



MOTION CAPTURE

RECORDING HUMAN MOVEMENT

Vicon motion capture technologies have been used for over 20 years in games, film, simulation and TV production, including Nintendo, Industrial Light & Magic and Sony. Vicon has designed a wide range of mocap systems built exclusively for animation production. IDIA has employed motion capture in their animation workflow on a host of student and commercial projects.

IDIA partners with the Ball State University Biomechanics Laboratory to record a performer's natural motion to animate a digital character. The research objective of the Biomechanics Laboratory is to further an understanding of mechanical and neuro-muscular characteristics of human movement. The same technology used in research, can also be employed for simulation, animation and visualization. IDIA uses the motion data from actors or dancers to apply to three-dimensional animated characters.

The process involves placing reflective markers on the performers as they move in real time. The data from the moving markers is then mapped to a 3D character rigged with a virtual skeleton, which is in turn animated by the data from the capture session. The character then inherits the exact movements of the motion capture artist.