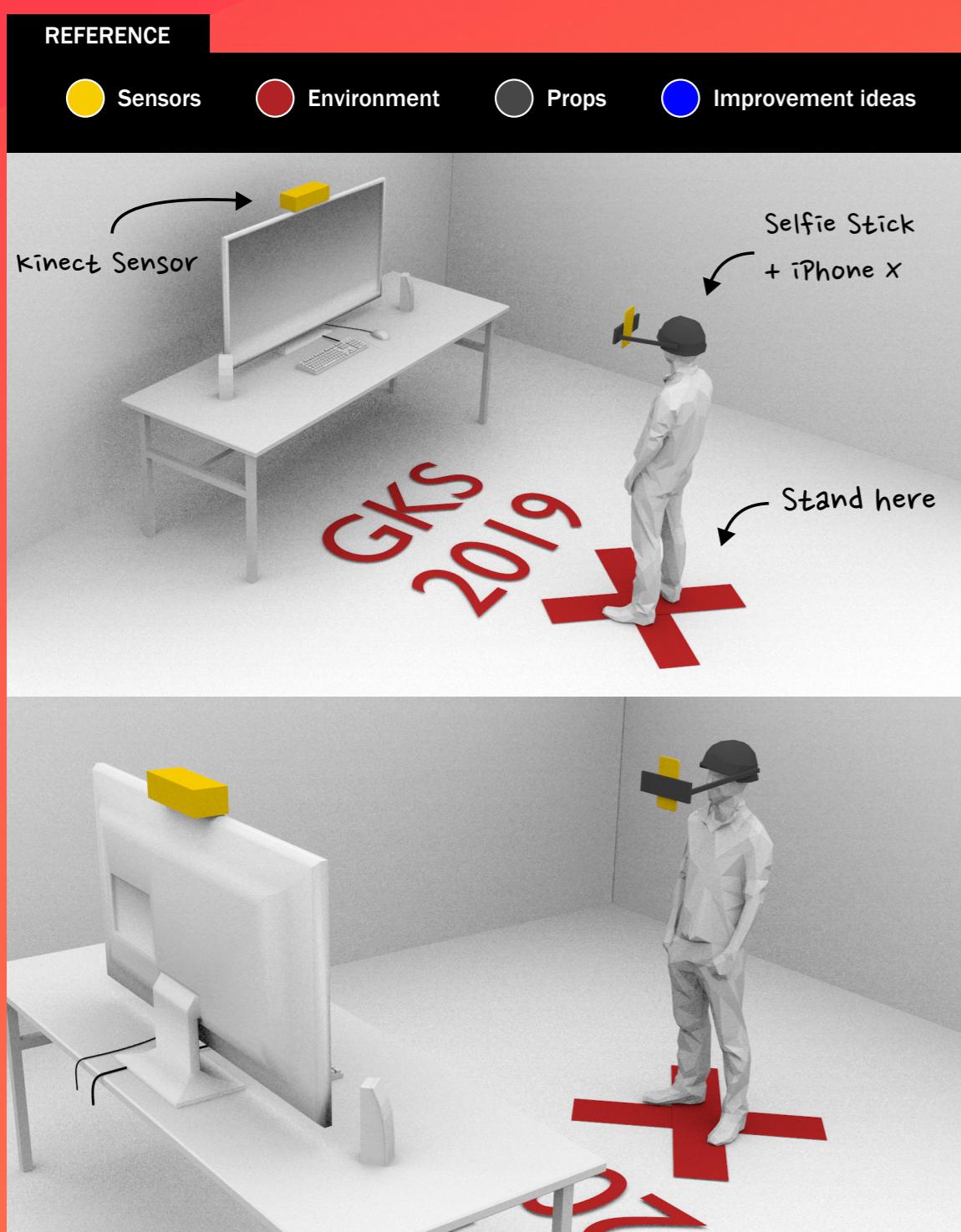


LOW COST MARKERLESS MOTION CAPTURE SYSTEM FOR 3D ANIMATION AND INTERACTIVE MEDIA PRODUCTION

Marcos Joel Gimenez Almada • Valeria Aliaga Taborga • Luis Pedro Ovalle Arrecis • Diana Solis Perez

