

The Nines: Visual FX

VFX?

☐ Yes

☐ No

☒ Not FX, but included for Reference

180



Notes:

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180

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180.1



Notes:

This is a very short shot: think 12-24 frame.

Camera is locked off.

Actress is not moving.

There will be a practical light effect for the blinding light behind.

Color-timing/DI will augment this effect.

The goal of the FX shot is only to get the sense of x-ray transparency/translucency to the actress.

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VFX?

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Notes:

This is the last "realistic" setup of the sequence. After this, we move to very artistic and stylized stuff.

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VFX?

☐ Yes

☐ No

☒ Not FX, but included for Reference



Notes:

G breaks the string. There is no effect in this shot.

The Nines: Visual FX

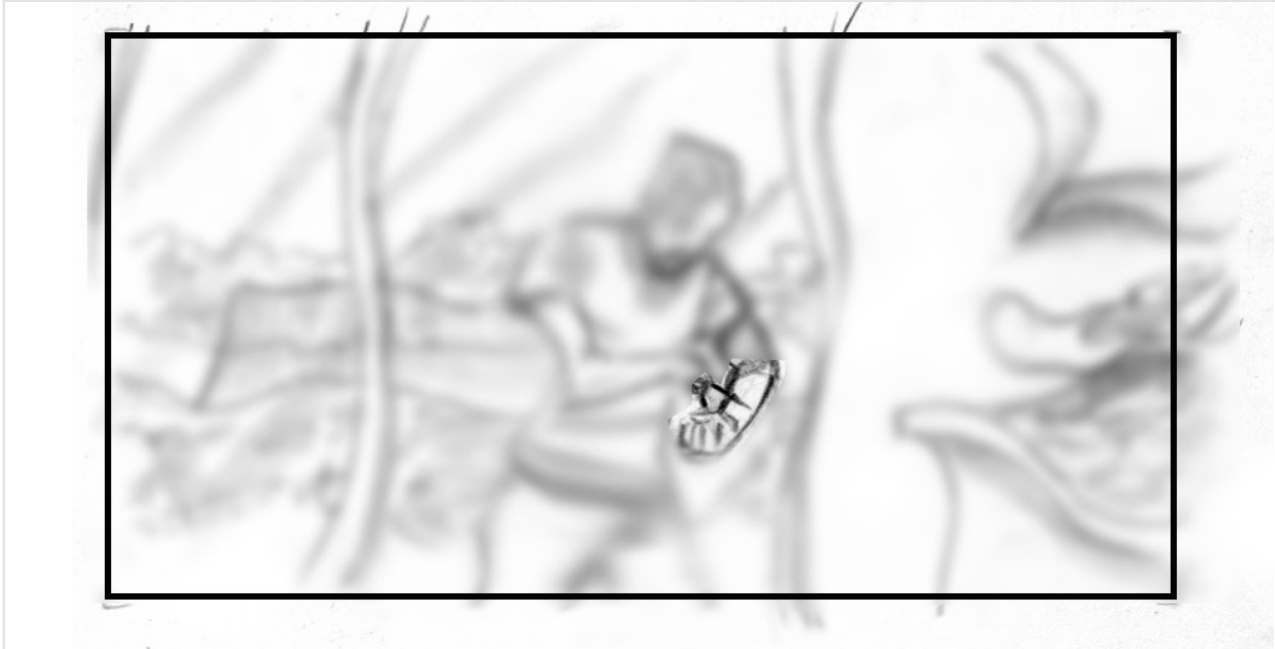
VFX?

☒ Yes

☐ No

☐ Not FX, but included for Reference

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Notes:

There is a moving membrane separating dimensions.

In this illustration, G's left hand and forearm are "normal." His left shoulder and everything else is in another dimension: blurry and shifting.

The best analogy is being underwater and sticking your hand up through the surface. You're in one kind of space; your hand is in another.

The boundary between blurry and in-focus moves slowly up his arm to his shoulder. That's where we exit the shot.

