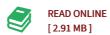# Understanding Motion Capture for Computer Animation (Paperback)

By Alberto Menache

ELSEVIER SCIENCE TECHNOLOGY, United States, 2011. Paperback. Condition: New. 2nd edition. Language: English . Brand New Book ***** Print on Demand *****.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.

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Reviews

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