

Recapturing Life

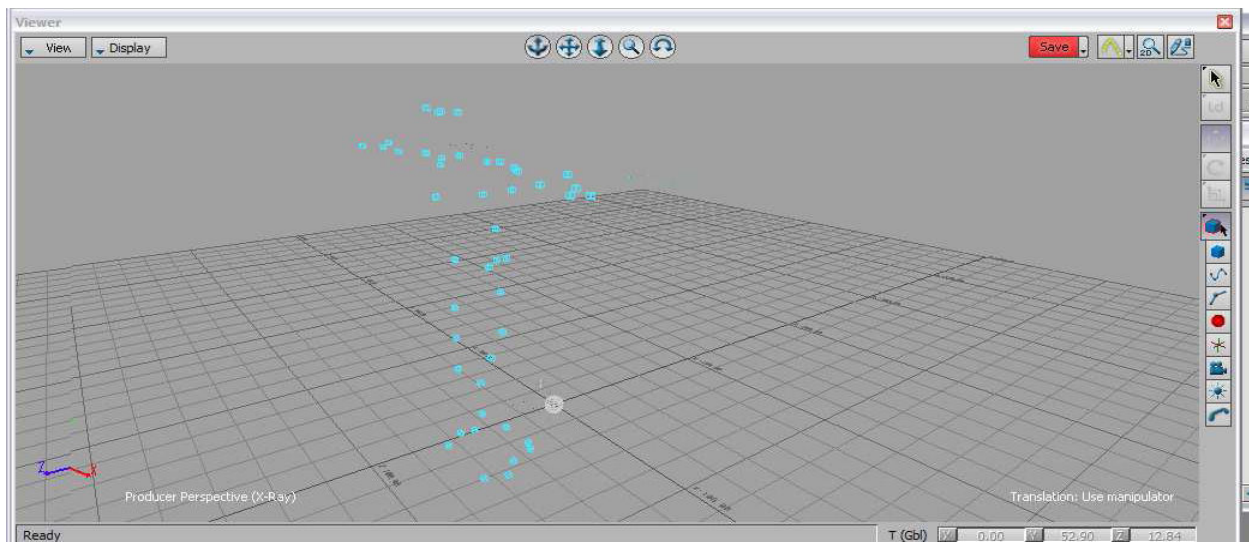
Part 1- Motion capture markers to animated character

