

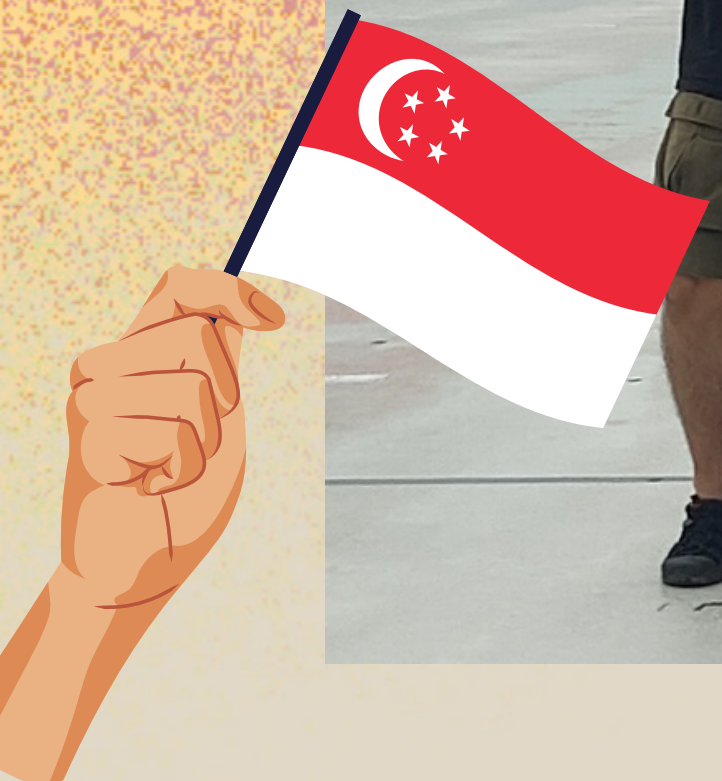
# ***NDP***

# ***CAPSTONE***



Hussein Haiqal Bin Riduan  
Tan Yan Hui  
Yasmin Binte Razak  
Rachelle Lau Yi Xuan  
Wang Haotian  
Niki Nuruldelyla

Capstone Supervisor : Francois Antoine Saverias





**10:30am**

Report and start work!



**3pm**

Tea-break from pantry



**7pm**

Home!



**12pm**

Lunch time!



**5:30pm**

Dinner



# GROUP CONTRIBUTIONS

Create assets using  
Photoshop & Illustrator

Use After Effects to  
create assets, Motion  
Graphics, FXs

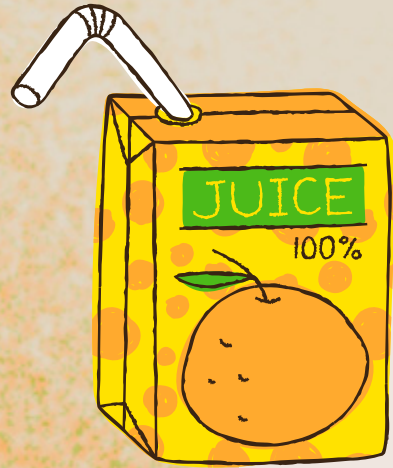
Use Blender and Maya to  
create 3D assets for AR  
filter

Learning new  
softwares

Working under  
pressure

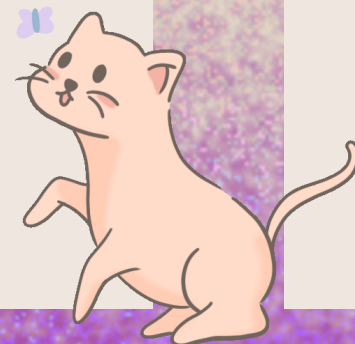
Industry  
Insights

# INDIVIDUAL CONTRIBUTIONS

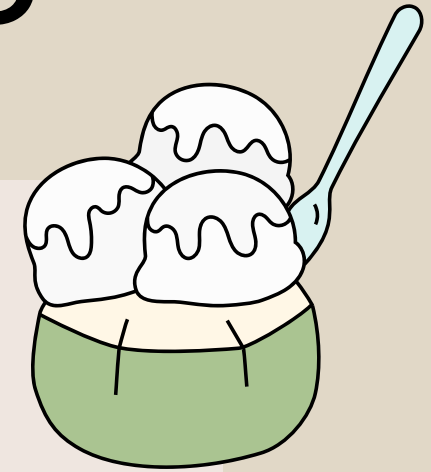


Haotian :\_)

- **Particle Overlay** for singers
- **Karaoke Lyrics**
- **Media Launch** Act 4 Visuals
- **Photoshop masking** for parallax
  
- **3D NDP logo** for AR
- **3D Multicultural boats** for AR
- **3D Fireworks** for AR
- **3D Singapore Flyer** for AR
- **Photo Frame** for AR



