

## Exercise 1 – Motion Capture – Blade and Primitives

### Goals:

This assignment will focus on the student becoming familiar with the capture pipeline. This will require a motion capture session using Blade software. The data will be taken from blade and using an fbx processed to be used in a final animation with a simple “box” man. (ie. primitives rather than a rigged character). This will allow the student to become familiar with the pipeline for motion capture, from initial captured data to final product without having to worry about a rigged character.

### Requirements:

The captured data will be processed to produce a final rendered animation. The emphasis is on believability of motion. This should be a polished piece, however is not to include a rigged character (that will be exercise 2). This exercise may include an in-class presentation as well.

There must be a floor/ground surface with appropriate lighting of some kind to reveal shadows and foot contact.

In addition, please screen capture the raw data and include it as part of your mov file submission.

These are the minimum requirements.

### Submissions guidelines:

The project will be submitted as a directory, **S17\_T326\_E1\_LastnameFirstname\_Title/**

This directory should contain the following:

- the data files from the blade capture, resulting fbx, and maya .ma or mb file (or hip)
- **S17\_T326\_E1\_LastnameFirstname\_Title.mov** or mp4, compressed H 264 and should include raw data screen capture as well as final result

**Important note:** Adherence to these naming and format conventions constitutes 5% of your grade. This is the naming convention that will be used for all exercises and projects.

### Grading:

Using the motion capture data and learning the pipeline from capture to finished product is the emphasis. The grading of this exercise is structured as follows. Meeting the minimum specifications, 80%. To move your grade above 80% go beyond the specifications, demonstrate exploration and understanding. Creating an aesthetic piece is also part of the goal as well as motion that is integrated into a scene. Extension/enhancements could include two person or finger capture and so on.

Be creative, have fun.