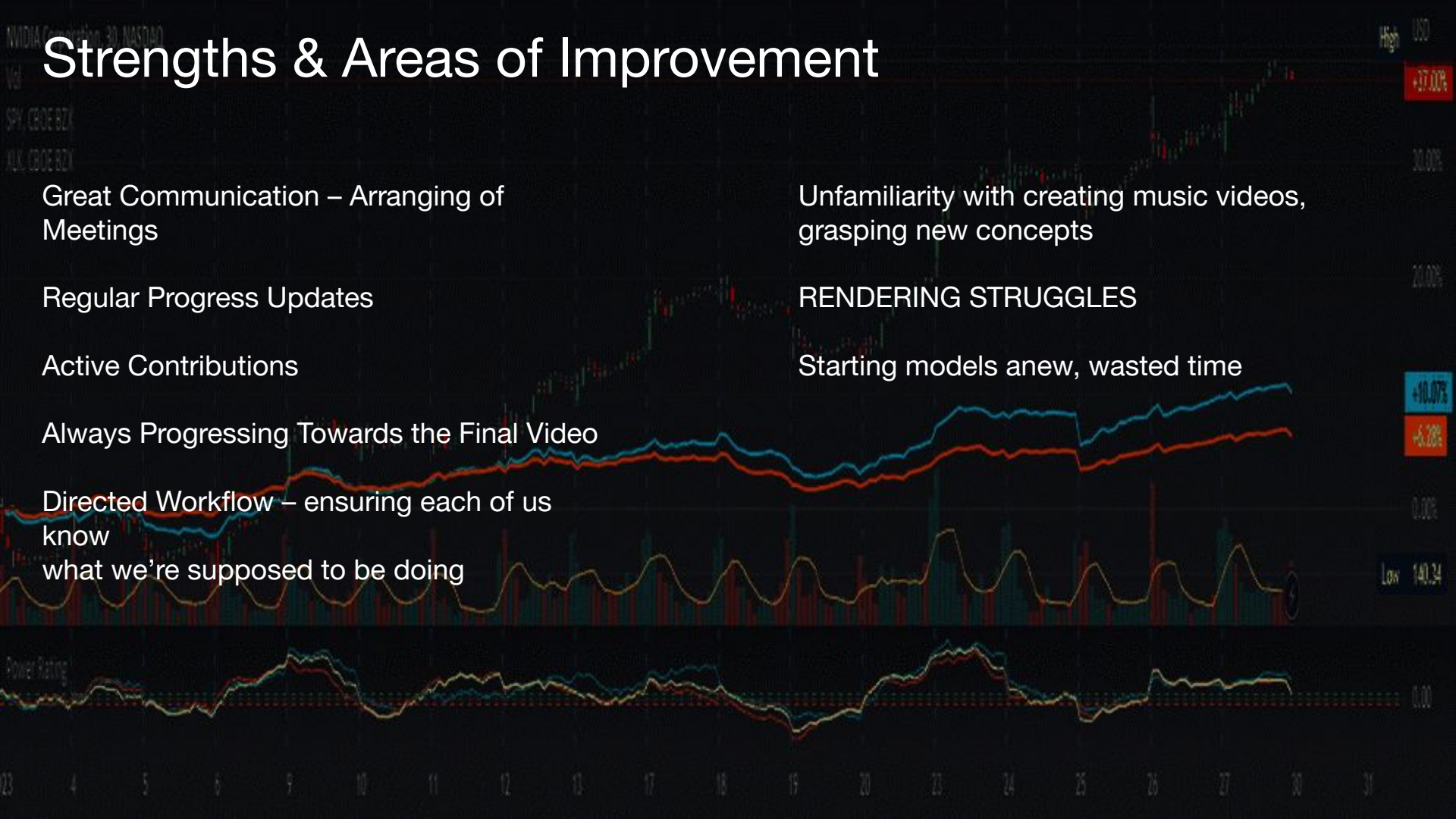
Always Progressing Towards the Final Video