Niki =^.^=

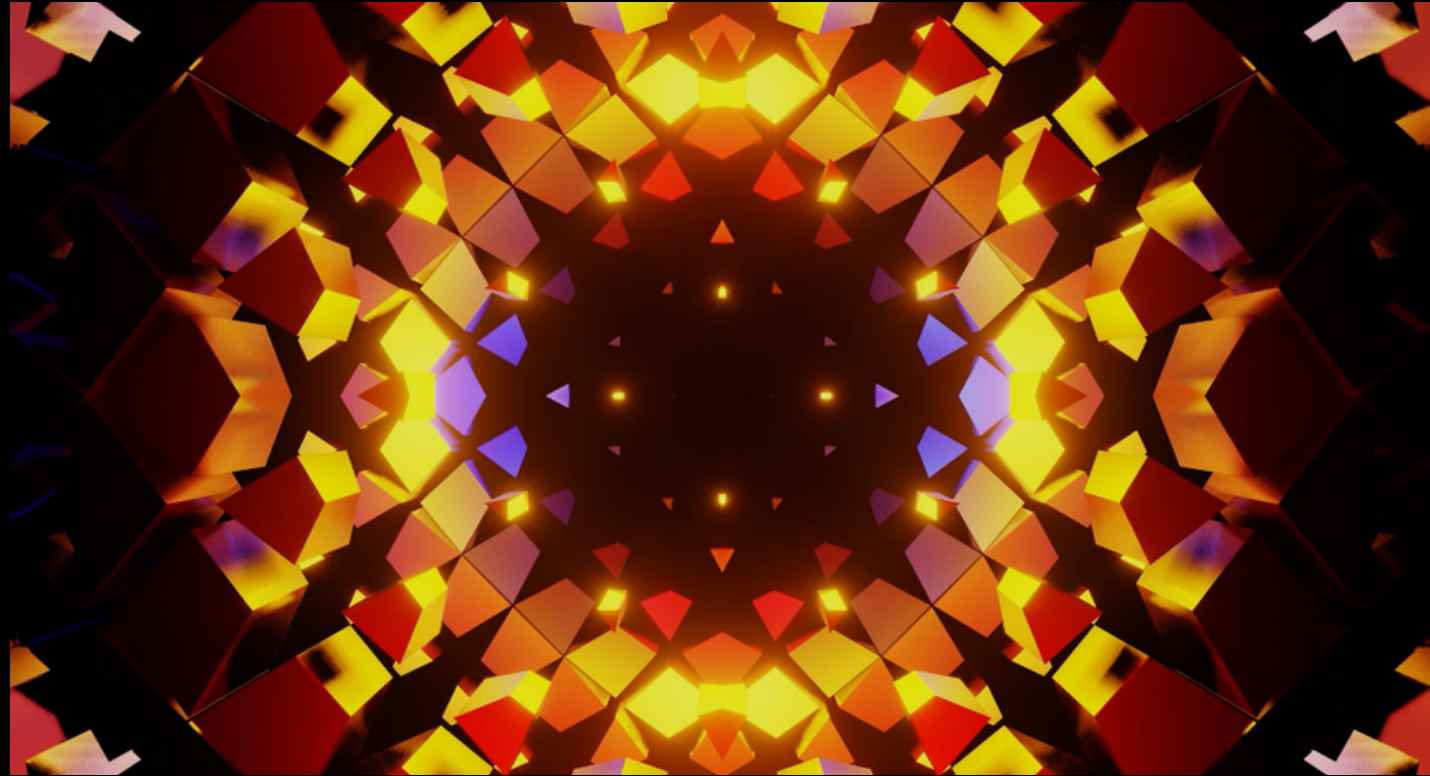



- **Particle Overlay** for singers
- MediaLaunch **Draft Visuals**
- **MediaLaunch** Act 3 Visuals
- **Photoshop masking** for parallax
  
- **3D NDP Stadium** for AR
- **3D Marina Bay Sands** for AR
- **3D Esplanade** for AR
- **Photo Frame** for AR

# PARTICLE OVERLAYS



# MEDIA LAUNCH



 et Mahathir to discuss Malay Proclamation: Report \ Dutch court rules former sultan's heirs

ACT 3

ACT 4

# INDIVIDUAL CONTRIBUTIONS



Yasmin 📷( ` ▾ ´ )📷

- **KissCamera Overlay Animation** for pre-show segment
- **Gradient Animation** for chapter titles
- **Photoshop masking** for parallax
  
- **3D Coconut and Foliage Assets** using Blender
- **3D AR Photo Frame** using Illustrator