So think of someone reaching out of the water. That's what this is like, except the plane of the water is vertical rather than horizontal.

3 seconds or so.

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VFX?

- ☒ Yes
- ☐ No
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Notes:

This starts as a fairly normal-looking reverse, but then things start to shift, revealing that Mary and the house have become flat projections onto 3-D geometry.

Mary is frozen. There is no filmed action at all. Locked off.

The virtual camera WILL MOVE through the 3D space, however, and this movement may affect things it passes.

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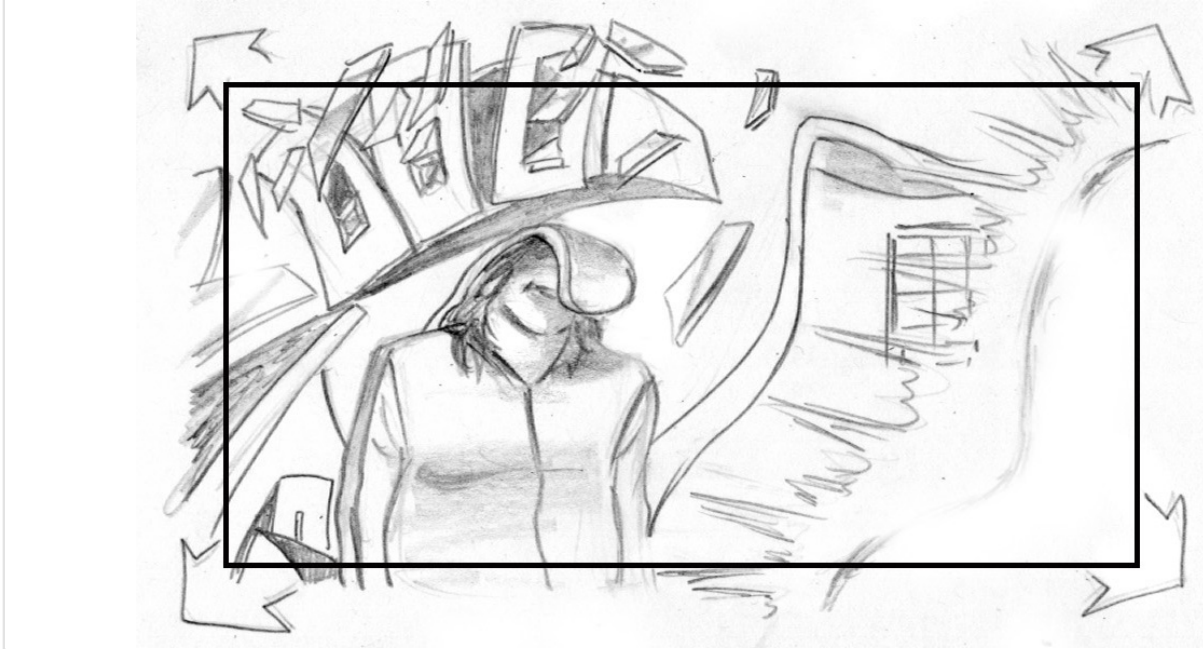
VFX?

☒ Yes

☐ No

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333.1



Notes:

Mary and everything else starts to curl up on itself.

Note that many items will curl up as groups, so for instance an appliance on the counter might curl up with the countertop, and not become its own thing.

Curling items should cast shadows.

The virtual camera is the predominant light source.

