

Animated Captures Maker

John Dower, Pascal Langdale

Reimagining Characters with Unreal Engine's MetaHuman Creator Brian Rossney, 2022-12-29

Discover the power of Unreal Engine 5 and the MetaHuman Creator in this illustrated guide to develop realistic digital characters, infusing them with full body and facial animation

Key Features

- Create realistic characters using the MetaHuman Creator using a mixture of preset and custom tools
- Import your character into Unreal Engine 5 to access more editing options and begin animating it
- Combine face and body motion capturing to fully animate your digital humans

Book Description

MetaHuman Creator (MHC) is an online, user-friendly 3D design tool for creating highly realistic digital humans that can be animated within Unreal Engine (UE) and enhanced with motion capture technology. This means that filmmakers and game developers now have access to a high quality, affordable solution that was previously only available to specialist studios. This book will focus on using UE5 and MHC from a filmmaker angle. Firstly, you'll understand how to use the online MHC to create a digital character, changing its facial structure, body type, and clothing. After that, you'll learn all the necessary steps to bring the character into UE5 and set it up for animation. Then, using an iPhone and a webcam to capture face and body movements, you'll mix these motion capture files, refine the animations using the MetaHuman Control Rig, and save these takes to be reused and edited again within the Level Sequencer. On top of that, you'll learn how to create a rendered video file for film production using both the Level Sequencer and a VR Cinematic Camera. By the end of this book, you'll have created your own MetaHuman character, as well as face and body motion capture data, and learned the necessary skills to give your future projects further realism and creative control.

What you will learn

- Create your own bespoke character using MHC
- Develop custom faces based on real people
- Utilize Blueprints to take control of your digital character
- Retarget animations using the Unreal Mannequin
- Use DeepMotion and Live Link for complete body and face animation
- Use the Control Rig to refine animations
- Export and render your character

Who this book is for

This book is for filmmakers and hobbyists who are planning to make a film using Unreal Engine for the first time, having worked in live action or purely digital media previously, either professionally or as a hobby. No experience with Unreal Engine is required, however it is useful to have some knowledge of 3D development applications and concepts like wireframes, skin weights, transform tools, and motion capture. It is recommended that you have access to an iPhone X (or a later model). Alternatively, you can use a free or paid version of Faceware, along with a basic webcam.

MoCap for Artists Midori Kitagawa, Brian Windsor, 2020-10-14

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.

Understanding Motion Capture for Computer Animation and Video Games Alberto Menache, 2000

Motion capture is a technique for recording a performance and then translating it into mathematical terms. Animating motion is critical for the development of applications such as animation, virtual environments and video games. Character animation is the process by which natural movements are modelled and digitized so that digital character movements appear as natural as possible. There are three approaches to character animation: keyframe animation, motion capture, and simulation.

Understanding Motion Capture for Computer Animation Alberto Menache, 2011-01-24

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. Completely revised to include almost 40% new content with emphasis on RF and Facial Motion Capture Systems Describes all the mathematical principles associated with motion capture and 3D character mechanics Helps you budget by explaining the costs associated with individualized motion capture projects

Motion Capture Sara Green,2019-08-01 Many are familiar with Andy Serkis's groundbreaking motion capture role as Gollum in the Lord of the Rings film series. But motion capture has come a long way since it first began! This title introduces the technology behind motion capture, using many of today's most popular movies as examples. Special features highlight famous uses of motion capture, and pioneer profiles introduce some of the most influential mocap filmmakers in history. This high-interest title is sure to capture the attention of readers!

Computer Animation Complete Rick Parent,David S. Ebert,David Gould,Markus Gross,Chris Kazmier,Charles John Lumsden,Richard Keiser,Alberto Menache,Matthias Müller,F. Kenton Musgrave,Mark V. Pauly,Darwyn Peachey,Ken Perlin,Hanspeter Pfister,Jason Sharpe,Mark R. Wilkins,Martin Wicke,Nicholas Woolridge,Steve Worley,2009-10-13 A compilation of key chapters from the top MK computer animation books available today - in the areas of motion capture, facial features, solid spaces, fluids, gases, biology, point-based graphics, and Maya. The chapters provide CG Animators with an excellent sampling of essential techniques that every 3D artist needs to create stunning and versatile images. Animators will be able to master myriad modeling, rendering, and texturing procedures with advice from MK's best and brightest authors. Divided into five parts (Introduction to Computer Animation and Technical Background, Motion Capture Techniques, Animating Substances, Alternate Methods, and Animating with MEL for MAYA), each one focusing on specific substances, tools, topics, and languages, this is a MUST-HAVE book for artists interested in proficiency with the top technology available today! Whether you're a programmer developing new animation functionality or an animator trying to get the most out of your current animation software, *Computer Animation Complete*: will help you work more efficiently and achieve better results. For programmers, this book provides a solid theoretical orientation and extensive practical instruction information you can put to work in any development or customization project. For animators, it provides crystal-clear guidance on determining which of your concepts can be realized using commercially available products, which demand custom programming, and what development strategies are likely to bring you the greatest success. Expert instruction from a variety of pace-setting computer graphics researchers. Provides in-depth coverage of established and emerging animation algorithms. For readers who lack a strong scientific background, introduces the necessary concepts from mathematics, biology, and physics. A variety of individual languages and substances are addressed, but addressed separately - enhancing your grasp of the field as a whole while providing you with the ability to identify and implement solutions by category.

