# **Divers liens utiles**

Google Docs des différents projets réalisés sur la plateforme Amigo :

<https://docs.google.com/document/d/1cUsN2TK9Mgir3XpIWILtnybZ8FauHJrP5bpsGLRPL2s/edit#heading=h.nqoc8fnkdd0v>

<https://docs.google.com/document/d/18rhsCfY9adlCsq2yuMVWdT8AsCmh7Lc5wzlLuKdunr8/edit>

<https://docs.google.com/document/d/1fkJ_lXADuY3MqhtOZVAdaZUZdSmAv2uL3i96tqdtYKU/edit>

Généralités sur la Motion Capture

<https://fr.wikipedia.org/wiki/Capture_de_mouvement>

<https://en.wikipedia.org/wiki/Motion_capture>

<http://www.kevinrignault.fr/mocap/>

Formats utilisés en Motion Capture

<https://en.wikipedia.org/wiki/List_of_motion_and_gesture_file_formats>

<http://cao.etudes.ecp.fr/?page=formats.htm#PROBLEME>

Visualisation (2D & 3D)

<https://github.com/romsson/mixit16-simple-dataviz-datascience/blob/master/simple-dataviz-datascience.ipynb>

Plot.ly

<https://plot.ly/python/ribbon-plots/>

<https://plot.ly/python/streaming-tutorial/>

D3

<https://d3js.org/>

<https://github.com/d3/d3/wiki/Gallery>

<https://github.com/omimo/d3-mocap-demo>

Blender

<https://www.blender.org/support/tutorials/>

<http://www.creativebloq.com/3d-tips/blender-tutorials-1232739>