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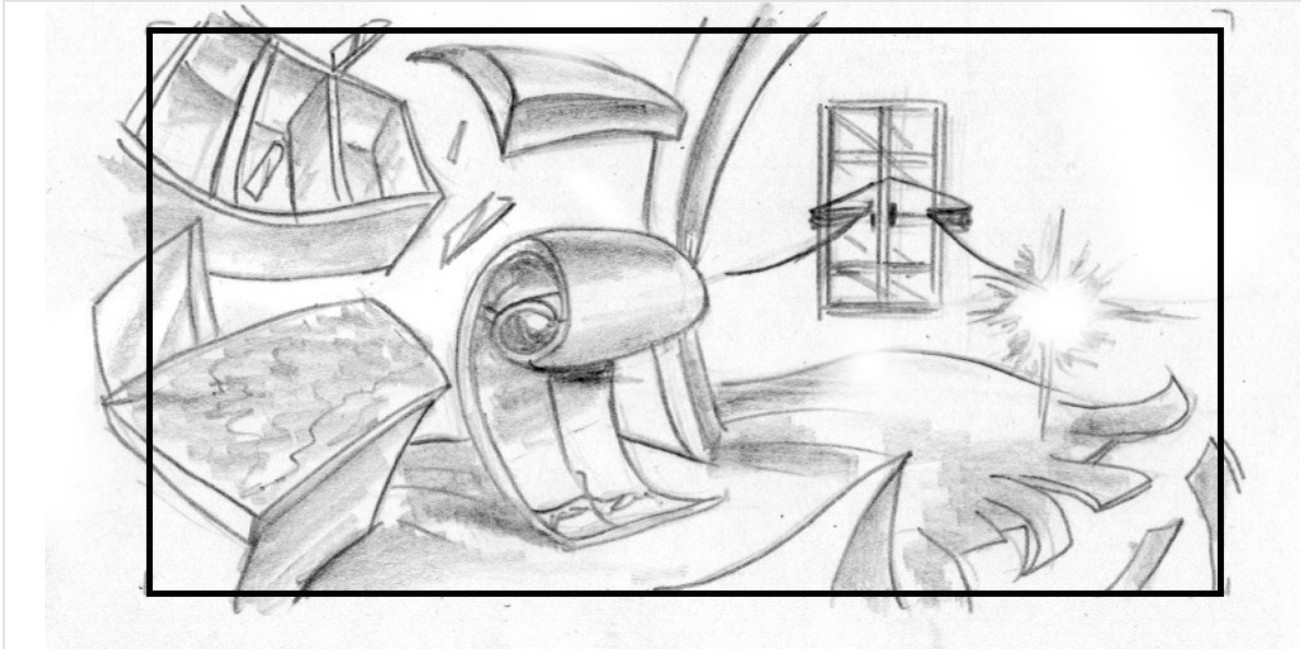
VFX?

☒ Yes

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333.1



Notes:

Virtual camera moves through the space, and out through (open) windows.

Transition to next shot (helicopter) TBD.

Note: We can give you a dolly shot if it's helpful, but the projected elements do not need to change over the course of shots. Basically, whatever skin we project at the start of the sequence remains unchanged through to the end.

The "back side" of curling objects would ideally be the mirror image of the front side, but I'm fine with it being a neutral color if that is significantly easier/cheaper (or ends up looking better).

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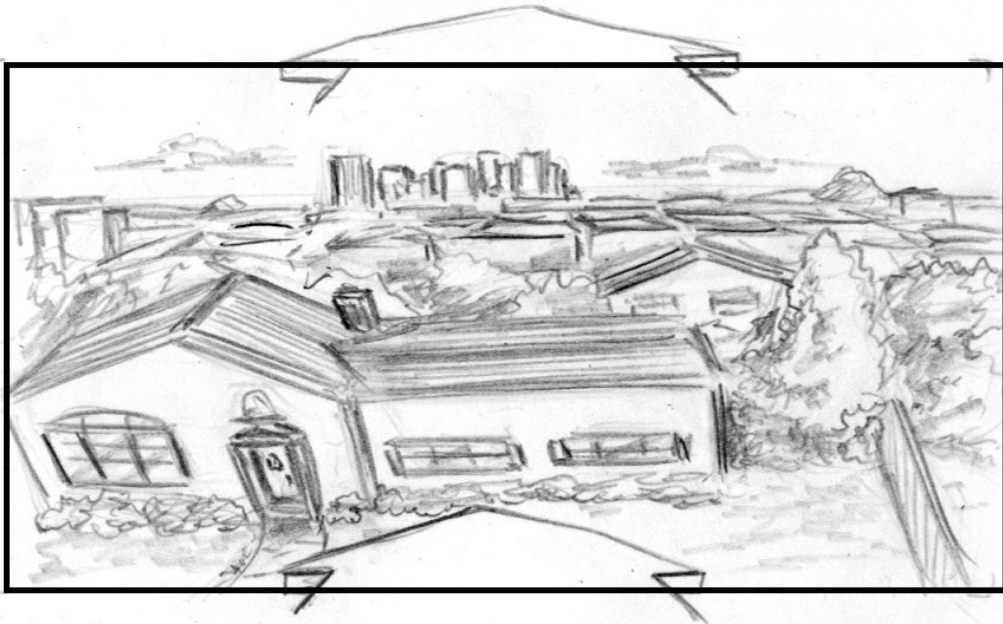
VFX?