Haiqal ( 📷' - ' )📷

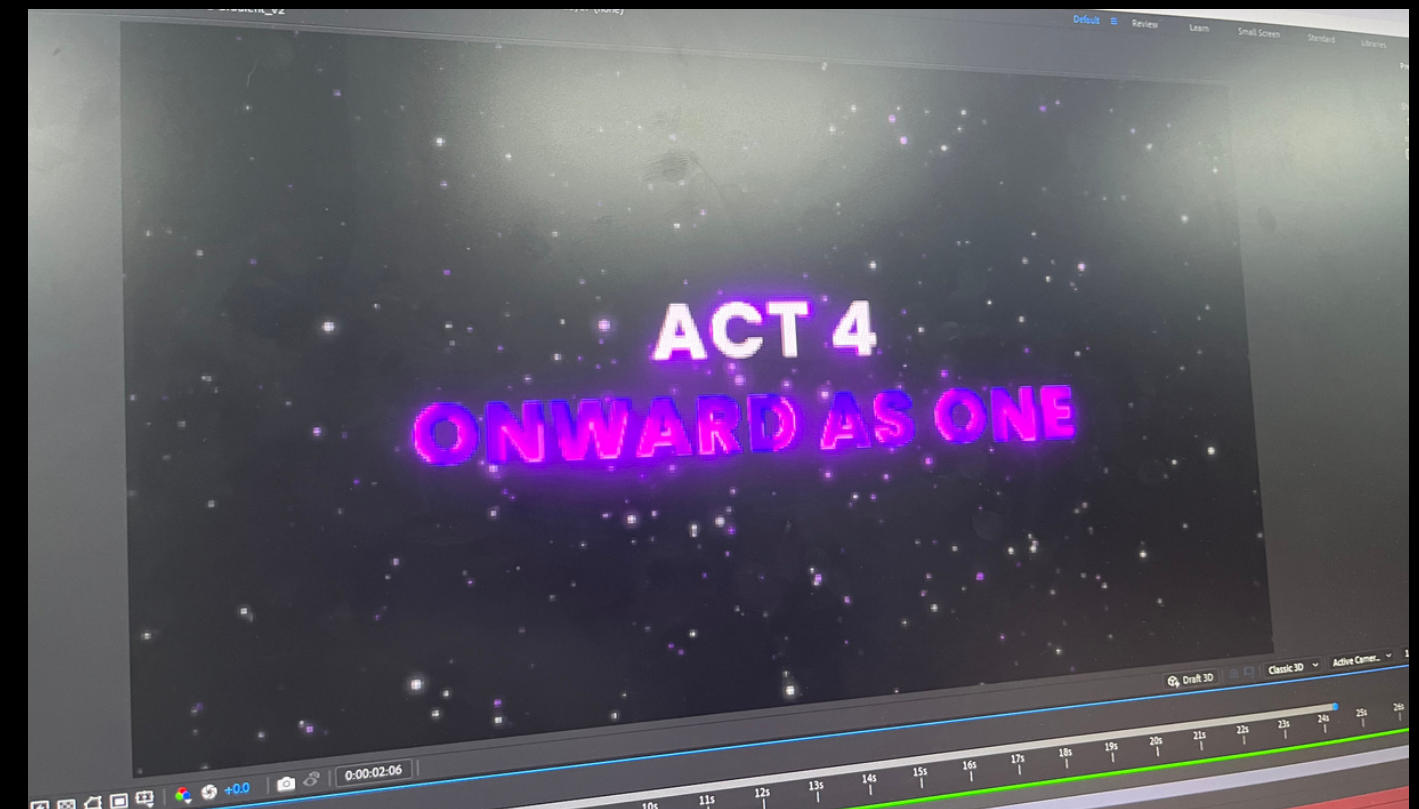


- **Chapter Titles** for Acts
- **Military Tattoo** (Marching Band)
- **Photoshop masking** for AR
- Creating the **end graphics** for FSV's appreciation video
  
