



Understanding Motion Capture for Computer Animation (Morgan Kaufmann Series in Computer Graphics)

Alberto Menache

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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

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