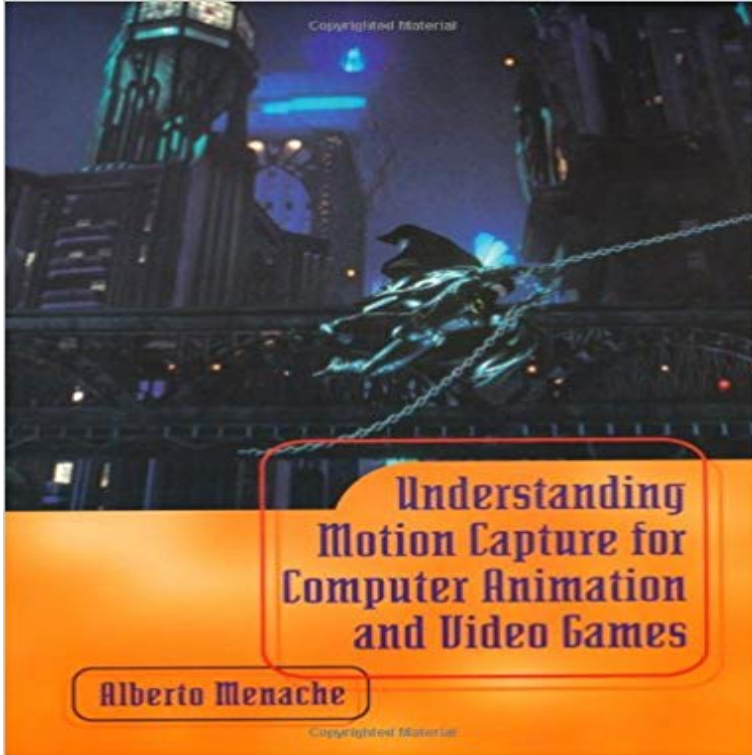


Understanding Motion Capture (The Morgan Kaufmann Series in Computer Graphics)



Motion capture is one of the most talked about and misunderstood technologies in computer animation because of its rocketing popularity and ambiguous implementation. In *Understanding Motion Capture for Computer Animation and Video Games*, industry insider Alberto Menache tells the complete story of motion capture, examining its technical details as well as its growth as an industry. Menache's narrative voice and in-depth technical discussions allow the reader to not only learn motion capture, but also to understand the reasons behind its successes, failures, and increasing role in blockbuster films, such as *Batman Forever* and *Batman and Robin*. With its careful balance between technical analysis and industry trends, *Understanding Motion Capture for Computer Animation and Video Games* is the first book to explore the controversial art and practice of modern character animation using motion capture.

* Provides descriptions of all the mathematical principles associated with motion capture and 3D character mechanics.* Offers great ideas for character setup that can be used for any character animation, even without the use of captured motion data.* Includes source code that will help readers write conversion and motion data manipulation programs.

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