

## **BLENDER MOTION CAPTURE**

**Firstly you need to open Blender as a super admin**

**Starting Blender with elevated permissions**

### **Windows**

**Right-click the blender application and choose: "Run as administrator"**

### **Mac**

**Start Blender as admin by using the terminal:**

**Navigate to Blender: `cd /Applications/Blender/Contents/MacOS`**

**Run Blender as admin: `sudo ./Blender`**

### **Linux**

**Start Blender as admin using the terminal:**

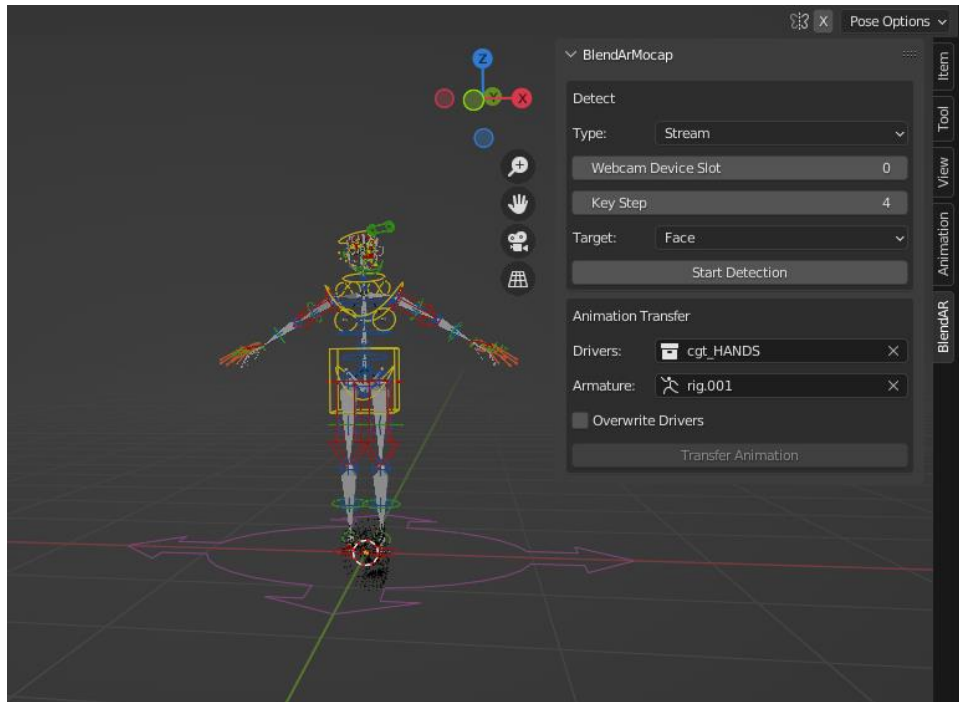
**Navigate to Blender: `cd /usr/bin`**

**Run Blender as admin: `sudo ./blender`**

**When running Blender as admin using sudo in the terminal, it's required to enter the admin password. Once the add-on packages are installed and your terminal has the permission to access your camera, you can start Blender with just `./Blender`.**

**Then follow these steps:**

- 1. Download the BlenderARMoCap plugin:**  
<https://drive.google.com/file/d/1kIYcKjo0DkvaJMTmwg3pItkQThoYMdXG/view?usp=sharing>
- 2. Open Blender and go to edit->preferences->add on-> install**
- 3. Locate the downloaded BlenderARMoCap zip file and add it.**
- 4. Select/check BlenderARMoCap and install dependencies**
- 5. Then close blender and restart it again as superadmin.**
- 6. Now you will see blender ar option as seen in the image below**



7. Select target pose you need and click start detection
8. Do it for as many pose you need and then go to preferences again and add Rigging module.
9. Then in your design area, add Armature->Human meta rig and in its properties, select the green color pose icon and click generate rig
10. Finally in the blender ar tool, select driver which contains recently recorded pose from your camera and select rig in armature and then click on transfer animation.
11. This will transfer your pose to the rig you created and will capture the motion as you record in your camera.

For more information and reference watch this youtube video: [BlendArMocap - AR Pose, Hand, Face Detection in Blender Beta Release](#)

