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Module name: Virtual Production Design

https://moodle.uwtsd.ac.uk/pluginfile.php/1024900/mod_resource/content/1/ACCA5042_Virtual%20Production%20Design.pdf

Idea creation:

Since we all had prior projects that involved creating 3D landscapes, we decided to base our project off one, we ended up using Joshua's shrunk down borrowers' style creation and Demi's bedroom since they both fit a theme of the borrowers since we could place Joshua's small borrower house in Demi's room as a backdrop. We will create more assets to fit the theme and more if needed, we are planning to create a list that can be used to mark down what we are creating and if it is necessary or not so that we can avoid creating items that are not needed that will waste production time.

Most of our ideas were done by brainstorming different themes which is how we got the borrowers and then following that we kept on track by focusing on film, TV, and other media that follow small/shrunk people in a normal sized world that use everyday objects like lollipop sticks as housing materials or in our case a book as a house and see how the media we take a look at has used it to its advantage to stylize our backdrop and add life to our scene. Through the use of our models creating a scene we have set up a way to tell our story visually without the need for dialogue and will attempt to convey our story through the visuals we present in storytelling.

Our breakdown for roles and planning is:

Demilade Ayo-Famola: Actor, Storyboarder, and Sound Editor

Joshua Platt: Environment Setup, Virtual Camera Operator, and Video Editor

Shaun Hancock: Camera Operator, Behind the Scenes Recorder, and Behind the Scenes Editor.

We all have our roles along with everyone having the extra role of asset creation, this means we all have a heavy responsibility to create the assets for each scene early so we can get to filming on time and allow Joshua enough time to set up the scenes in preparation for filming and testing out different versions since we are using Unreal Engine and different assets that allow us to modify the scene on set but want to make sure we

have the scene set up as much as possible before filming and then making edits to the scene while in the immersive room to reduce our time setting up so we can get right into filming.

- Concept Outline:
 - Our project is about tiny humans living in a normal sized world, which appears massive to them. It is inspired by the book "The Borrowers" and the adaptation "The Secret World of Arrietty".
 - In our scene we will have the live action footage of the actors performing in the immersive lab, and then have scaled up models of regular household objects behind them to make them look small in comparison.
 - Within this idea we have a few different concepts of what the shot will look like/include:
 - The shot will show a slice of life of one of the Borrowers doing a normal task, like waking up, exploring, etc.
 - The main character wakes up inside a house made of an upside down book. He leaves his house in the dark and walks to a lamp that he switches on, which makes the scene light up like it's day. Then he walks down the table past other objects and makes his way to a sink with a sponge floating in it. He steps onto the sponge like it's a raft and then goes fishing
 - The shot is about the main character(s) being chased by something like a Hoover. To help sell the illusion we could use hair dryers or fans to blow the actor's hair back.
 - The shot follows the characters hiding inside a wall while someone tries to punch holes in it
 - This is potentially easier than using a greenscreen or another method, because normally a problem when you try to change the size of someone or something

with VFX is making sure the eyelines are correct and everyone's looking at the right spot. With virtual production, the actors can see exactly where to look on set.

- Written down & contextualized by Joushua, brainstormed by all team members.

The main brunt of our work is being done via brainstorming in class or messaging over Discord, due to how spiritic and sprue of the moment this is I think it would be good to record this via video but I think that would be a little too much so Joushua has taken the roll of a stenographer for the team and written most of the ideas down in key points as not to flood our master document we are using to gather and plan our idea on. We will be

referencing & looking back on this document as a big piece of our work since it's going to be what we use to keep on track with work. Most of the reference document have been done by Joshua Platt and we don't have any credit for who wrote what since it's mainly for reference.

Storyboard

Man wakes up from his tent (book) or (pencil cabin)

As soon as he gets out he feels the cold wind from the desk fan and puts on a jacket

He then goes to the desk lamp and changes the time from night to day

The man soon after ventures to the ocean (sink) to go fishing by first crossing the bridge (ruler)

Once at the ocean he gets on his boat (paper boat) and starts fishing for sea creatures (rubber toys)

- Mix of all members written by Demi.

Story board: We talked as well about the story and this was mainly based around our core idea and Demi had a strong idea for the overall story using the assets we already had and can add/create new ones that we need to hence the “()” with different words in them denoting what asset would be used or in the scene so we know how we can plan and shoot the scene.