Motion Builder tutorial

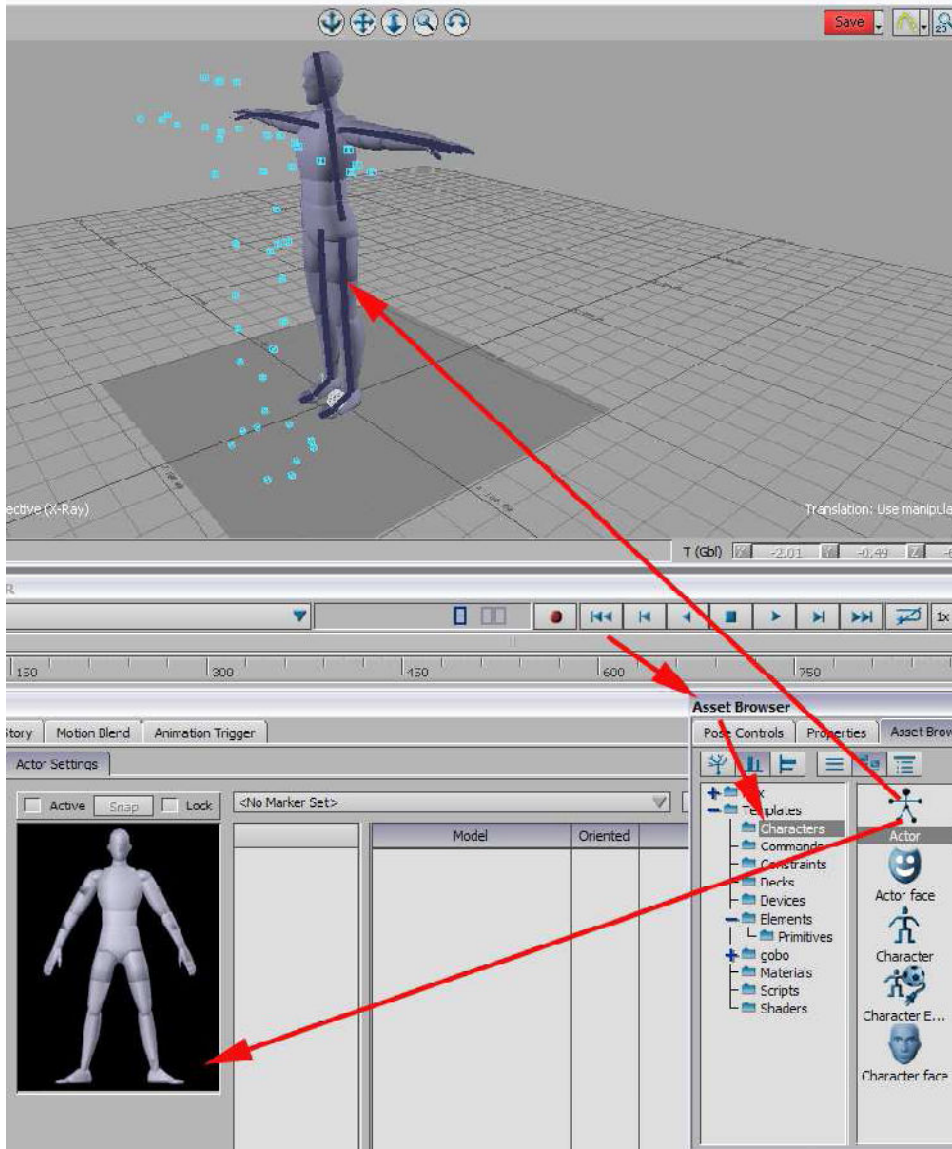
Jean-Marc Gauthier - Fall 2008

This tutorial covers animating an Actor and a Character with a marker set from your motion capture session (C3D file). This process allows the mapping of motion captures markers on an Actor in order to create a marker driven Actor and an animated character.

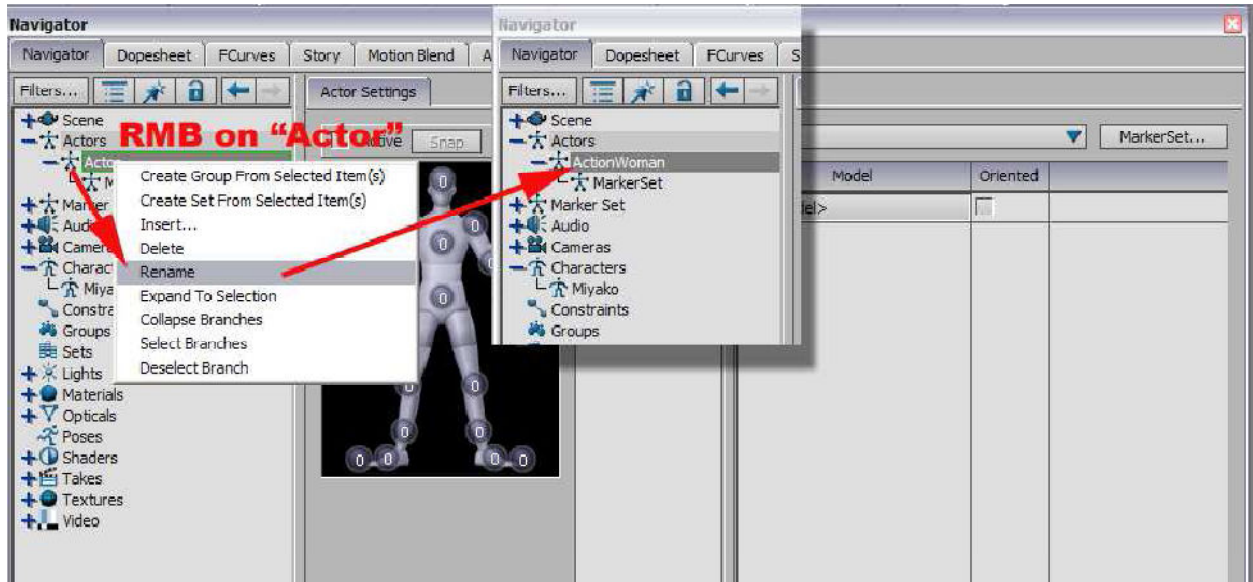
The next tutorials cover other parts of the Mocap pipeline starting with rigging a character in Maya to editing motion clips in Motion Builder and adding interactivity - for example inside a 3D game.