⚙️ SETUP

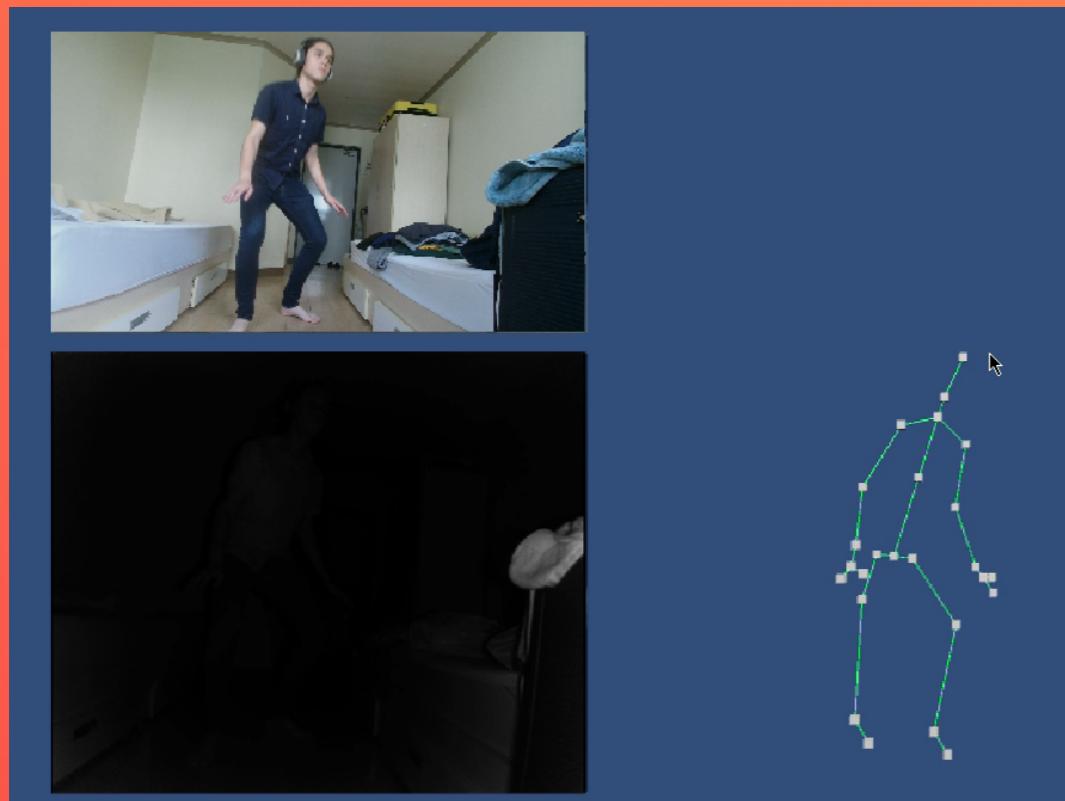


unity KINECT FOR DEVELOPERS

Initial setup requires a computer, Kinect Sensor, iPhone X and about 3 to 7 meters of free space.

This project uses Unity for graphics, as well as Kinect and iOS libraries.