Directed Workflow – ensuring each of us know what we're supposed to be doing

Unfamiliarity with creating music videos, grasping new concepts

RENDERING STRUGGLES

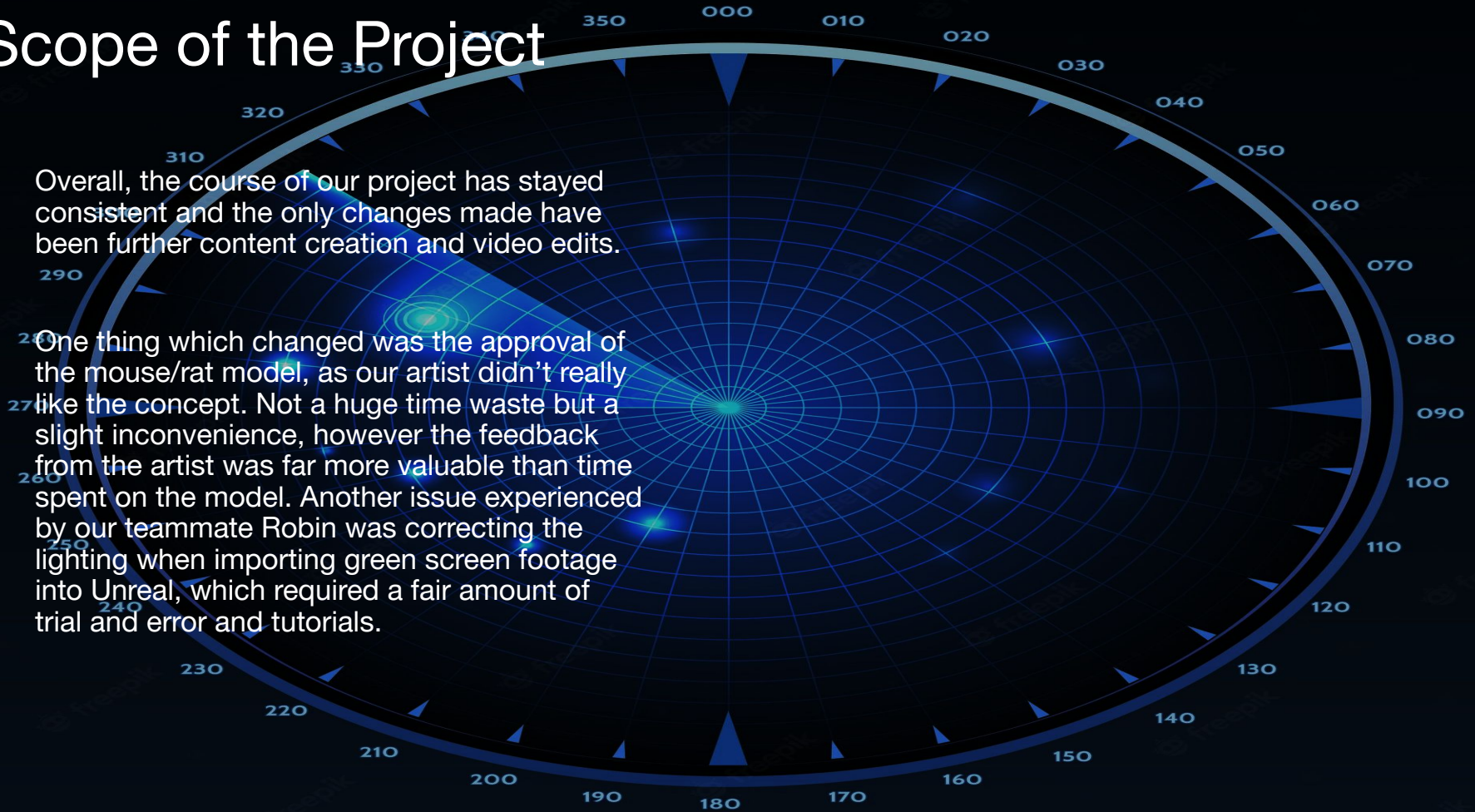
Starting models anew, wasted time



Scope of the Project

Overall, the course of our project has stayed consistent and the only changes made have been further content creation and video edits.

One thing which changed was the approval of the mouse/rat model, as our artist didn't really like the concept. Not a huge time waste but a slight inconvenience, however the feedback from the artist was far more valuable than time spent on the model. Another issue experienced by our teammate Robin was correcting the lighting when importing green screen footage into Unreal, which required a fair amount of trial and error and tutorials.





Our Goals to finish

to finish the project

- better use if green screen footage within unreal
- More color correction
- Video currently at 1:30 mark song ios 2:17
- More environments - subway carriage
-