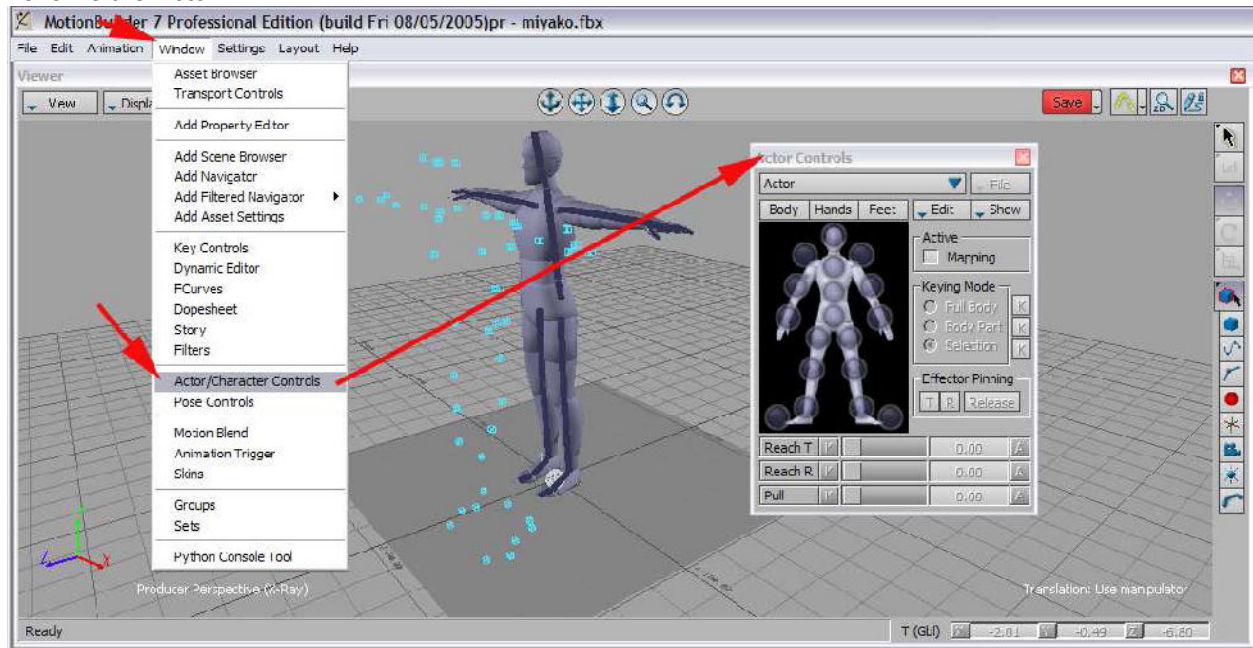
Go to Motion Builder, File > Import a C3D file from your motion capture session.
Let's create an Actor.