Performing for Motion Capture John Dower,Pascal Langdale,2022-05-05 Want to be the next Andy Serkis as Gollum in Lord of the Rings? Or Zoe Saldana in Avatar? How about Seth MacFarlane in Ted? Or do you want to star in video games such as Fortnite, Call of Duty or Halo? If so, this book will tell you everything you need to know about acting for motion capture. This is the first book to provide an invaluable resource for the education of the next generation of performers in this exciting medium. Over the last 10 years, a revolution has occurred in digital production - video games have overtaken the film and TV industries in terms of production and revenues. Many video games derive their digital animation from human performance by means of motion and performance capture. Actors such as Andy Serkis and Troy Baker have won critical acclaim for their digital performance in games and film. The book includes contributions from practitioners working across the globe, including: actor Kezia Burrows; software developer Stéphane Dalbera; director Kate Saxon; a group of Japanese games directors; Jeremy Meunier, Head of Motion Capture at Moov studios, Montreal; Marc Morisseau, motion editor for Avatar; and a Chinese Motion Capture suit manufacturer.

Data-Driven 3D Facial Animation Zhigang Deng,Ulrich Neumann,2008 Data-Driven 3D Facial Animation systematically describes the important techniques developed over the last ten years or so. Comprehensive in scope, the book provides an up-to-date reference source for those working in the facial animation field.

Animating with Stop Motion Pro Mark Sawicki,2012-09-10 Animating with Stop Motion Pro is comprehensive, hands-on guide to achieving professional results with Stop Motion Pro 7.0 software. Gone are the days of stop motion guesswork and waiting to see the finalized result of your meticulous, labor intensive animations. With the push of a mouse button and the Stop Motion Pro software, animators have ten times the capability of simple camera stop motion capture. Re-visualize stop motion character movements, graph these movements and composite characters into a flawless animations with the techniques and step by step tutorials featured in Animating with Stop Motion Pro. Detailed exercises allow you to develop professional animations with the included free trial of Stop Motion Pro 7.0.

Learning Unreal Engine Game Development Joanna Lee,2016-02-29 A step-by-step guide that paves the way for developing fantastic games with Unreal Engine 4 About This Book Learn about game development and the building blocks that go into creating a game A simple tutorial for beginners to get acquainted with the Unreal Engine architecture Learn about the features and functionalities of Unreal Engine 4 and how to use them to create your own games Who This Book Is For If you are new to game development and want to learn how games are created using Unreal Engine 4, this book is the right choice for you. You do not need prior game development experience, but it is expected that you have played games before. Knowledge of C++ would prove to be useful. What You Will Learn Learn what a game engine is, the history of Unreal Engine, and how game studios create games Explore the Unreal Engine 4 editor controls and learn how to use the editor to create a room in a game level Understand the basic structures of objects in a game, such as the differences between BSP and static meshes Make objects interactive using level blueprints Learn more about computer graphics rendering; how materials and light are rendered in your game Get acquainted with the Material Editor to create materials and use different types of lights in the game levels Utilize the various editors, tools, and features such as UI, the particle system, audio, terrain manipulation, and cinematics in Unreal Engine 4 to create game levels In Detail Unreal Engine 4 is a powerful game development engine that provides rich functionalities to create 2D and 3D games across multiple platforms. Many people know what a game is and they play games every day, but how many of them know how to create a game? Unreal Engine technology powers hundreds of games, and thousands of individuals have built careers and companies around skills developed using this engine. Learning Unreal Engine 4 Game Development starts with small, simple game ideas and playable projects that you can actually finish. The book first teaches you the basics of using Unreal Engine to create a simple game level. Then, you'll learn how to add details such as actors, animation, effects, and so on to the game. The complexity will increase over the chapters and the examples chosen will help you learn a wide variety of game development techniques. This book aims to equip you with the confidence and skills to design and build your own games using Unreal Engine 4. By the end of this book, you'll have learnt about the entire Unreal suite and know how to successfully create fun, simple games. Style and approach This book explains in detail what goes into the development of a game, provides hands-on examples that you can follow to create the different components of a game, and provides sufficient background/theory to equip you with a solid foundation for creating your own games.

