BOOK COVER TEMPLATE

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Introduction to Motion Capture (Rokoko)

My name is Matthew De La Nuez, a recent Digital Multimedia Design graduate who has been using the Rokoko motion/face capture technology in Blender and Unreal Engine. In this course material there will be guidance and tutorials on using the Rokoko suits as well as motion capture tools in general. Motion capture is a powerful technology that has been used by big studios for film, games, and more for over 2 decades. This technology has now started to become more affordable and compact for smaller studios and independent artists to use such as Rokoko motion capture suits. I will be covering suit setup, Blender tutorials/workflow, and Unreal Engine tutorials/workflow but this technology can be difficult to work with especially if you're not tech literate so be aware of this.

Hosting on Github Pages

- 1. Fork this repository
- 2. Create a branch called gh-pages
- 3. Enable Pages to deploy from gh-pages branch.
- 4. Make sure Actions have permission to run on this repo. gitbook_action.yml workflow will automatically publish a Gitbook on the gh-pages branch.

Updating a new book

Modify the following files:

- Configuration settings: book.json
- Table of contents: SUMMMARY.md
- cover.jpg, cover_small.jpg (cover.jpg is published as the cover image in the PDF export generated by .github/workflows/gitbook_action.yml)
- LICENSE.md

Installing gitbook cli

Requirements: NodeJS v4 and above

npm install -g gitbook-cli

Local development

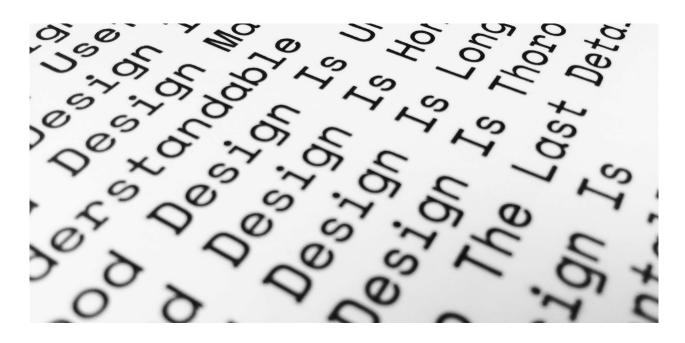
Install local development dependencies: bundle install

Install gitbook plugins: gitbook install

Build the static website using: gitbook build

Build and serve on localhost: gitbook serve

Note: PDF and eBook files generate via github action, and not the Gitbook generator, therefore, PDF files will be unavailable in local development.



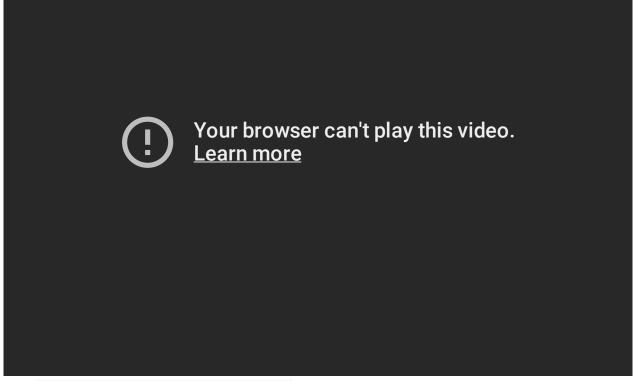
Chapter 1

How to do local development

Development directions

Video plugin shortcodes

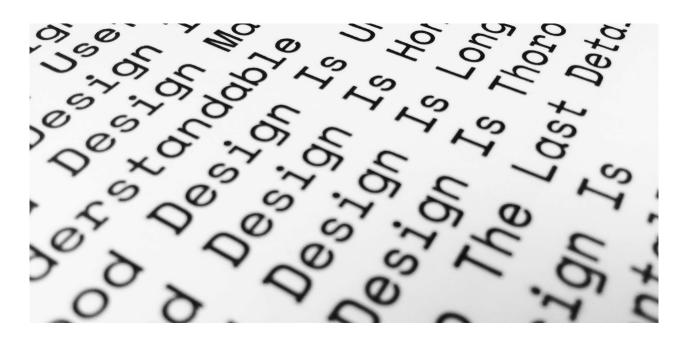
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links

Internal link 2: Chapter 2



Chapter 2

Internal link: Let's go to Chapter 1