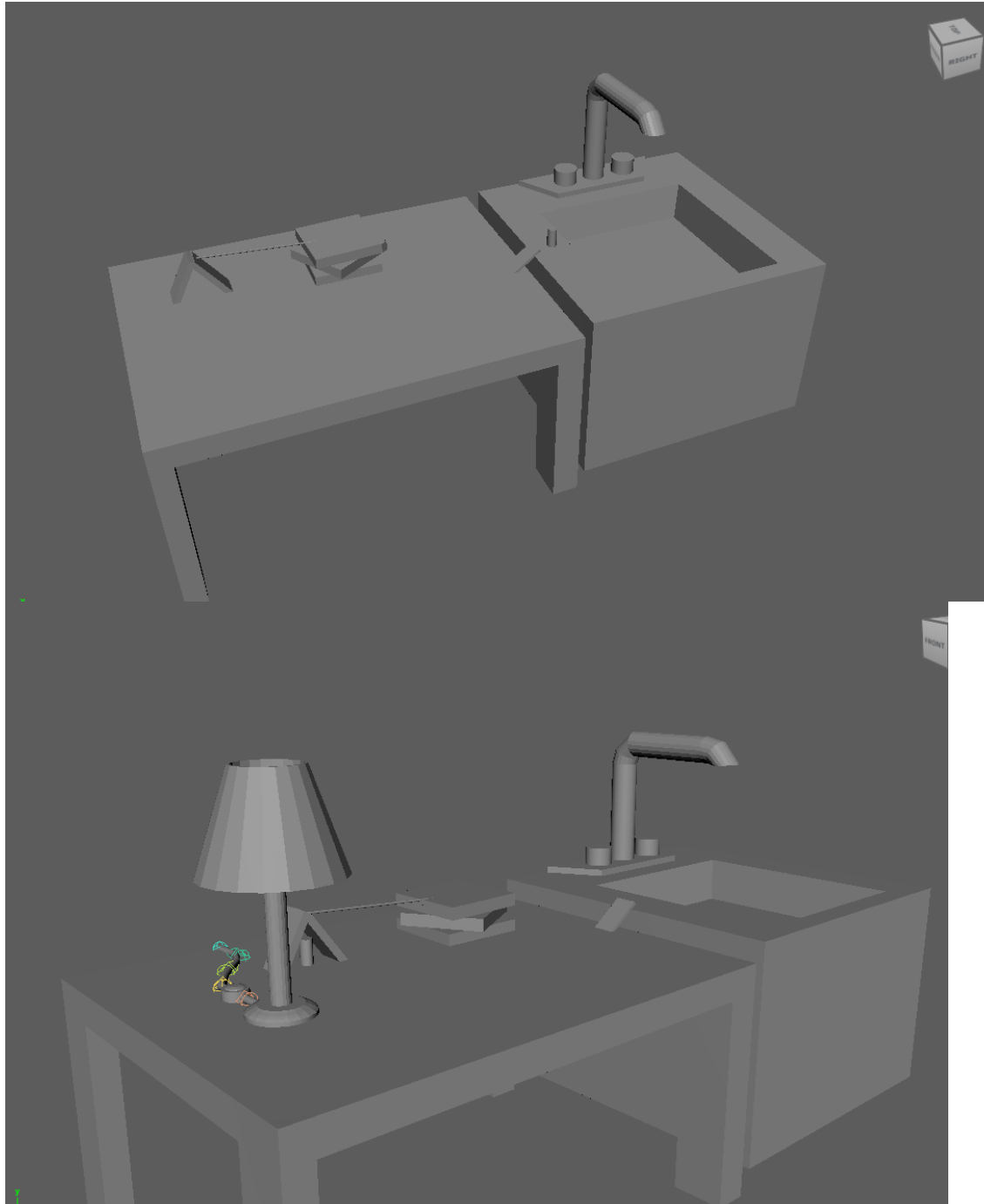
On set we are going to block out our shots and how we will shoot them using Unreals ability to change since we need to be able to change on the fly due to camera limitations and the size of the area, we are filming.