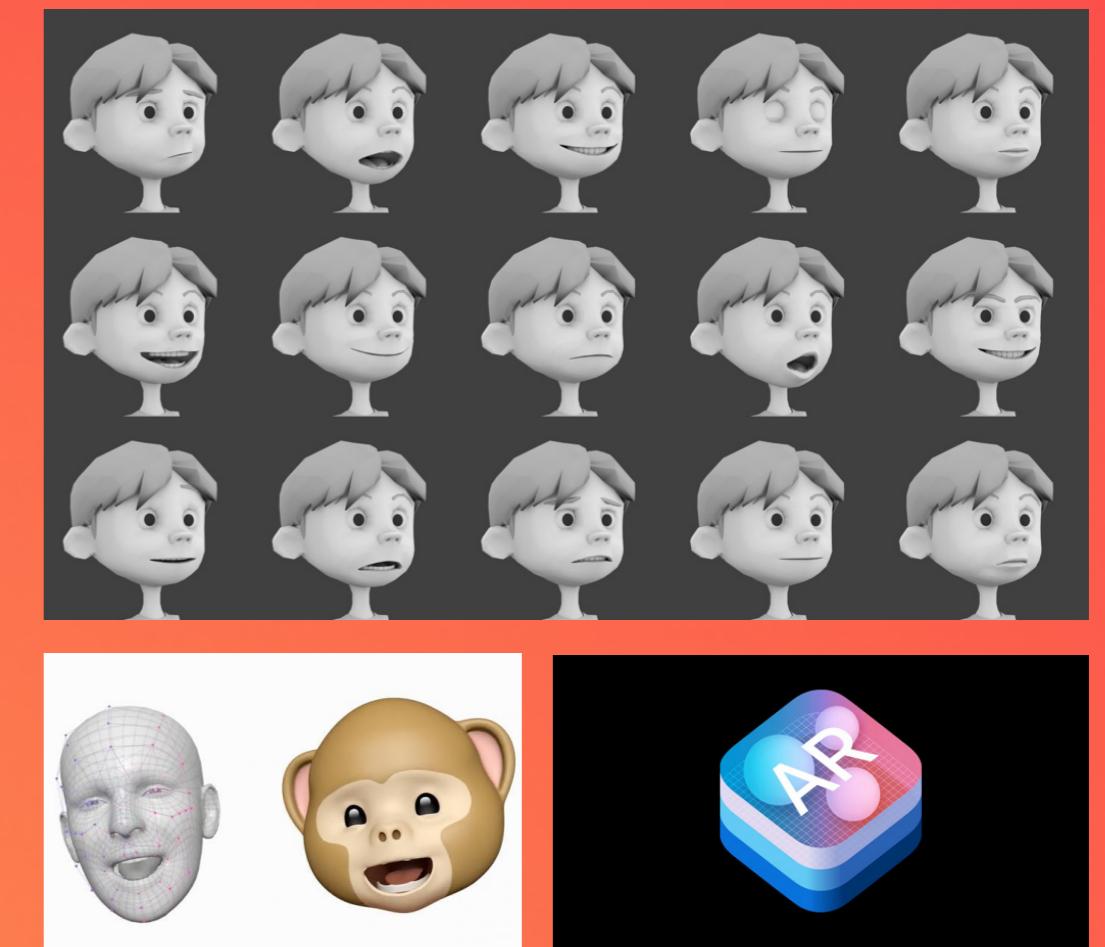
🏃 BODY MOTION



Using Kinect's depth sensor, it is relatively easy to extract joint positions from an actor's body, in order to generate a basic human shape that can be mapped into the rig of a 3d avatar, following the actor's movement.

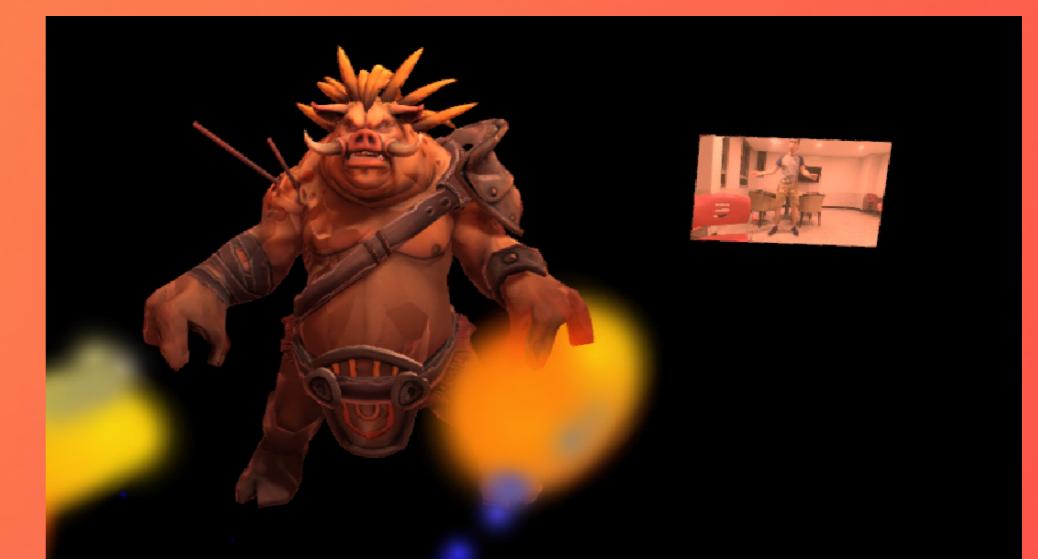


.Face MOTION



ARKit provides a way for developers to extract data from the iPhone X's camera, such as blinking or lips movement, which can be mapped to a character to provide facial animations similar to "Animoji".

💻 FINAL RESULTS



Altough results don't quite reach professional-level animations, the system makes motion capture available for more people, producing good results that can be edited and improved.