

1/16/21

Today my Director and I had a meeting with our Lead Composer. We discussed what changes may have to be made to the shot 3 and shot 4 composites considering the footage we got was not at the angle we originally had envisioned. This of course was due to the limitations of our camera support equipment, and the changes we made on set. We discussed multiple solutions to resolve each shot.

For shot 3, the one that 'enters' the box world through a transition involving the life wheel, plan A was that we could motion track and integrate the transition element exactly as we wanted it before. There would be a harsher perspective warp on all the elements. We eventually concluded that this plan would probably not yield the best result because of the intense perspective warping and decided that a hard cut or an exposure transition would suit the feeling we wanted best. Essentially, this was now the editor's transition to make, and it would not be a compositing shot any longer.

For shot 5, the one that 'exits' the box world and enters the real table top again, we had multiple plans and discussed what tasks to move forward on and when to check back in.

We determined that there was a large gap from where our animated camera left the box and where our footage or camera tracked camera started. There would have to be some frames filled in or there would have to be another hard cut. We discussed building geometry that we could project the first frame of the footage onto, and using that as a stop over background until we reached the first frame. Doing this would allow the box to track onto a table top and provide some parallax for the camera movement. This would be our Plan 'A' for this shot.

Our Plan 'B' for finding the solution to this transition would be another hard cut or exposure transition, with careful attention to keeping the contents of the box arranged as they were in the last shot of the animated sequence, so that at least some matching of eye trace can still occur. This would eliminate the need for filling in frames.