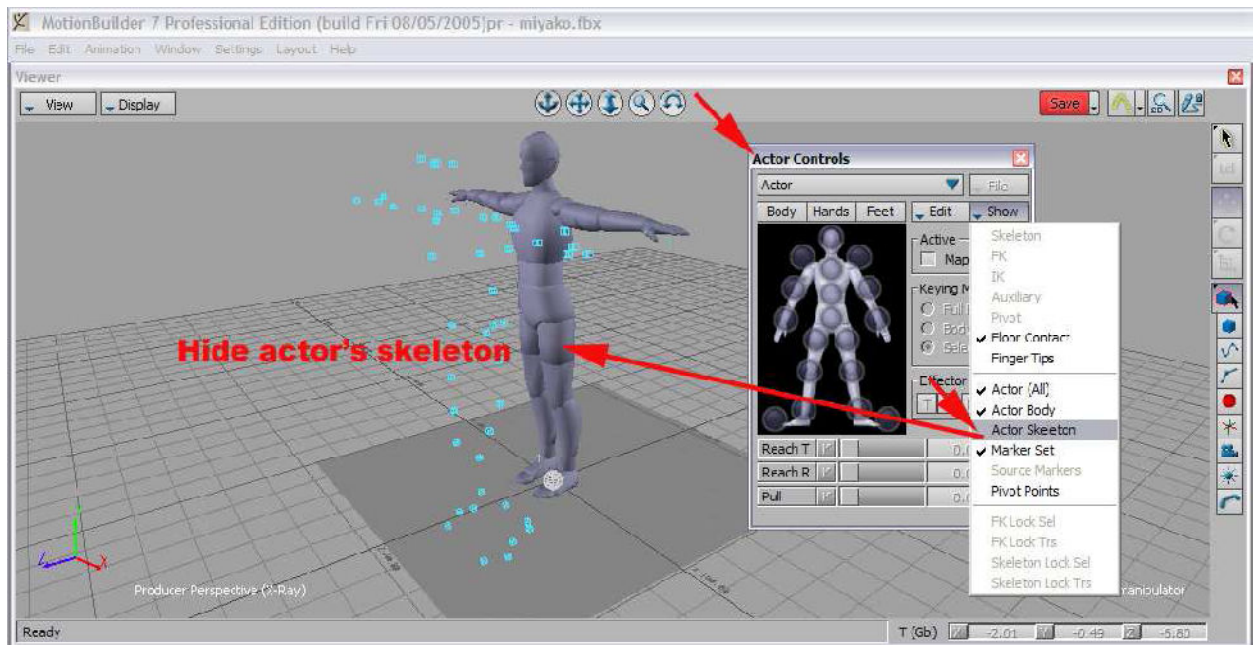
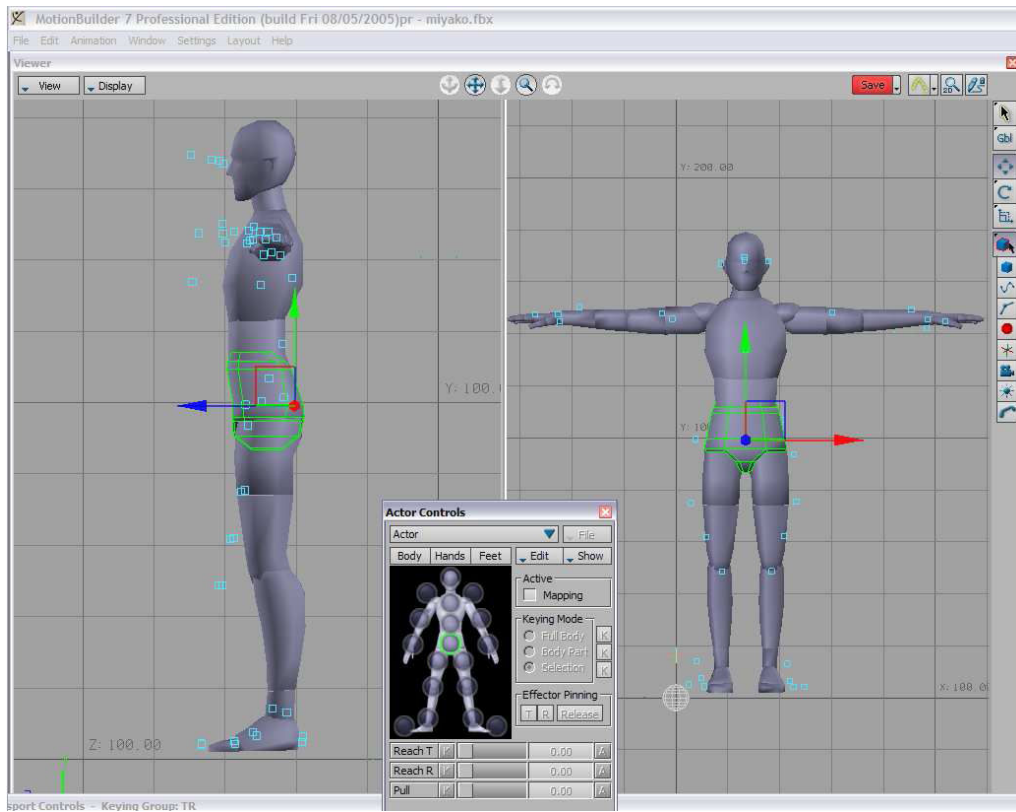
Go to asset Browser > Characters > LMB the "Actor" icon to the 3D viewer



