

A2

Assignment 2 – Backdrop loops Multimedia Design 3B (MMZ30BT) 2017 Semester 1

Due Date: 2017/03/01, 2:00PM

Preparation

1. No particular preparation for this assignment required.

Question 1

General Overview

A backdrop loop is a motion graphics visual that starts where it finishes so that it can repeatedly be displayed without the audience noticing a jump in graphics. These loops are normally not very long. The average duration is normally 15 to 30 seconds. It is important to note that a backdrop is used to enhance the talent and not to distract the audience's attention away from the talent. To ensure this, a backdrop is abstract of nature. Because the backdrop is used to cover the background, it is important to fill the whole screen with colour and texture as far as possible. Backdrop source footage can be reused in other presentations by creating it in greyscale and then overlaying a colour plane over it to suit the colour requirements of the production. To prevent unwanted visual artefacts, backdrop source footage is normally generated in a targa sequence format. This format speeds up the final rendering process and prevents decoding artefacts that occur when making use of other lossy encoding formats such as AVI and JPEG.

What you must do:

You must pick a song from any music artist of your choice and design a backdrop loop that will be used to enhance the performance of the artist while he/she is performing in front of it. This loop must be 15 seconds in duration. In the last second of your loop you must insert a small red dot at the bottom-right corner of the screen. Your student number must continuously slide across the centre of the screen from left to right. Your student number must be displayed in such a manner that when the loop is half way through, your student number must disappear on the right and start reappearing from the left.

This loop will be used as a backdrop behind an artist on a stage. The backdrop behind the artist will be displayed on three rear projection screens that are placed conjointly to form one **continuous** screen (See figure 1). Please note that two of the projectors were rotated 90 degrees. All the rear projectors are connected to a VGA splitter. A VGA splitter is a device that will break up any VGA source feed into three individual VGA output feeds, each equal in width. The projectors that will be used are only capable of projecting footage that has a square pixel aspect ratio and a 4:3 frame aspect ratio. The graphics that is to be displayed on this screen must form one continuous image which means that if you were to display a person's face on the screen the eyes and nose of the person will be displayed on Screen B and the two ears of the person will be displayed on screen A and C respectively.

Please note that for this assignment you will not be allowed to display duplicate content on each projector. **The content of the three projectors must form one complete picture.** Also note that much higher marks will be awarded if standard build-in effects are modified and used in combination in such a manner that it is no longer recognizable as part of the standard effects collection. You are also required to incorporate the TUT logo into the loop in a decorative manner.

Footage height: 300

Footage width: (you must calculate this)

Frame Aspect Ratio: (you will know this once you have calculated the width)

File Format: XVID

Duration: 15 seconds

When you are done:

You will present the production during class time for marks. The AVI file must be uploaded to EC.tut.ac.za>>Student>>Tests>>**Practical Test>>B.**

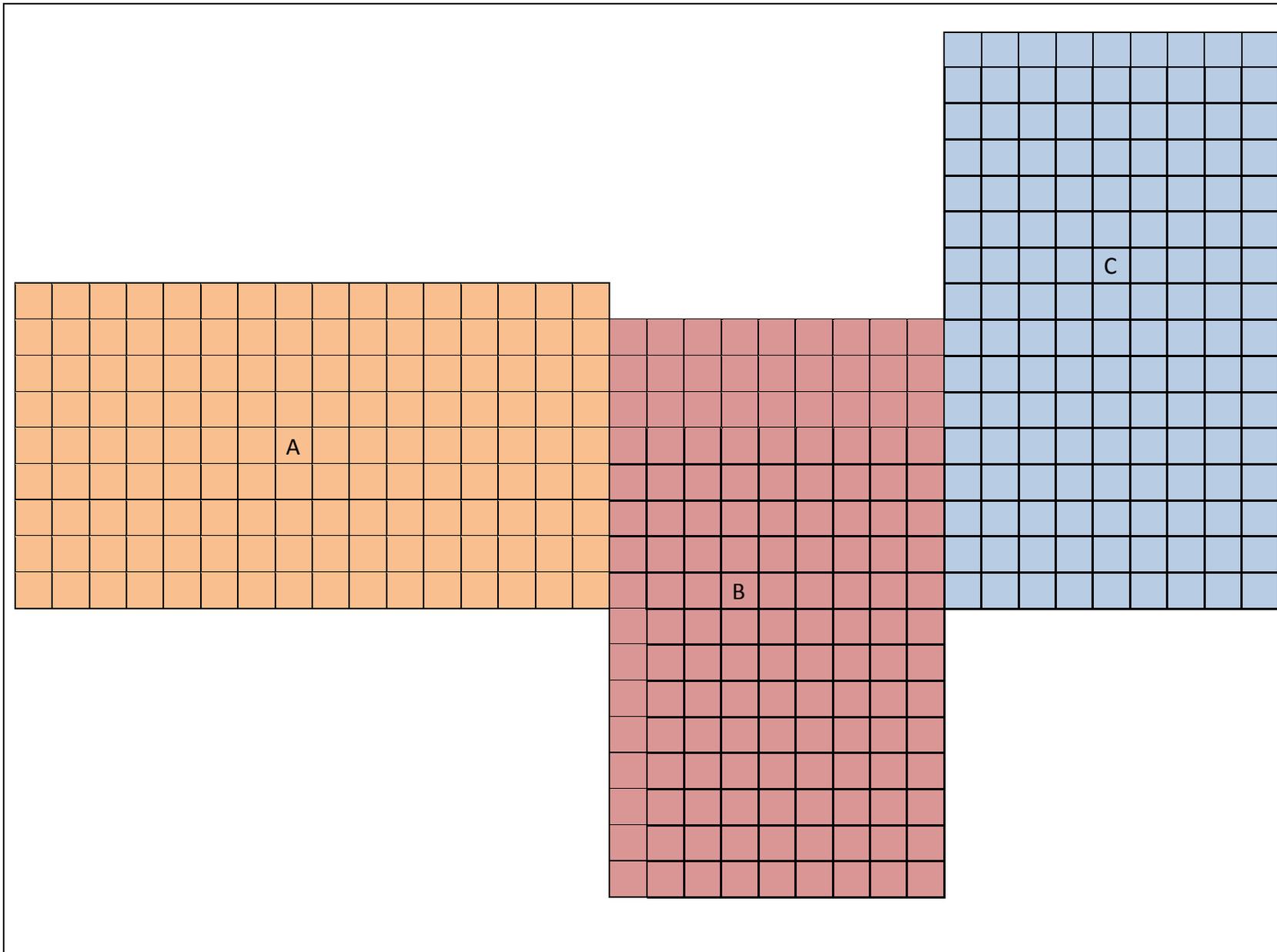


Figure 1 – Screens layout