- **Photo frame** for AR
- **3D plant asset**

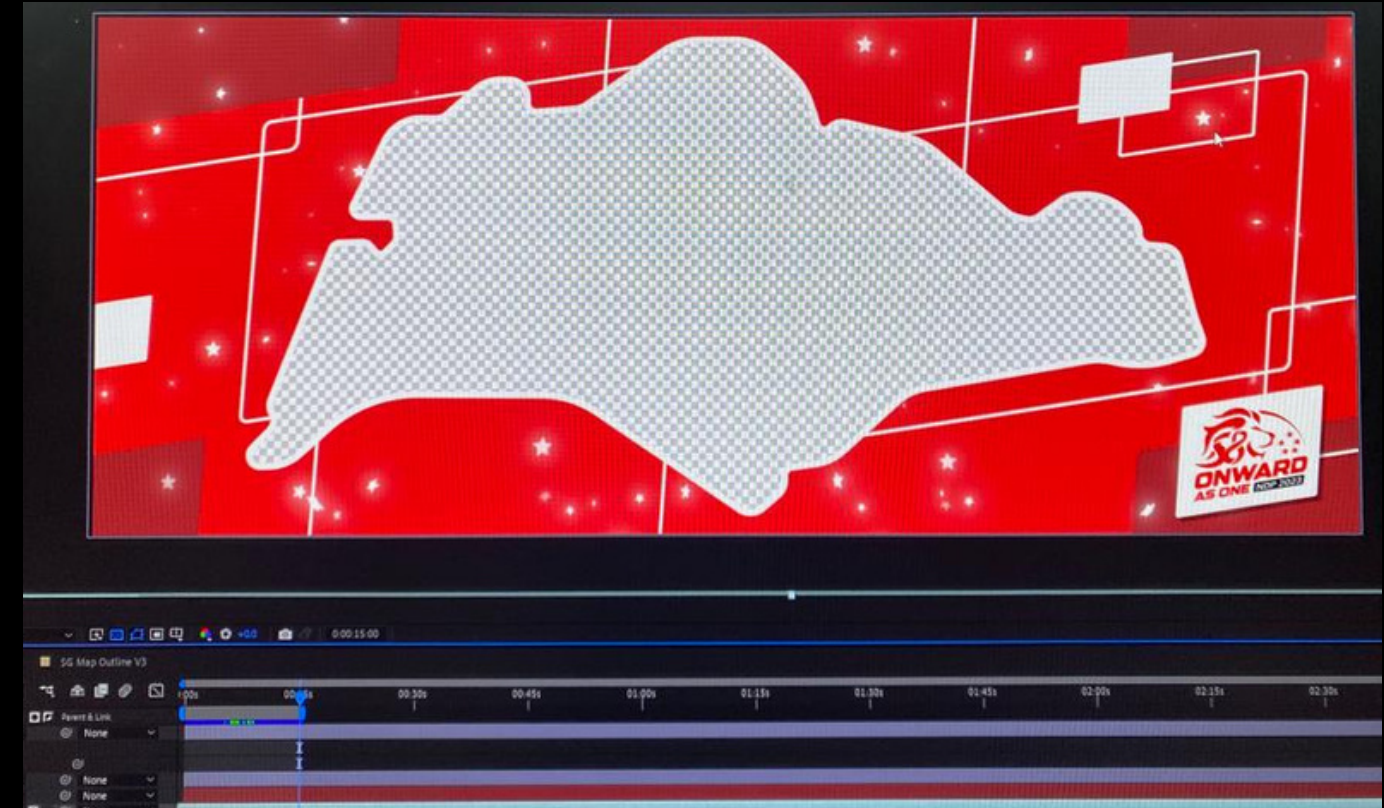
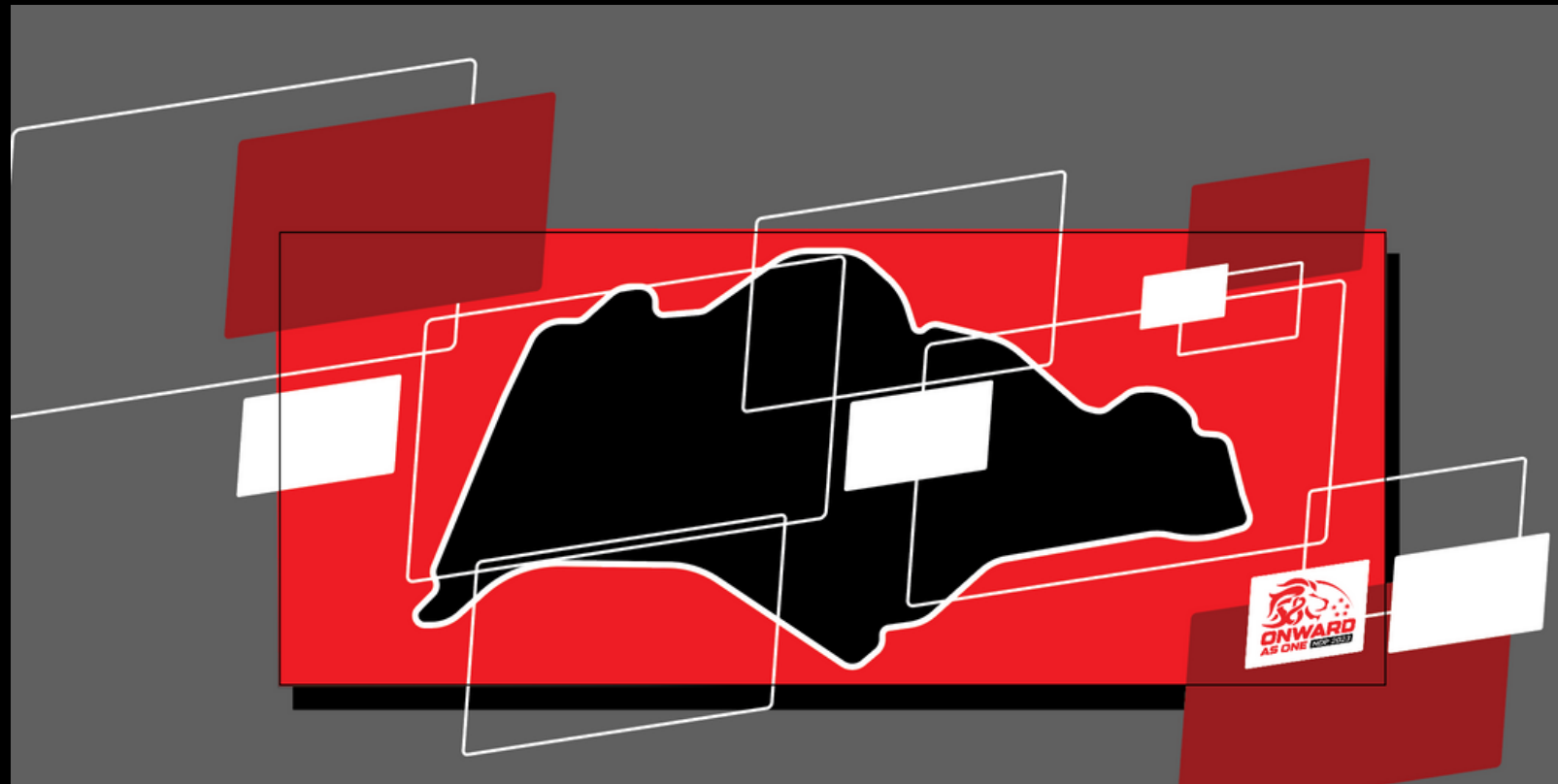