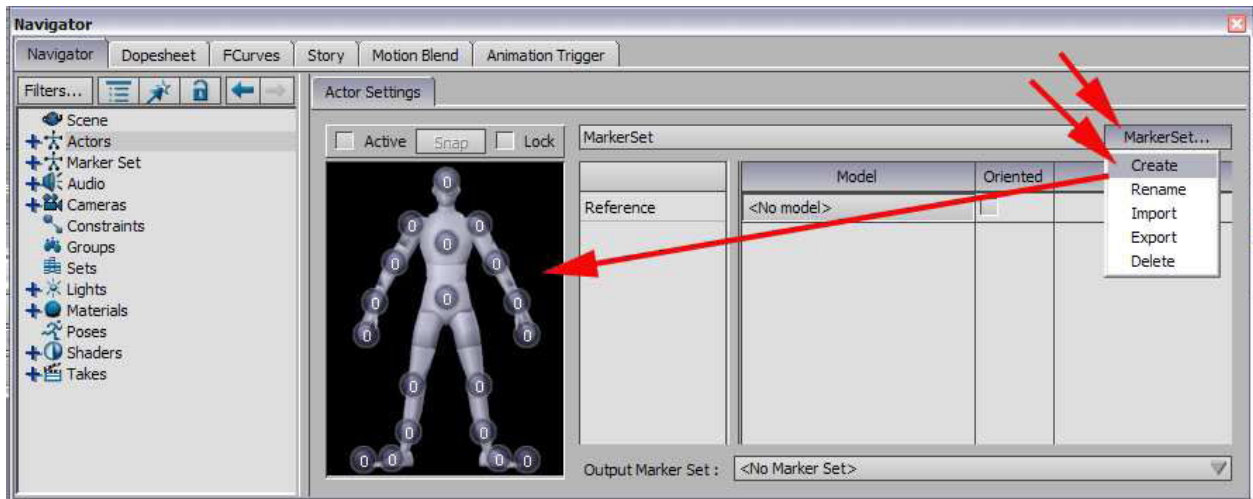
Rename the Actor



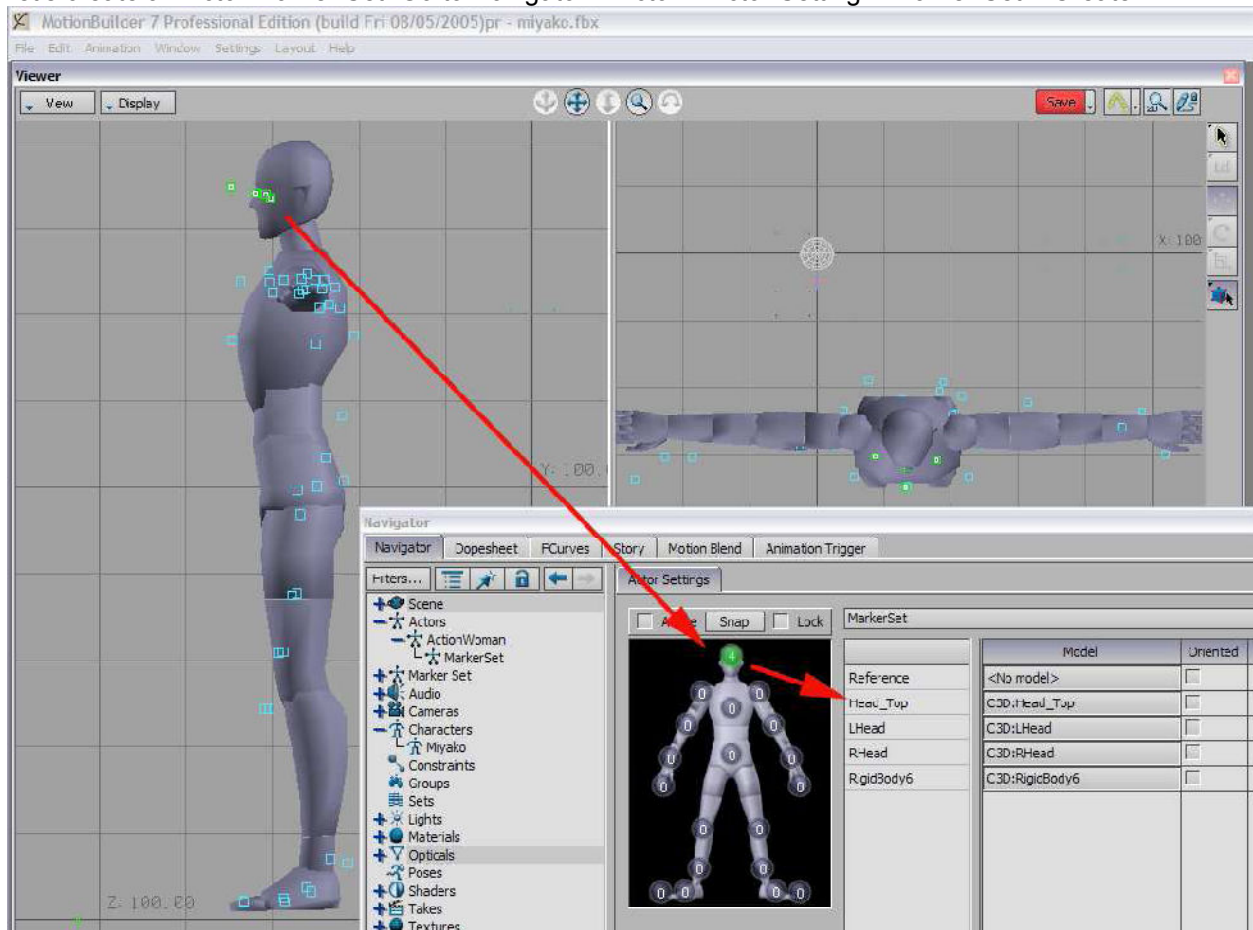
Go to Window > Actor Control > Show > check OFF actor Skeleton



