Motion Capture Test Log

3 February 2025

1. First Trial: Conducted initial motion capture test to Unreal Engine.

2. Issue Encountered: Unreal Engine crashed due to subdivided mesh being enabled. Resolved by disabling subdivided mesh.

3. Unreal Engine Reinstallation: Uninstalled and reinstalled Unreal Engine to relocate it to D: drive due to space constraints on C: drive.

4. Tediola Character Import: Imported Tediola character with motion, but encountered mesh deformation. Resolved by exporting character in bind pose (T-pose) and adjusting animated time.

4 February 2025

1. move.ai Testing: Tested reference video on move.ai and achieved satisfactory results.

2. FBX Export: Exported motion in FBX format.

3. Distorted Mesh Issue: Encountered distorted mesh when applying motion to character in CC. Resolved by downloading and applying CCRig profile.

5 February 2025

1. Bennu Mocap Test: Conducted mocap test for Bennu using move.ai

2. Results: Achieved good results, but requires cleanup.

3. Cascadeur Download: Downloaded Cascadeur for comparison with move.ai

6 February 2025

1. Cascadeur Testing: Tested Cascadeur, but found motion not as smooth as move.ai without cleanup.

2. Export Limitation: Unable to export motion without upgrading to Pro version.

3. Rigging Requirement: Noted requirement to re-rig CC character in Cascadeur for use.