

CS-184: Computer Graphics

Lecture #20: Motion Capture

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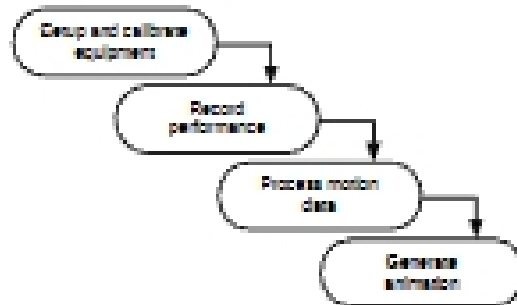
Today

- Motion Capture

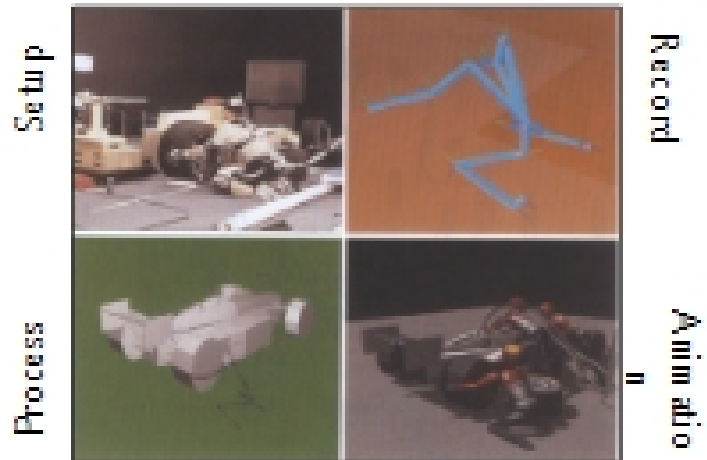
Motion Capture

- Record motion from physical objects
- Use motion to animate virtual objects

Simplified Pipeline:



Basic Pipeline



From Ross, et al., 1998

What types of objects?

- Human, whole body
- Portions of body
- Facial animation
- Animals
- Puppets
- Other objects

Capture Equipment

- Passive Optical
 - Reflective markers
 - IR (typically) illumination
 - Special cameras
 - Fast, high res, filters
 - Triangulate for positions



Image from Motion Analysis