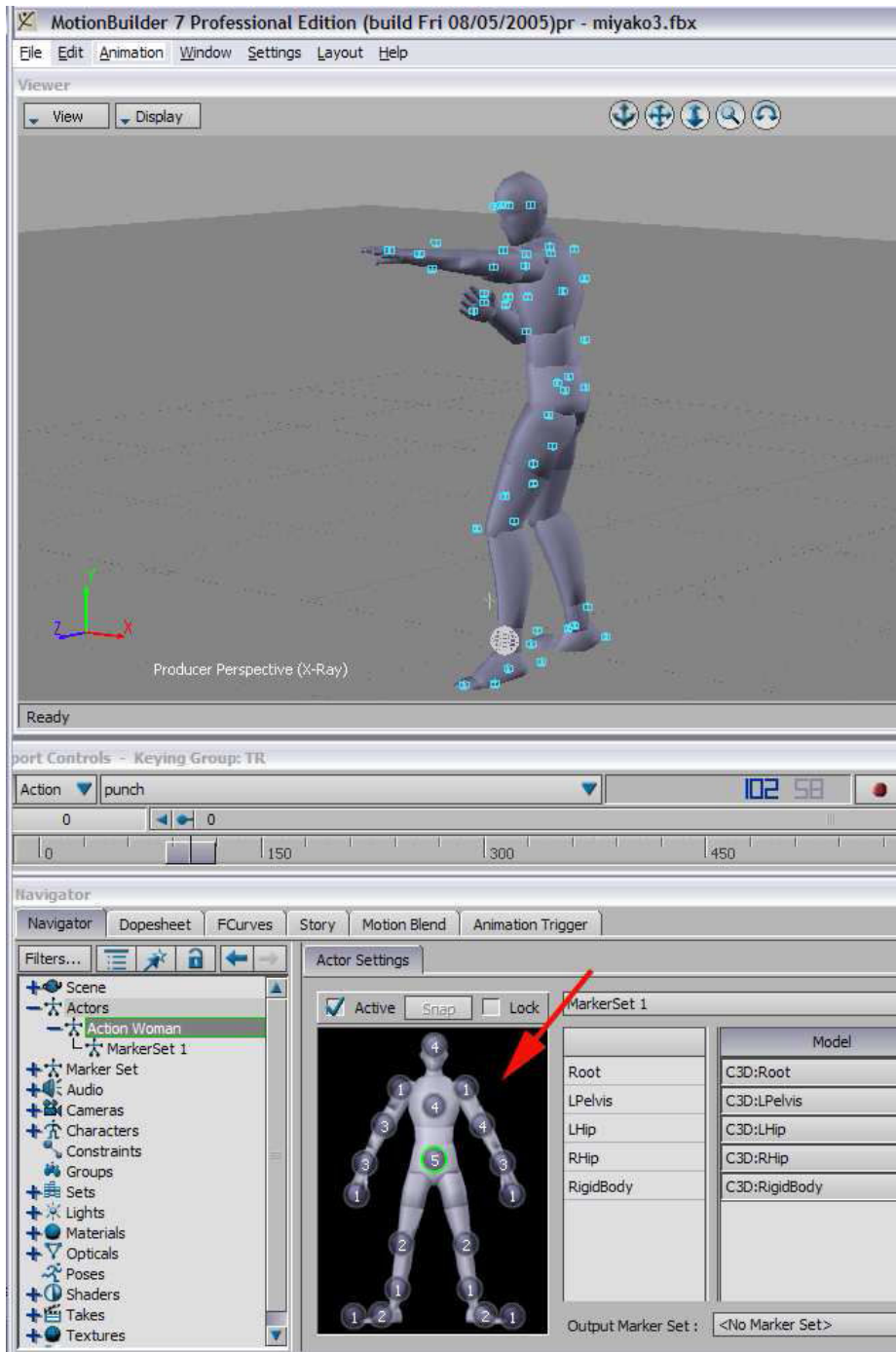
Go to Actor Skeleton > select the “pelvis” circle.
 Go to the 3D Viewer > the Actor’s pelvis is selected. Go to the upper right, select the Move tool
 > Move the Actor in relationship with the locations of the markers.
 Go to the upper right, select the Scale tool > Scale the pelvis selection in relationship with the
 markers.



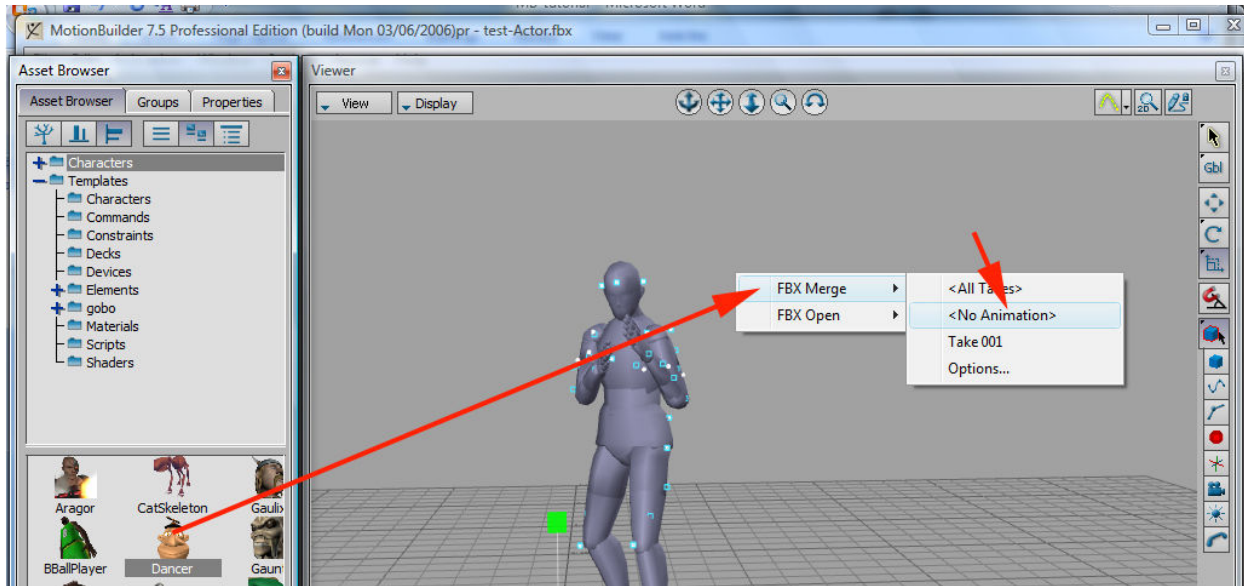
Let's create an Actor Marker Set. Go to Navigator > Actor > Actor Setting > Marker Set > Create



