SCREEN

Print Edition | Subscribe | Make this your homepage

Thu, 28 May 2009

screenindia w

Top Search - 8X10

Home   Movies   International   Television   Music   Regional   Movie Reviews

New Releases   Celebrities   Wallpapers   Archives

Gibson to become father again
Mel Gibson has confirmed reports that he is expecting a child.

Is Rihanna going off the tracks?
After troubled stars like Lindsay, Amy, it looks like Rihanna is also going off track.

Britney Spears turns bridesmaid
Britney turned bridesmaid for a day at her cousin's wedding.

Screenindia : Movies

Maruti Mera Dosst: A photo-realistic VFX venture

Ruma Malia
Posted: May 22, 2009 at 1244 hrs IST

Font -A +A

PopularNews

Most Read Articles   Most Emailed Articles

Mickey Rourke asked Freida Pinto to go home
Mindless melodrama
The twitter tutor
Imran Khan and Katrina Kaif in '7 Days In Paris'
Posh rows with Beckham's mother
Is Rihanna going off the tracks?
Porn, drugs, alcohol catching on with Delhi schoolkids
Uh oh, we're in trouble
Carey's hair panic at Cannes

Print   Email   Newsletter   Post
Comments   RSS

A children's film high on visual effects, Contiloe Pictures' Maruti Mera Dosst, has its moments of fiction and mythology, what with Lord Hanuman coming to the rescue of Rameshwari, the film's protagonist, by playing her friend. According to B. Pradeep, Senior Line Producer - VFX, Prasad EFX, since the film is a take on mythology, the VFX look is as photo-realistic as possible. Elaborating on the major sequences of the 16 shots that required high-level of VFX work, he said, "There is a sequence that required a statue of Hanuman to jump out of the temple, follow the agorae and bless him. It was a big challenge to create a photo-realistic virtual statue of Hanuman and texture it to match the original model erected on the film's set. This was achieved using the traditional 3D method rather then using 3D scans. Further, we used the High-Dynamic Range Imaging (HDRI) to light up the statue so that it would blend seamlessly into the live action footage. We also tracked a lot of camera movements to match the statue's animation and effects seamlessly into the footage."

Further, the team had to create 3D flying ghost-like characters with long, flowing hair. Making it more complex was the fact that these had to be simulated in a realistic

manner to blend with the environment (wind and other animation dynamics), according to Pradeep. The same was achieved using the Shave and Haircut plug-in for Maya. Yet another major challenge was creating a 3D werewolf character with full body fur. This again was done using the Shave and Haircut plug-in. However, simulating the fur on the character was a demanding task since it increases the rendering time substantially and also weighs heavily on the processor's capacity.

As for the film's animation content, apart from the three minutes of exclusive 3D animation rendered into cartoon-shaded frames, about seven photo realistic 3D characters have been animated, said Hima Kumar, Executive Producer - VFX, for the studio. In addition, facial animations with lip-synchronisation were added to several characters to match the audio reference provided. With 24 minutes of VFX shots and three minutes of 3D animation, the project's highlight is the photo-realistic character animation and fur simulations, believes Pradeep. Seconds Kumar, "Fur simulation was one of the most time-consuming FX. We had to wait for the render (the process of generating the final image from a model after different stages are completed) to complete and then tweak it once we saw the output. Though repeating the same process gave us the opportunity to improvise on the fur, it took a lot of our time and system processing power." With 30 artists on board, the task was accomplished in about less than six months, said Kumar.

PostComments

Post Comments

Name *

Email ID *

Subject *

Message

*