# CHAPTER TITLE



# KISS CAMERA



# INDIVIDUAL CONTRIBUTIONS



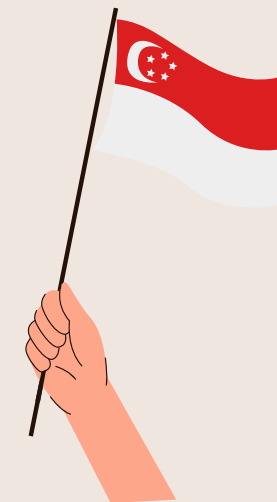
Yan Hui :3

- **Illustration** for the games segment
- **Games logo** design and animation
- **Photoshop masking** for parallax
- **Social media handle titles**
- **Media Launch** Act 4 visuals
- Vetting/correcting Chinese subtitles for editors
  
- **Texture** for the AR boats
- **Marketing materials** for AR (copywriting & designs)
- **Photo Frames** for AR



Racheille ( ~ 3 ~ )

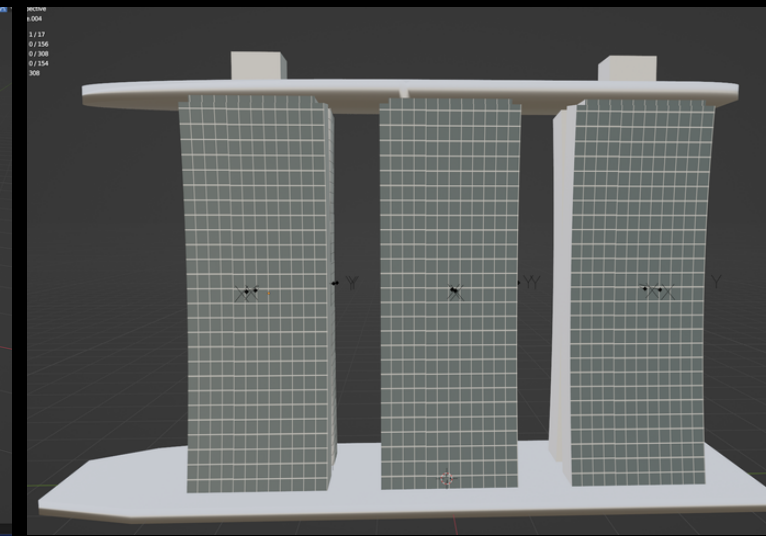
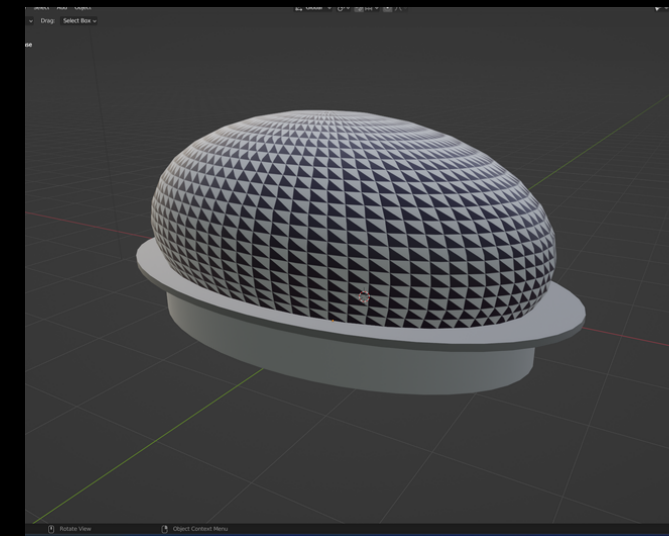
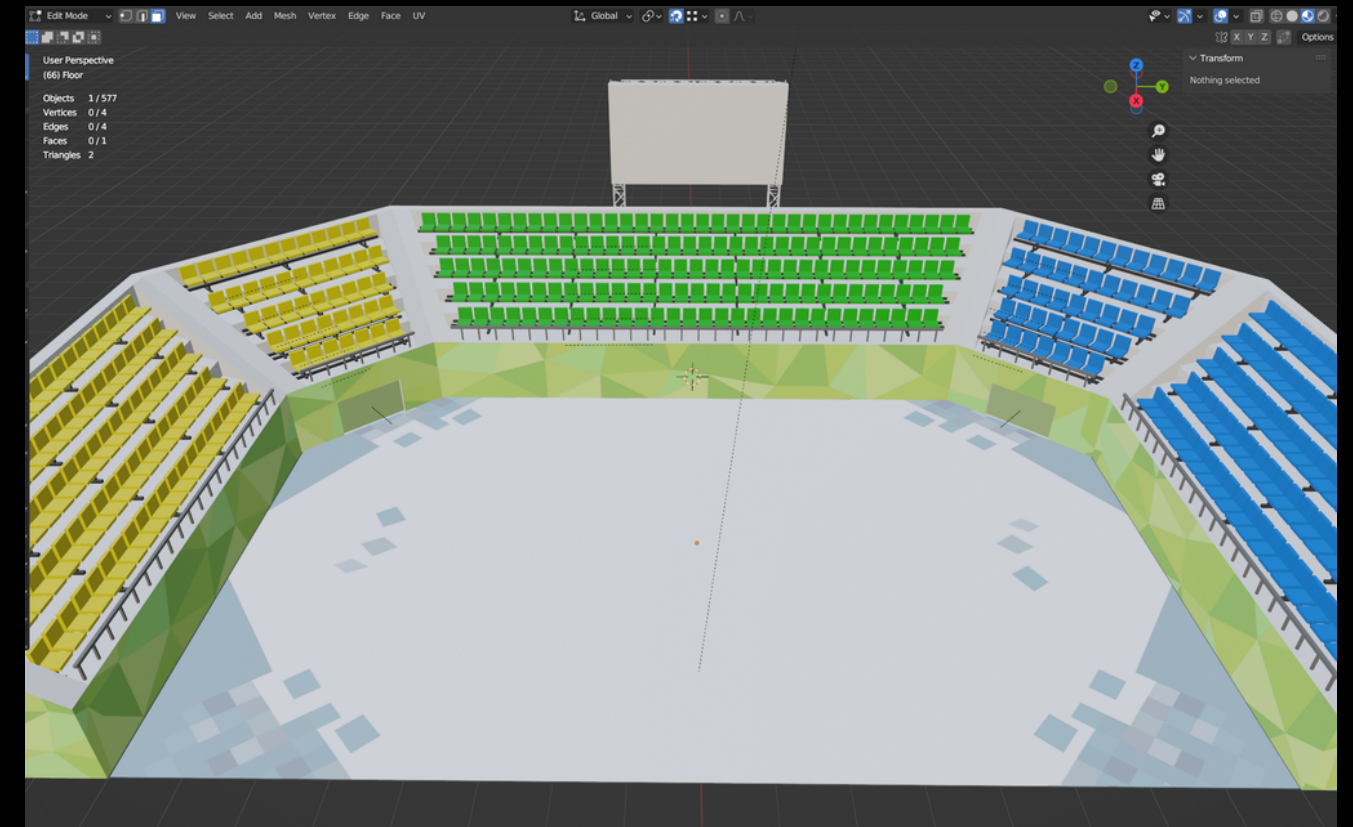
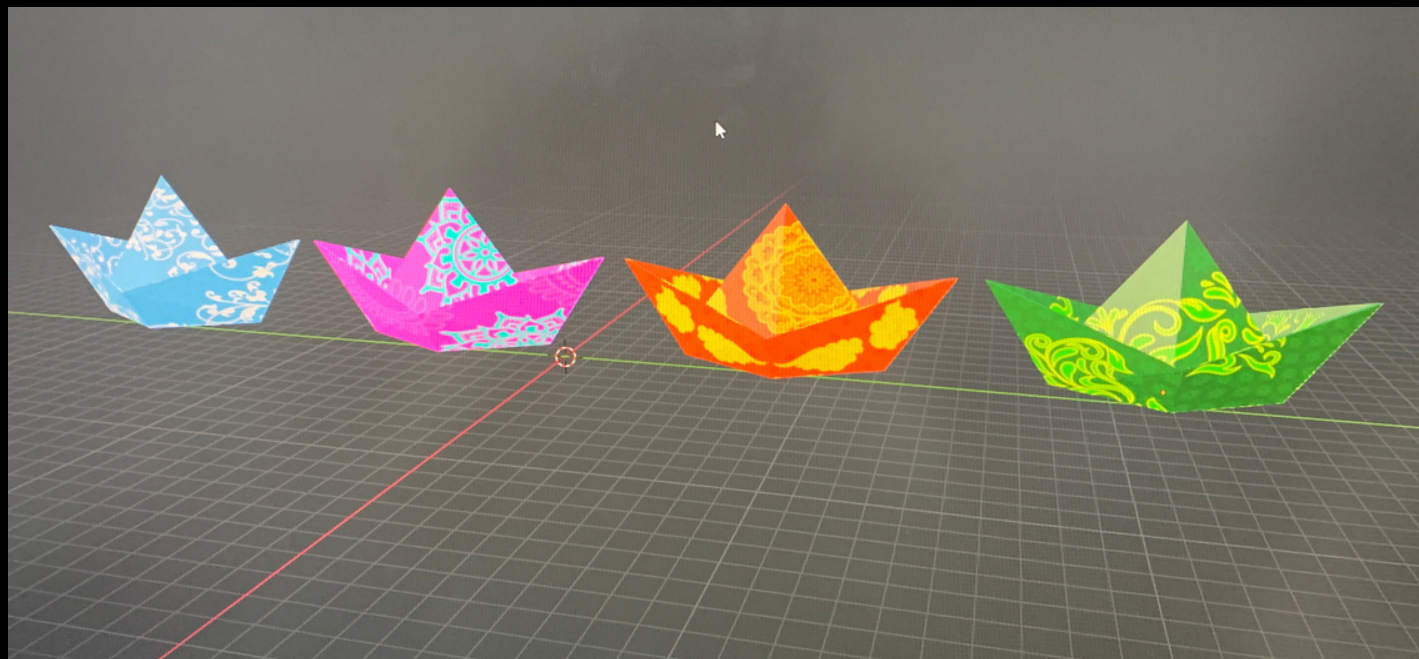
- **Illustrations & Animations** for games segment
- **Games logo** design
- **Media Launch** Act 4 Visuals
  