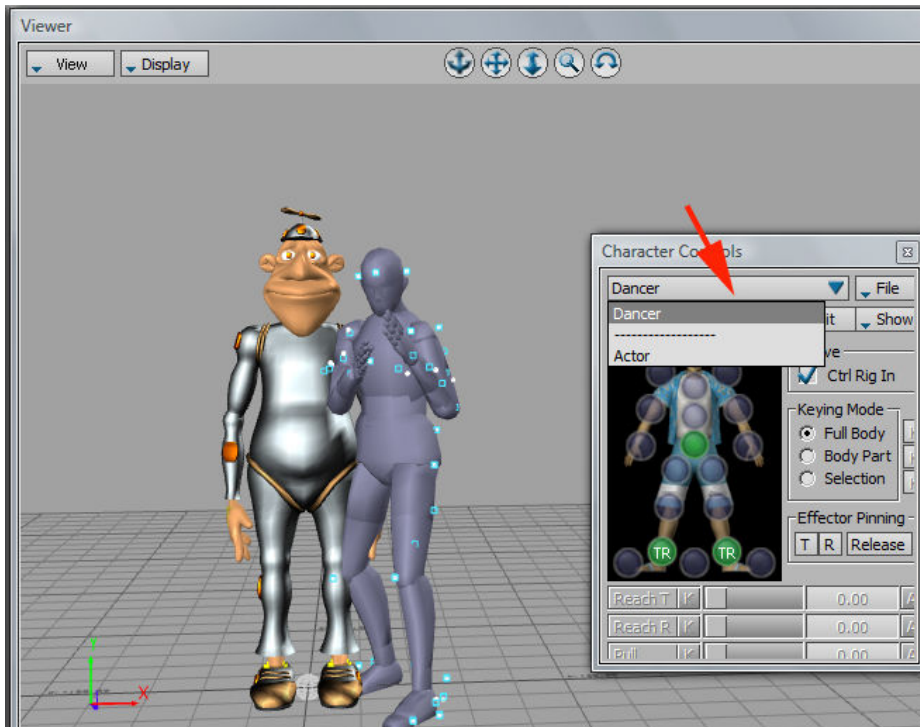
In 3D Viewer, upper right, go to select vertices mode > select the vertices, markers around the head. **Alt + drag the selected vertices** on to Navigator > Actor Setting > Circle 1, on the drawing's head. Number "4", the number of vertices associated with the head, shows up inside the circle.



