Project proposal sample

Overview

The subject of our animation will be a plane flying over an African desert. This will give us ampleopportunity to experiment with lighting, shadows, background scaling, landscape stitching and motion effects. We have decided to build our animation purely in 2D since this will give each member in our group equal opportunity to contribute to the animation itself. The desert lends itself well to this sort of animation for several reasons. First, desert images, being fairly uniform, can easily be reused with minimal manipulation. This means that we can create more environment with fewer images. Also, a desert backdrop is conducive to dramatic lighting and shadows which should allow us great creative flexibility. Finally, because it is relatively flat, details on the ground should stand out well. This means that we should be better able to make the background as attractive as possible.

Tools

The primary tools, which we expect to use for this project, are Photoshop, Image Ready and Google. We will also explore the possibility of using Java 2D for some of our image processing in the event that Photoshop does not offer the flexibility that we require. By using these tools, rather than more programmatic ones, we will better be able to make a collaborative effort in developing our animation. Although Google will not play a part in our image processing or animation rendering, we expect that it will be the primary resource for acquiring the necessary images for the project.

Triage

Needs:

- **A plane**

Although we have not decided on a specific model, we know that we will need multiple images ofwhatever model is finally chosen. We will need side, top, bottom and interior views to complete our animation. In particular, we will look for a pilots view from the cockpit of the plane.

- **Landscape**

This will be many desert images stitched together and modified for texture. These images will likely be poor candidates for combining but we should be able to adjust colors and scales to improve this.

- **Shadows**

Our plan is to generate shadows for objects using a series of filters and effects in photoshop. By using the outline of a given object, we should be able to adjust color, orientation and perspective to reasonably reproduce shadows.

- **Landmarks**

These will be extracted from existing images and scaled to fit into our landscape. This will likely involve some correction of lighting and shadows on the landmarks themselves in order to blend with