



Motion Capture

Vincent Achukwu

What is Motion Capture?

- In some fields, referred to as motion tracking
- In games and filmmaking, it is called matchmaking
- Basically “full-body makeup”
- Movements are captured and rendered onto digital character
- Video games, movies, shows, sports therapists, neuroscientist



Mocap Suits



Pros and Cons

Pros

- 01 Gives immediate real time results
- 02 Reduces overall cost of key frame based animation in entertainment industry
- 03 Ability to recreate complex and realistic movements and interactions

Cons


- 01 Requires special hardware and software programs
- 02 When problems occur, easier to reshoot
- 03 Hard to do certain movements

Marvel Loves This!

Marvel movies use lots of CGI!





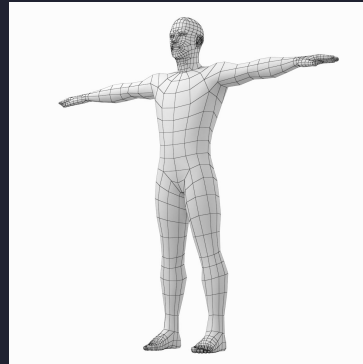
The background features a dark navy blue field. A large, light tan circle is centered on the slide. Within this circle are two smaller, concentric circles of a slightly darker shade of tan. Two teal-colored circles are positioned on the left and right sides of the central circle. In the top-left and bottom-right corners, there are curved, overlapping bands of orange and dark blue.

What is the
T-pose?

T-Pose

Default pose for 3D model prior to animation

Typically used as placeholders for animations not yet completed, particularly in 3D animated video games.



T-Pose

Let's not forget the memes...



Challenges of Mocap Technology



Accuracy

Minor facial movements can be difficult to capture



Size proportions

A digital character may be much larger than the body of actor



Need of editing

Almost all captured material needs editing

Do you have any questions?

