

QUANTUM STAGE – STUDIO SERIES

MOTION MATCHING

Free high-end motion capture data sample

OVERVIEW

This is a free sample of the motion matching collection. It contains one walk dance card animation take that has been prepared for use within Unity.

The introduction video for the main collection provides a solid overview over:
<https://youtu.be/gAHAkrmdyBQ>

USAGE INSTRUCTIONS

All animation data in this sample is already prepared for the Unity 6 Armature skeleton rig as a humanoid animation type.

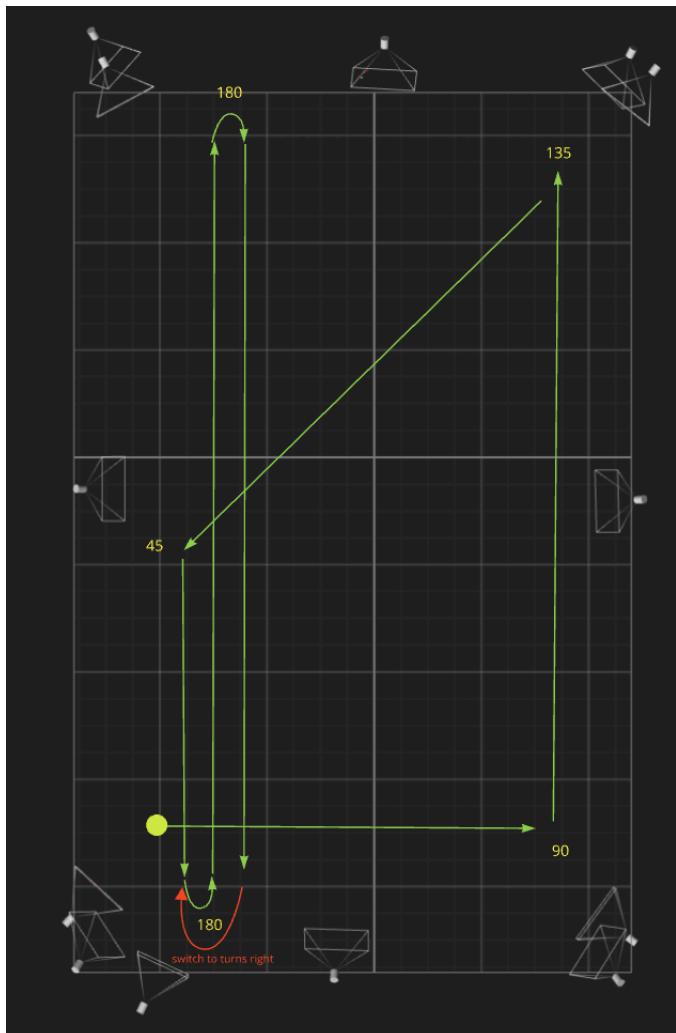
MOTION MATCHING

Shot with motion matching systems in mind the production covers various movement patterns for use within those systems. The sample take is also what is typically the source data to generate your own walk and turn animations.

While there are many methods for capturing motion matching data, for this production we mostly followed the description outline here

[MxM & Motion Symphony: Guide for Animation Authoring](#) and Kristjan Zadziuks GDC Talk here:

[GDC 2016 – Motion Matching, The Future of Games Animation... Today](#)



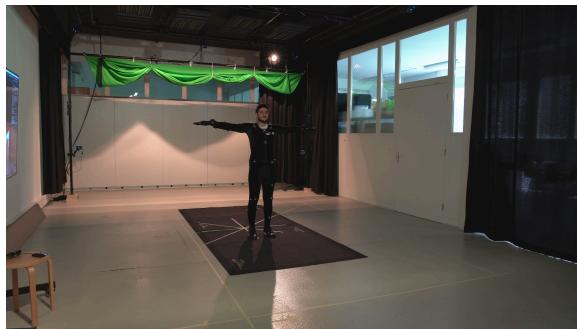
Here is a description of the dance card used in the included sample.

It covers all turns in 45 degree angles both left and right (45, 90, 135, 180).

VIDEO REFERENCE

This sample comes with video reference, playblast rendering and quad view footage. These are typically used in animation post processing workflows. Reach out to us on hello@quantum-stage.com because Unity doesn't allow the inclusion of video files in asset store packages.

The raw motion capture source data is also available on request.



Reference footage, shot in 4k @ 25fps using a Sony Alpha 7R III.



Quad view, combined and synced footage of animation with video data.

DISCLAIMER

These are raw motion capture animations, retargeted in a preview format. It can serve as a great basis for further refinement or training exercise.

LICENSE

See the Unity Asset Store license agreement.

CAPTURE & RELEASE INFO

Capture Dates: 3 shooting days in May 2022

Technology: Vicon optical marker based motion capture (12 cameras),
StretchSense glove

Publish Date: September 22th, 2025

Version: 1.0

CREDITS

Studio Venue: Quantum Stage

Mocap TD : Tobias Baumann

Actor: Ophir Raray

CONTACT

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