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	Nota di contenuto	MoCap for ArtistsWorkflow and Techniques for Motion Capture; Copyright; Contents; Acknowledgments; Introduction; Chapter 1: An Overview and History of Motion Capture; 1.1 About This Book; 1.2 History of Mocap; 1.2.1 Early attempts; 1.2.2 Rotoscoping; 1.2.3 Beginning of digital mocap; 1.3 Types of Mocap; 1.3.1 Optical mocap systems; 1.3.2 Magnetic mocap systems; 1.3.3 Mechanical mocap systems; Chapter 2: Preproduction; 2.1 Importance of Preproduction; 2.2 Pre-capture Planning; 2.2.1 Script; 2.2.2 Storyboard; 2.2.3 Shot list; 2.2.4 Animatic; 2.3 Preparation for Capture; 2.3.1 Talent 2.3.2 Marker sets2.3.2.1 What are the system limitations?; 2.3.2.2 What kind of motion will be captured?; 2.3.2.3 Know the anatomy; 2.3.3 Capture volume; 2.3.4 Shot list; 2.3.5 Capture schedule; 2.3.6 Rehearsals; 2.3.7 Props; 2.3.8 Suits and markers; Chapter 3: Pipeline; 3.1 Setting up a Skeleton for a 3D Character; 3.2 Calibrations; 3.2.1 System calibration; 3.2.2 Subject calibration; 3.3 Capture Sessions; 3.3.1 Audio and video references; 3.3.2 Organization; 3.3.3 Preventing occlusions; 3.4 Cleaning Data; 3.5 Editing Data; 3.6 Applying Motions

| Sommario/riassunto | Make motion capture part of your graphics and effects arsenal. This introduction to motion capture principles and techniques delivers a working understanding of today's state-of-the-art systems and workflows without the arcane pseudocodes and equations. Learn about the alternative systems, how they have evolved, and how they are typically used, as well as tried-and-true workflows that you can put to work for optimal effect. Demo files and tutorials provided on the companion CD deliver first-hand experience with some of the core processes. |