

Horrorcane

Note worthy vfx shots

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The mirror effect -

Currently with the given budget, it's most likely that the finished result will appear something as demonstrated below.

The simplest way to achieve this effect would be to simply rotoscope (cut out) our actor from the scene at the moment he needs to go through the mirror and move him as is, into that mirror and then add motion blur.



It would succeed in delivering the desired message, that being someone traveling through the mirror and coming back out, but definitely will come across a little B movie-esque. That's not necessarily an issue, just outlining that. I will obviously do a little more on top of the bare basics to achieve this shot such as puppet warping the actor to better fit the action as well as some other distortion composition tricks, this is just to help convey the idea to you.

Assuming things are moving quickly and smoothly and time is found to dedicate to this shot or if additional resources are provided, we can talk about going further with this shot if you would desire that. Depending if this idea fits the story in the film, it might be cool to have both of the worlds "colliding" in the sense we see them both simultaneously as seen below.

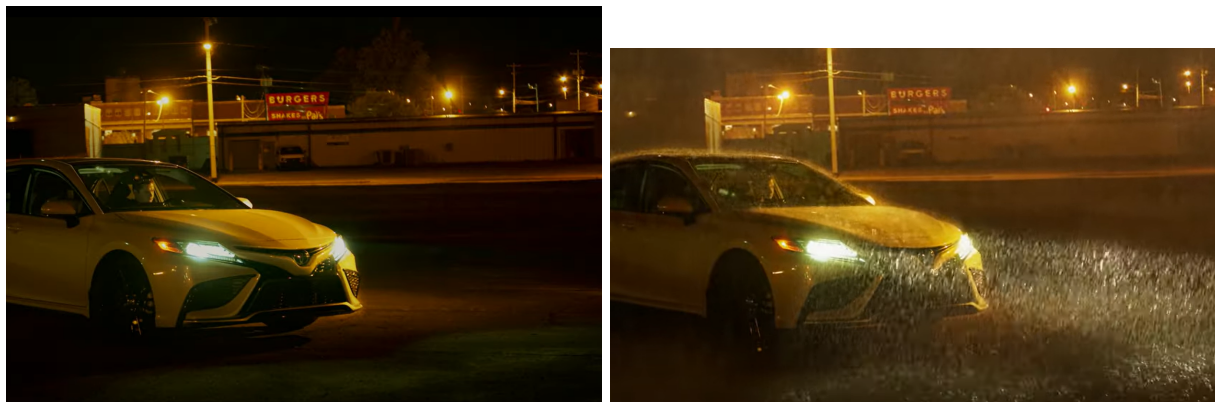


This would pose a serious challenge in the sense that if one were to go in at the same time what would the logistics of the other coming out be. It would have to be a complete ingestion into the mirror before being expelled. We could do a classic step through as if stepping through a doorway as they pass each other but that would require a 3D reconstruction of the actor OR a day in a green screen studio shooting the actor miming stepping through the mirror. This would allow a very convincing and impressive shot for probably cheaper than it would be to do it CG.

In whichever case, If we do step beyond a simple motion blur composite trick, I would love to implement an effect where the mirror distorts and therefore reflects different parts of the room which is something I can relatively easily do.

General rain and storm -

Doing this rain storm entirely as a 2d composite to fit the budget is no problem and should be pretty convincing as demonstrated below.



This rain effect was achieved entirely with 2d compositing elements and although it's not a straight forward composite it is very achievable.

Again, if time or resources are found in the project this could be taken further by adding wind to our compositing.



Having leaves and the tree branches blowing around in our shot would really help add believability to the effect, although personally I don't think it would be necessary.

House destruction -

This was the shot I was told to dedicate the most time to. There are a million different ways to approach this effect. The shot honestly is perfectly set up for a full CG replacement, locked off in the dark at a distance. A CG replacement should be as convincing as the real thing in this setup, given the proper time.



I will want to carefully plan out the timing and layers of destruction and pick some “key frames” in the destruction. Basically I will present a very basic 3d scene to you basically made out of basic geometry showing how the house will be destroyed, in what order and the timing. Once that is nailed down I will go through and do proper physics simulations to destroy the building then will go to rendering and finally compositing.

This process also allows for camera movement and replacement if you want to add some more to the scene.

Flamethrower/burning man -

I am a little torn on the process for this at the moment. With the limitations, ideally I would try and achieve this effect entirely as a 2D comp. I know I can get the effect to a “passable” B movie state, and am semi confident I can get it beyond that.

I am ok with the mirror effect in the simple state as it is a other worldly encounter, so there is some latitude with how it functions. Meaning it could suck the person in and no one would bat an eye, but I don't think I am willing to have the flame/burning effect feel that way. I will start the effect in the composite and make a quick decision if it will be able to take it all the way or not and if not I will switch over to a 3D fire sim workflow.

The melting skin effect on the man is totally achievable in 2D compositing, but I already have a 3D model of the man and could really have some fun with crisping him up so we'll see how it goes time wise.