Problem statement

The aim of the project is to animate a 3D character (human/monster) from the movement data that can be captured by Vicon system. This 3D character, assigned with appropriate joints and their positions in a model, is loaded into a program (in this case it is C++ program using OpenGL). From the Vicon system we get data that responds to the joint angle rotation. It is achievable by defining joint positions in Vicon system before starting capturing movements. While animating character in our program, to avoid some artifacts on our model, such as candy-wrapper effect, we use extended linear blend skinning technique.