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☐ No

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Notes:

Helicopter flies out over the city, to the ocean.

For now, this IS NOT a VFX shot.

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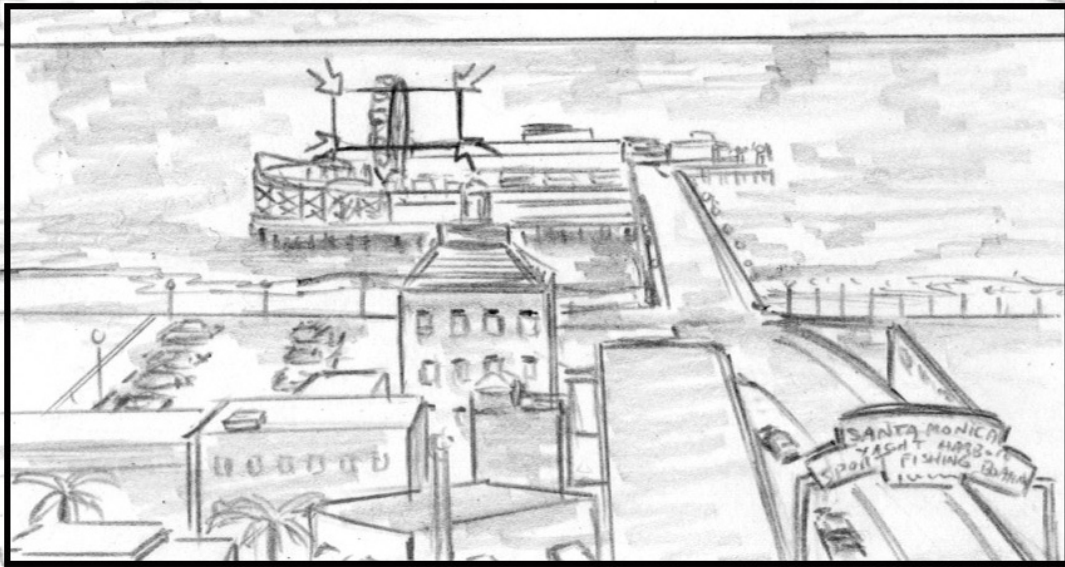
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VFX?

☐ Yes

☐ No

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Notes:

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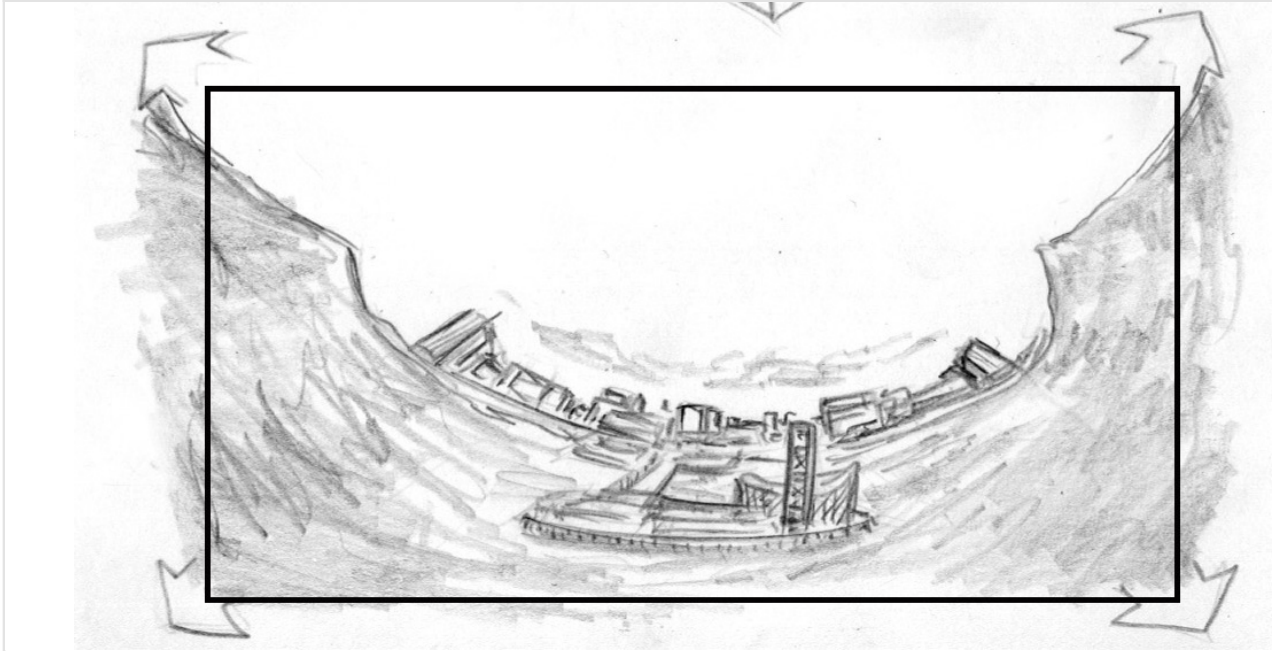
VFX?

☒ Yes

☐ No

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334.1



Notes:

As we fly out over the ocean, the edges of the frame curl back, eventually becoming a tube.

The only VFX is curling the shot.

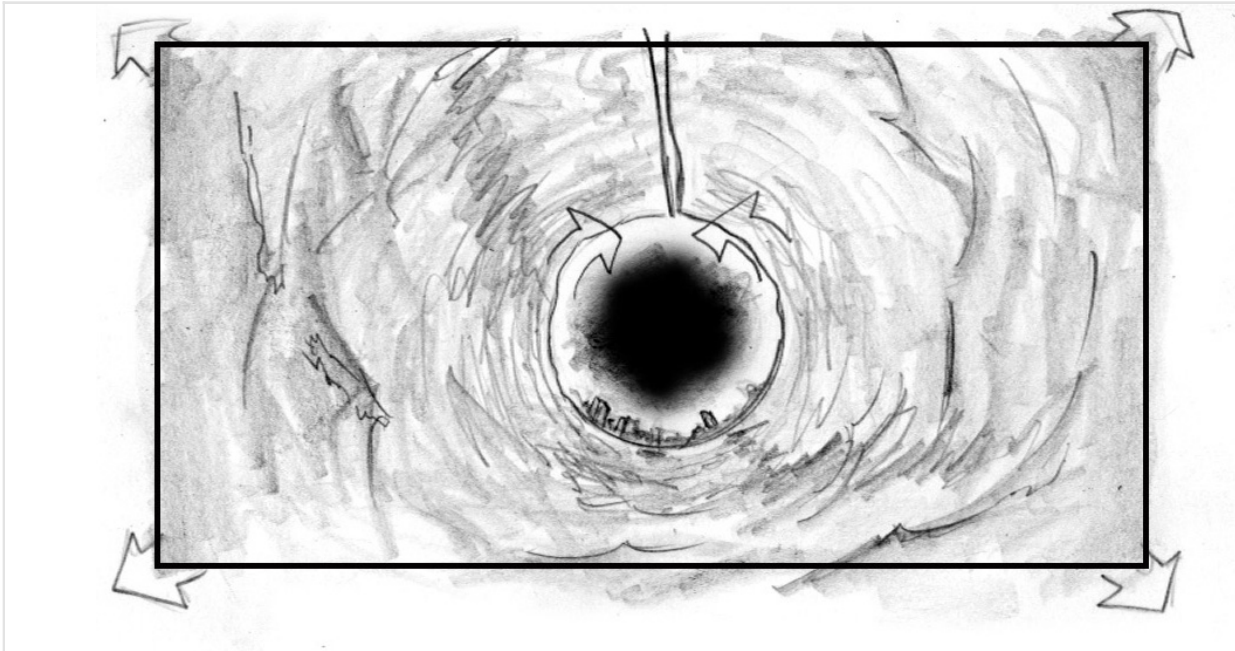
This should be fairly straightforward warping, creating a fish-eye quality.