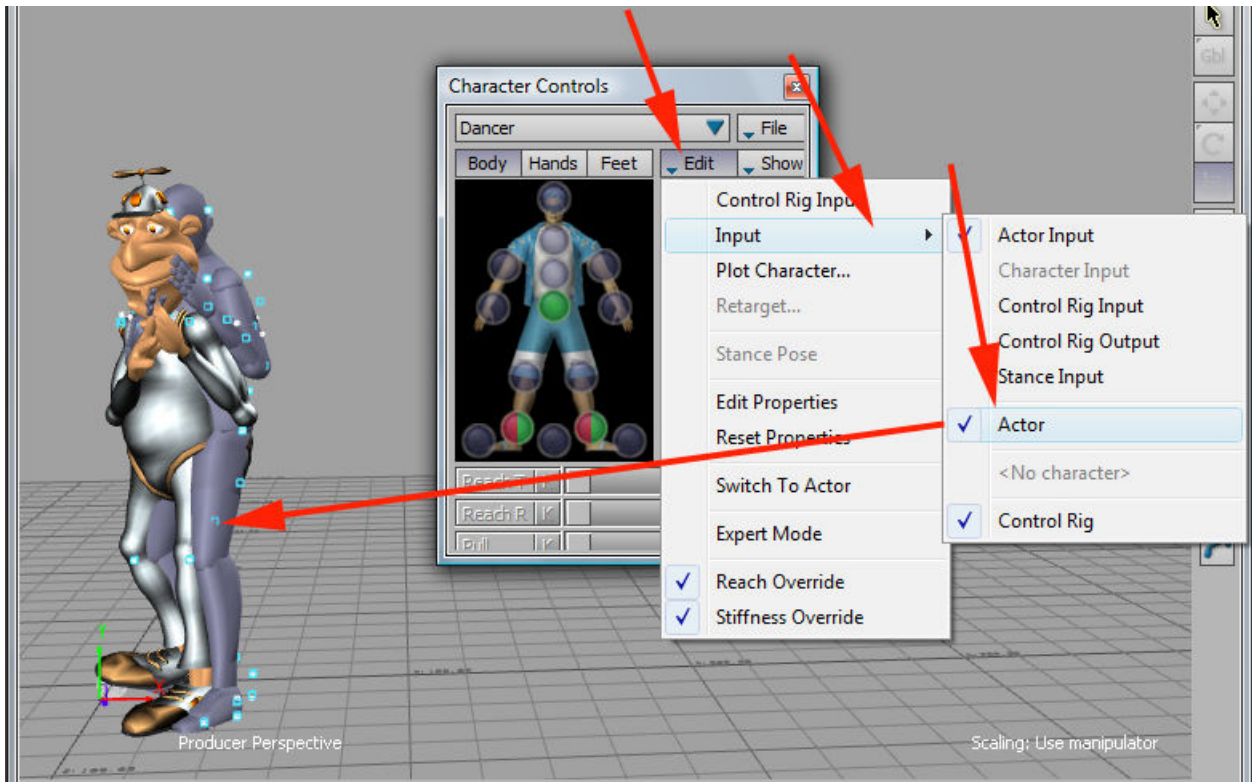
Repeat the same steps for all the body parts on the drawing
 Let's map the marker-driven-actor on your character. Your character needs to be already characterized.
 We test this example with a predefined character from Motion Builder assets.



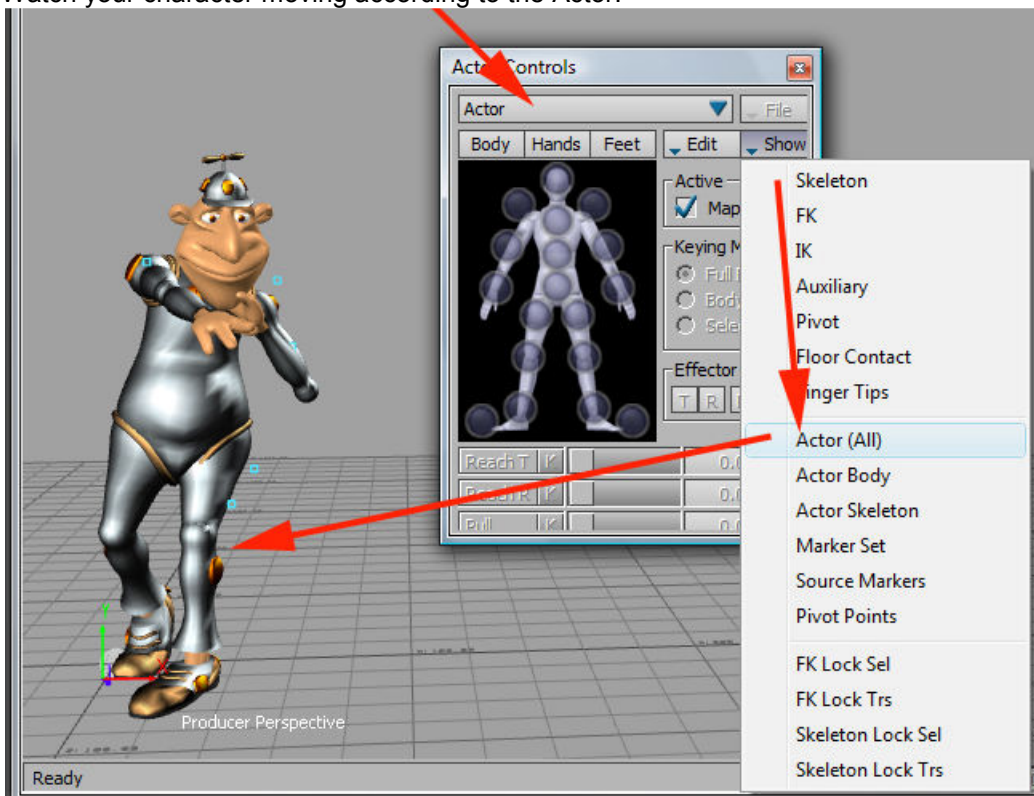
Go to Asset Browser > Characters > Dancer



Go to Character Controls > Check Dancer in the pull down menu.



Go to Character Controls > Input > Actor
 Watch your character moving according to the Actor.



You can hide the Actor > go to Character Controls > Uncheck Actor(All) in the pull down menu. Save your file.