As I've stated before, a lot of what we have done is verbally or through real world actions and one of these was us walking around the classroom doing the actions we want to convey on the scene which in hindsight could have been recorded as evidence or taken as screen shots to put into an animatic, but for the actions part of the story boarding we have seen with our own eyes what we want to do and the actions we want our actor to do and how the camera should move if at all in the scenes with the rest being up to if we can use what we have envisioned with the limitations we have.

List of Objects

<u>Object to be made</u>	<u>Person working on it</u>	<u>Status</u>
Book	Joshua	Done
Playing Card	Joshua	Done
Spring	Joshua	Done
Spool and Thread	Joshua	Done
Flashlight	Joshua	Basically done
Pencil	Joshua	Done
Bottlecap	Joshua	Done
Paperclip	Joshua	Done
Tape		
Keys		
Sewing Needle		
Button		
Rubberbands		
Tape Measure		
Battery	Shaun	Done
Hoover	Shaun	WIP (On hold/Not needed)
Hairdryer	Shaun	WIP (On hold/Not needed)
Ruler	Shaun	Done
Lamp	Demi	Done (Needs textures)
Sink	Demi	Done (Needs textures)
Table	Shaun	Done

The creation of our backdrop for filming was the number one priority for most of what we were doing since we couldn't start filming without it and this meant that it was the first thing we considered and after we had our story figured out and what shots we were going to need, we went through what would be in each shot and how they would be placed so that we wouldn't create anything we didn't need or already had since we are using recycled assets for some parts.



Prep

Since we already had a clear idea of what we wanted from the start I took the time to very quickly create a mockup of the scene in Maya so we could better see how everything would play out, Joshua took this in Blender and scaled down a camera to walk around like a video camera at the size we wanted to replicate meaning we could better plan out filming by using the mock up and see what was and was not going to be in shot and see how many

shots we need to do and what assets are in it and how we can insert an actor in there using a small block around the size our actor would be in Maya/Blender. This allows us to plan our shots without the need to be on set but couldn't replace being on set entirely but help immensely in planning our shots out when we were not able to access the filming location.

Filming and testing

We did test another different premade scene from the Unreal store which meant we could lower our pre-production time in asset creation if we used this, but it ended up limiting us in storytelling and where we could place the camera since we had very little to no way to remove some of the obstacles making it hard to film our shots since we needed to be close up on a small scale.

We found that having our own custom scene worked better for filming since we could set up each scene for better camera placement but there were problems aligning the camera where we wanted it and due to how unfamiliar we were with Unreal and the lack of online resources for Unreal we had to push through with any camera issues.

To match up with the on-screen lamp button we tried many takes to try get it right by yelling "Stop" didn't work since it was normally too late at that point and Demi was leaning down slow to avoid missing the mark but it was too late & hard to know when he was there with no physical reference, this is when we looked around for some physical reference and ended up using me as a stand in that would be removed later by recording a clean plate for editing.

We also had trouble with moiré patterns which meant we needed to keep the camera around 4-6 meters away from the screen to avoid the pattern from appearing on screen, we did have to get closer to the camera in some shots but overall we kept as far away as possible when we could to avoid any visual distortion.

Editing

In the editing and final touching up of the work I am editing the behind-the-scenes that was filmed on my GoPro & phone, I regret not planning or attempting to plan a running commentary and due to the extensive set up process we had and issues with tracking on our final shoots we focused on shooting more than behind the scenes.

I got to record the most pivotal moments and show how we were setting up and keeping track of our marks with tape and pointers along with how we aligned our actor up with on screen objects using me as a reference.

The rest of the editing, such as the main & sound, is left up to the other two team members who have their own role.

Behind the scenes: <https://youtu.be/Hi0-pcGUw9I?si=delyEoAzFDjpQesF>



Final cut: [Borrowers Video Edit w_ Sound.mp4](#)

Master Document: <https://docs.google.com/document/d/1EwGTTZZL2rSXP-b3f0NbHOQf64a42QQ8bKFSS7qZWdw/edit?usp=sharing>

Bibliography

[1] BreakingCopyright — Royalty Free Music. 🎧 *Free Business Corporate Music (For Videos)* - "Office" by Alex Productions IT. (Aug. 7, 2021). Accessed: Apr. 22, 2025. [Online Video]. Available: <https://www.youtube.com/watch?v=EVcRjnAimdo>

