

Computer Science 808
Spring 2005
Project 5 – Motion Capture Animation

Due: Thursday, 4/14/2005

Description

For this project, you will use motion capture data to animate a pre-defined character.

On the webpage, you will find a rigged character and motion capture data. Apply the motion capture to the rig to create the animation. You must “clean up” the motion capture data by adding, modifying, or deleting keys.

Once the motion looks good, use the clip as a basis for a longer animation. For instance, if the motion-captured data makes the character kick, add animation to make a stack of boxes fall over, or to knock open a door. Feel free to be as creative as you like, using any animation technique covered (this might be a good time to try out particle systems).

As always, have fun and be creative with this project!

Submission Requirements

You should create a web page with the following:

- your name, the date, and a title/description of this project
- an explanation of your project
- several frames from your animation
- a link to view your fully rendered animation

You will give a presentation in class where you will show and provide a brief explanation of the animation you created. You may also discuss the problems you encountered and how you overcame them. The class will then be allowed to critique your work.

Please copy your final movie to /DPA/classes/CPSC808/proj5/<lastname>.mov (or other format).

Your grade will be based on the overall quality of your animation (including clean-up) as well as the presentation of your work in class and on your web page.