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334.1

VFX?

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Notes:

Curling-over becomes a tube.

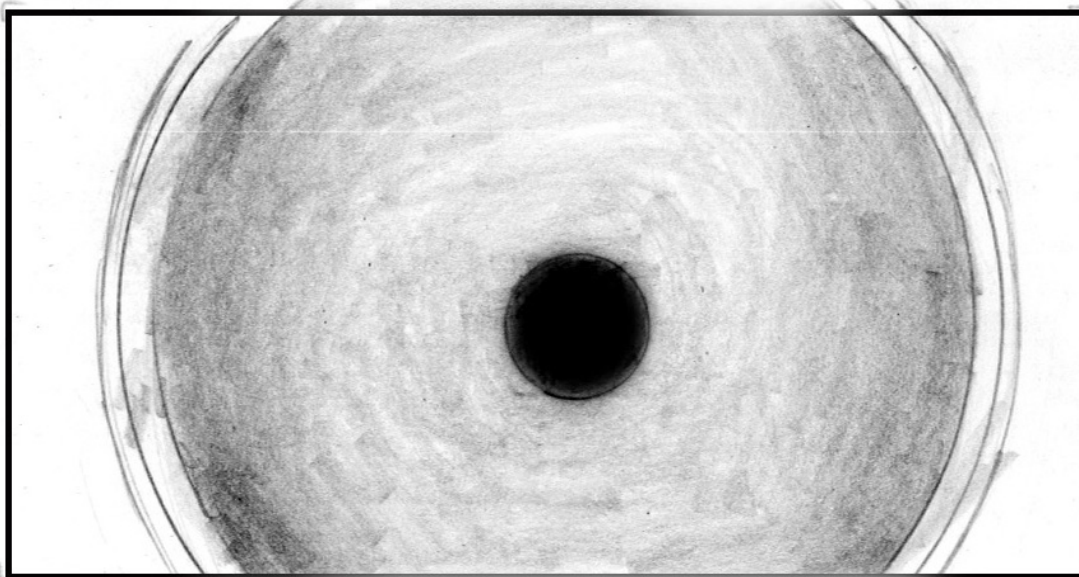
We match this to the inside of a wholly CGI tube...

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334.1

VFX?

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Notes:

Wholly CG racing along inside a cylinder, approximating the ocean color inside the tube.