- **Texture** for AR boats
- **Photo Frames** for AR
- **Foliage** for AR



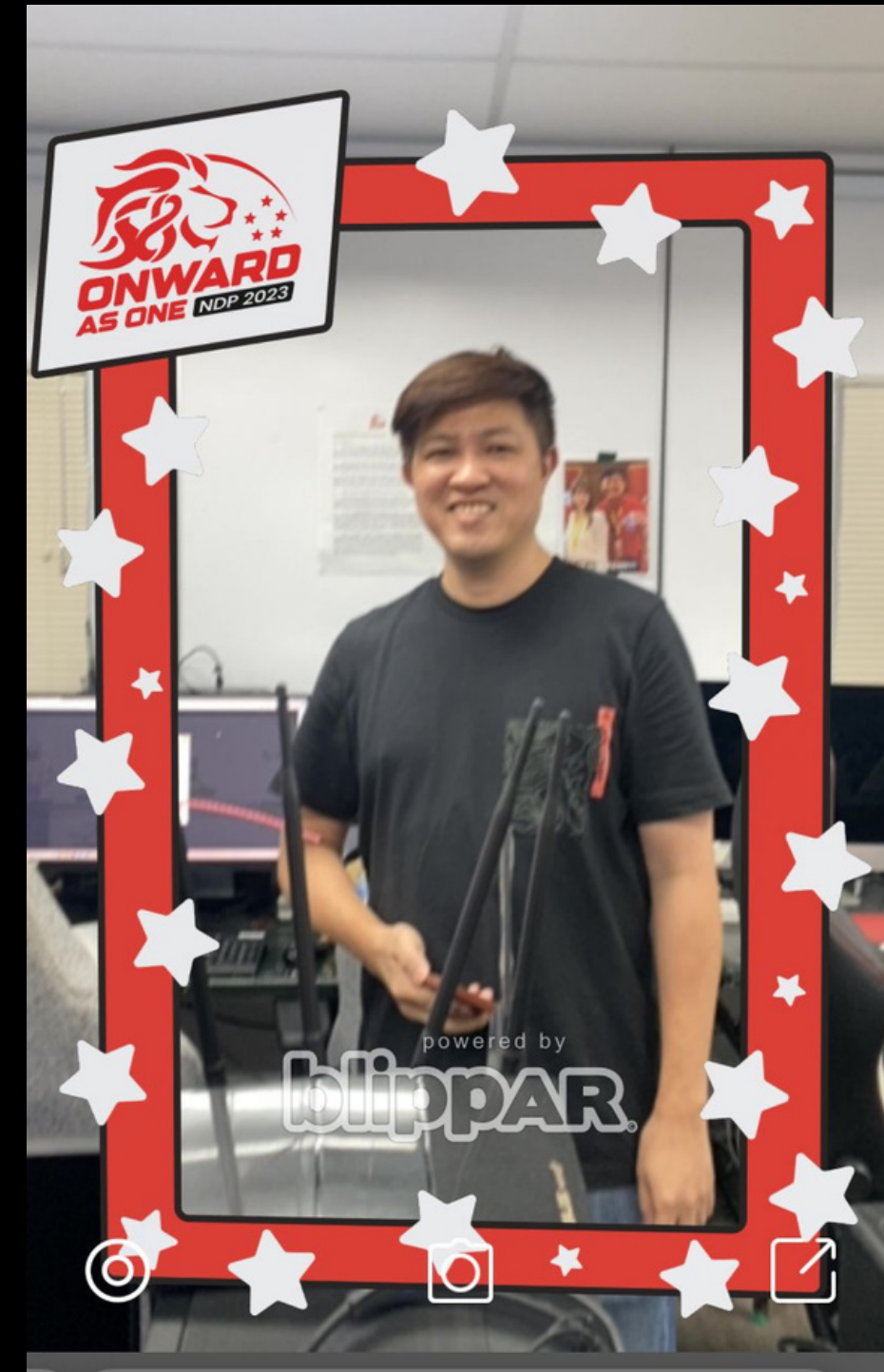
# GAMES SECTION



# AR DESIGNS



# AR FILTER



# CHALLENGES FACED



Using new and unfamiliar softwares



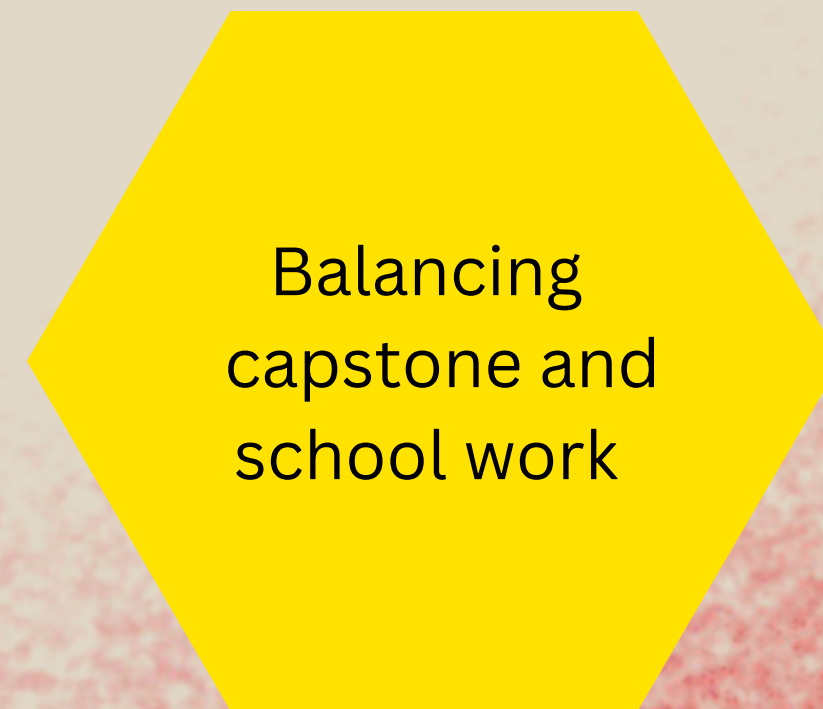
Aligning with the director's vision



Work being scrapped



Tight schedule



Balancing capstone and school work

# HOW WE RESOLVED IT

- Stepping out of our comfort zone and giving it a try
- 
- 
- 
- 

Having to balance NDP capstone and school work

Created work kept for our portfolio

Good time management

Constant consults with supervisors, asking around for assistance



***THANK  
YOU.***