Understanding Motion Capture for Computer Animation. Edition No. 2

Description:
Understanding Motion Capture for Computer Animation discusses the latest technology developments in digital design, film, games, medicine, sports, and security engineering. Motion capture records a live-motion event and translates it into a digital context. It is the technology that converts a live performance into a digital performance. In contrast, performance animation is the actual performance that brings life to the character, even without using technology. If motion capture is the collection of data that represents motion, performance animation is the character that a performer represents.

The book offers extensive information about motion capture. It includes state-of-the-art technology, methodology, and developments in the current motion-capture industry. In particular, the different ways to capture motions are discussed, including using cameras or electromagnetic fields in tracking a group of sensors.

This book will be useful for students taking a course about digital filming, as well as for anyone who is interested in this topic.

- Completely revised to include almost 40% new content with emphasis on RF and Facial Motion Capture Systems
- Companion site with source code, motion capture data translator, and example files help you write conversion and motion data manipulation programs
- Describes all the mathematical principles associated with motion capture and 3D character mechanics
- Helps you budget by explaining the costs associated with individualized motion capture projects

Contents:
1: Motion Capture Primer
1.1 Motion Capture and Performance Animation
1.2 History of Performance Animation in the Entertainment Field
1.3 Types of Motion Capture
1.4 Applications of Motion Capture
2: Motion Capture Case Studies and Controversy
2.1 Digital Humans and the Uncanny Valley
2.2 Relevant Motion Capture Accounts
3: The Motion Capture Session
3.1 Deciding to Use Motion Capture
3.2 Preparing for the Session
3.3 During the Session
3.4 Summary
4: The Motion Data
4.1 Motion Data Types and Formats
4.2 Writing a Motion Capture Translator
5: Setting Up Your Character
5.1 Setting Up a Character with Rotational Data
5.2 Setting Up a Character with Translational Data
5.3 Facial Motion Capture
5.4 Tips and Tricks

Conclusion

Appendix A: Motion Capture Equipment and Software Manufacturers
Appendix B: Motion Capture Service Providers
Appendix C: Web Resources

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