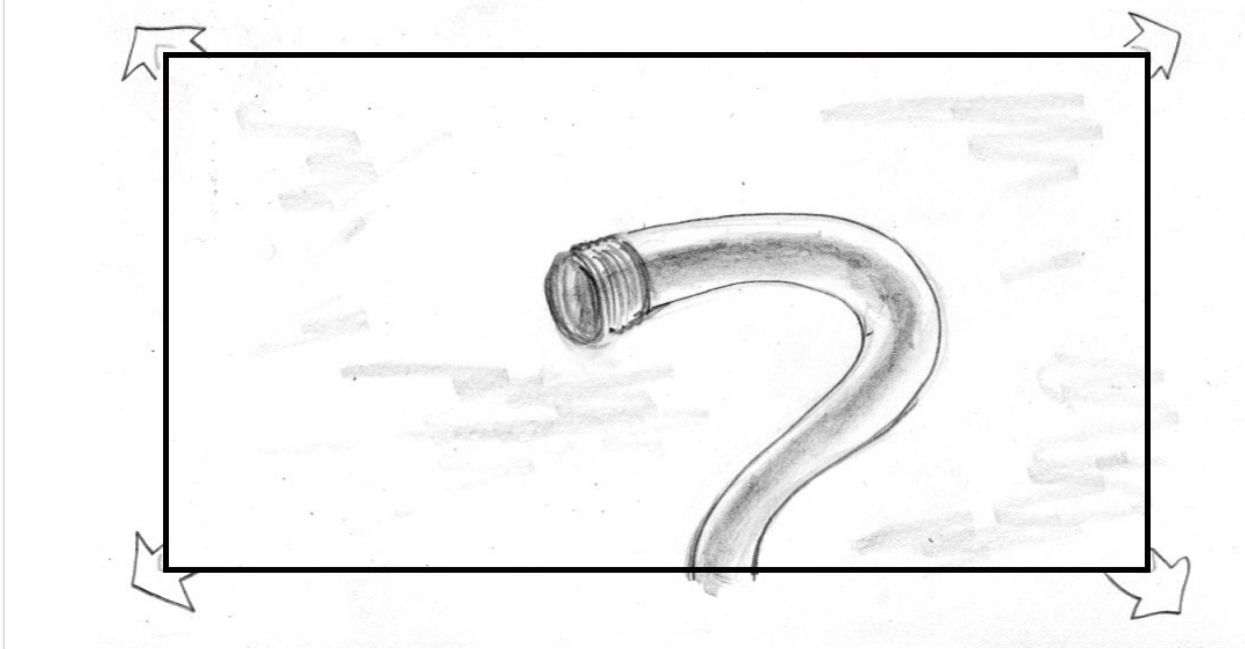
Two seconds.

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334.2



Notes:

We emerge out the end of this flexible CG tube. Call it a hose, but it's really just the "string" of this reality we were in. The tube curls away off the right side of the screen.

The background is dark gray fog. Think outer space, but with some density to it.

Probably five seconds.

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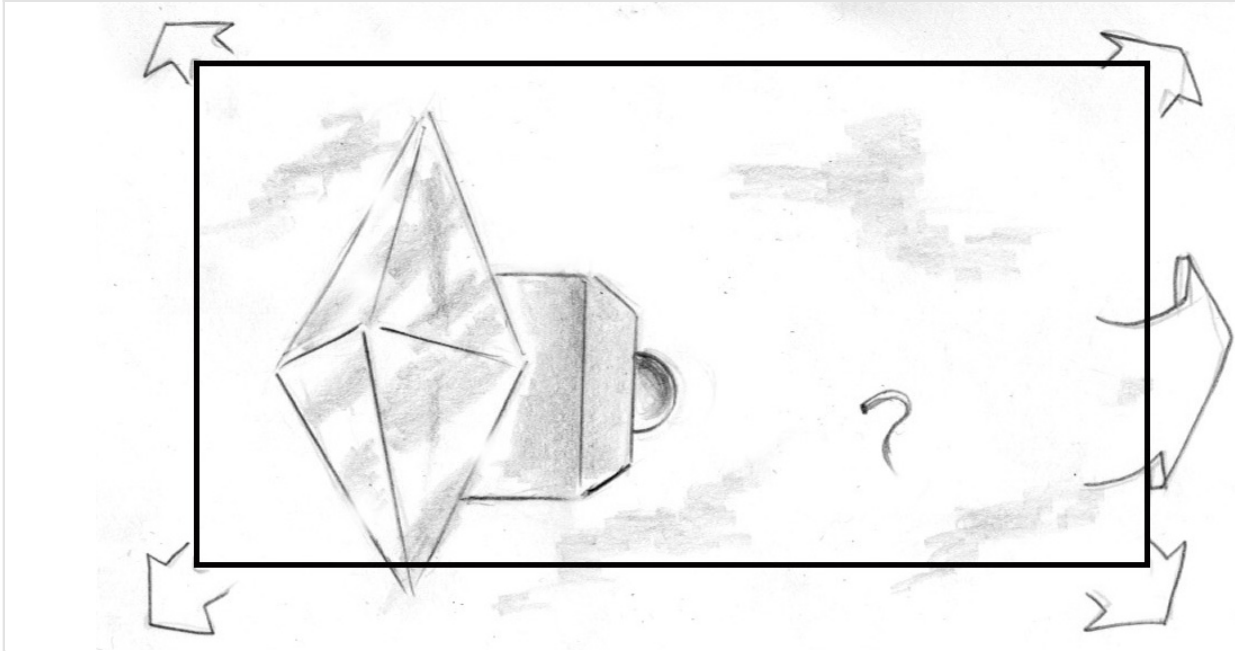
VFX?

