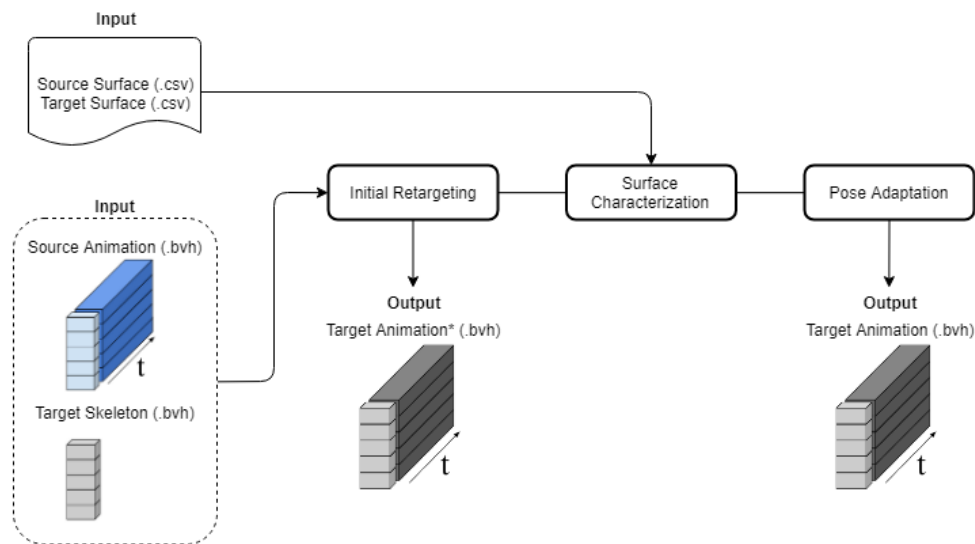# teste

June 18, 2019

1 Abstract

Motion Capture is used to record the movements of a real actor and animate virtual characters. It generates intrinsically realistic animations, since it tracks the motion of a real person. But the process to transfer the motion to a character is not straigthforward since the actor and the character may have distinct body proportions and distinct skeleton topology. The present work focus on retargeting the motion from Motion Capture to a 3D character while preserving the spatial relationship betweeen extremity joints, the hands and the feet, and the body surface. This process retain the semantic information information of movements in which the hands and the feet interact with the surface of the body, as holding the hands in front of the eyes or mouth. The Motion Retargeting process described computes new positions of the extremity joints regarding surface components of the body and adapts the pose of the virtual character in the posistions computed using Inverse Kinematics. The motion can be transfered to topologically different skeletons. The results shows that the resulting motion is being adapted accordingly to the body surface and it is as smooth as the original motion capture data.

2 Workflow

Workflow

[ ]:

References