☒ Yes

☐ No

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334.2



Notes:

Virtual camera reveals three solid shapes, lit from within. Each object is a different color. They cast some glow into the surrounding ether, but not onto each other.

In the background, we see the edge of the tube we emerged from.

Virtual camera swings counter-clockwise to reveal...

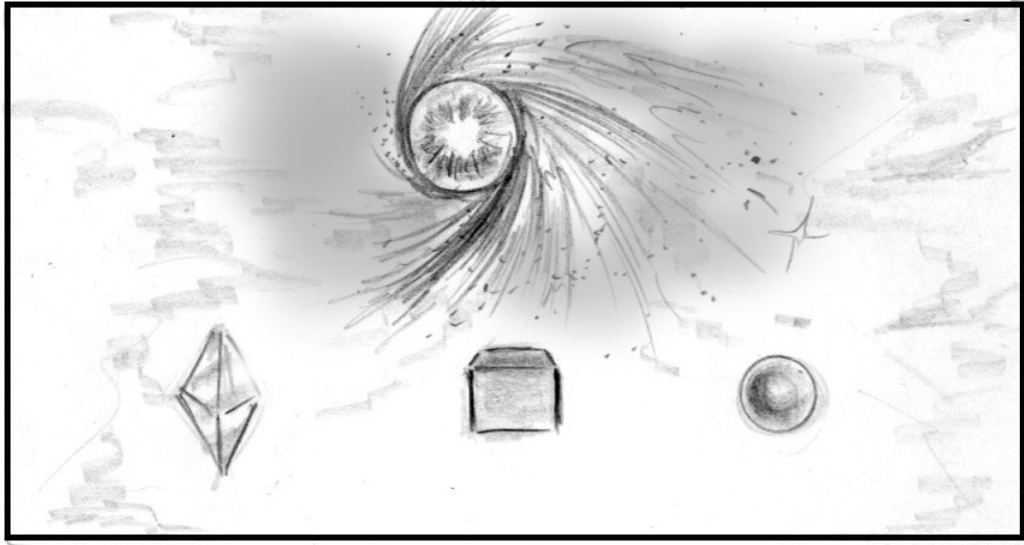
This portion of the shot is probably four seconds.

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334.2



Notes:

This is like a spiral galaxy (or a not-so-black-hole) in the distance. It's meant to look like a 9, in that lower spoke is stronger.

It's made up of lights -- each of them individual glowing solid shapes like we've seen. So, think of it as being a particle effect, with a vortex pulling them to the center.

The three solid shapes in the foreground will move (by their own volition) towards the spiral. We as the virtual camera will follow, eventually flaring out in white light.

Probably six seconds max.