Unreal Engine: Game Development from A to Z Joanna Lee,John P. Doran,Nitish Misra,2016-08-31 Develop fantastic games and solve common development problems with Unreal Engine 4 About This Book Investigate the big world of Unreal Engine, computer graphics rendering and Material editor to implement in your games Construct a top-notch game by using the assets offered by Unreal Engine, thereby reducing the time to download, create assets on your own. Understand when and why to use different features and functionalities of Unreal Engine 4 to create your own games Learn to use Unreal 4 by making a first person puzzle game, Blockmania, for Android. Who This Book Is For This path is

ideal for those who have a strong interest in game development and some development experience. An intermediate understanding of C++ is recommended. What You Will Learn Explore the Unreal Engine 4 editor controls and learn how to use the editor to create a room in a game level Get clued up about working with Slate, Unreal's UI solution through the UMG Editor Put together your own content and materials to build cutscenes and learn how to light scenes effectively Get tips and tricks on how to create environments using terrain for outdoor areas and a workflow for interiors as well using brushes Explore the ways to package your game for Android Devices and porting it to the Google Playstore Know inside out about creating materials, and applying them to assets for better performance Understand the differences between BSP and static meshes to make objects interactive In Detail Unreal Engine technology powers hundreds of games. This Learning Path will help you create great 2D and 3D games that are distributed across multiple platforms. The first module, Learning Unreal Engine Game Development, starts with small, simple game ideas and playable projects. It starts by showing you the basics in the context of an individual game level. Then, you'll learn how to add details such as actors, animation, effects, and so on to the game. This module aims to equip you with the confidence and skills to design and build your own games using Unreal Engine 4. By the end of this module, you will be able to put into practise your own content. After getting familiar with Unreal Engine's core concepts, it's time that you dive into the field of game development. In this second module, Unreal Engine Game Development Cookbook we show you how to solve development problems using Unreal Engine, which you can work through as you build your own unique project. Every recipe provides step-by-step instructions, with explanations of how these features work, and alternative approaches and research materials so you can learn even more. You will start by building out levels for your game, followed by recipes to help you create environments, place meshes, and implement your characters. By the end of this module, you will see how to create a health bar and main menu, and then get your game ready to be deployed and published. The final step is to create your very own game that will keep mobile users hooked. This is what you'll be learning in our third module, Learning Unreal Engine Android Game Development. Once you get the hang of things, you will start developing our game, wherein you will graduate from movement and character control to AI and spawning. Once you've created your application, you will learn how to port and publish your game to the Google Play Store. With this course, you will be inspired to come up with your own great ideas for your future game development projects. Style and approach A practical collection of bestselling Packt titles, this Learning Path aims to help you skill up with Unreal Engine by curating some of our best titles into an essential, sequential collection.

Autodesk VRED 2019 Basic Level Education Book Serdar Hakan DÜZGÖREN, Preface Hello everyone, in this book, we have reviewed all of the Autodesk Vred 2019 in detail. In our book, we will start with preparing scenes with Vred and learn about animating thinking, preparing materials, using light and camera, as well as navigating vred scenes with XR,MR,VR and AR devices. Now, let's look at the topics in our book in order; · User Interface · VRED Basics · Animation · Assets · Autodesk VRED App · Cameras · Collaboration · Geometry · Lights · Materials · Media · OpenGL Materials Reference · Optimize · Preferences · Python Documentation · References · Rendering · Scene Graph · Scene Interaction · Sceneplates · Simple UI · Textures · Truelight Materials Reference · UVs · Variants · XR/MR/VR and Setup Serdar Hakan DÜZGÖREN Autodesk Expert Elite | Autodesk Official Member | Autodesk Int. Moderator | Autodesk Consultant

Basics Animation 03: Drawing for Animation Paul Wells, 2019-01-10 Basics Animation 03: Drawing for Animation introduces readers to the practice of drawing images for use in animation. It examines the thinking process and techniques involved with drawing characters, composition and movement, narrative and adaptation. Drawing is a fundamental part of the preparatory stages of virtually all design-led projects. It is the core method by which ideas and concepts are envisaged and ultimately shared with collaborators, clients and audiences. Aimed at students and those interested in entering the animation business, this book explores the pre-production work essential for producing great animation. It gives readers a real insight into this work through its outstanding range of images.

Creating Augmented and Virtual Realities Erin Pangilinan, Steve Lukas, Vasanth

Mohan,2019-03-18 Despite popular forays into augmented and virtual reality in recent years, spatial computing still sits on the cusp of mainstream use. Developers, artists, and designers looking to enter this field today have few places to turn for expert guidance. In this book, Erin Pangilinan, Steve Lukas, and Vasanth Mohan examine the AR and VR development pipeline and provide hands-on practice to help you hone your skills. Through step-by-step tutorials, you'll learn how to build practical applications and experiences grounded in theory and backed by industry use cases. In each section of the book, industry specialists, including Timoni West, Victor Prisacariu, and Nicolas Meuleau, join the authors to explain the technology behind spatial computing. In three parts, this book covers: Art and design: Explore spatial computing and design interactions, human-centered interaction and sensory design, and content creation tools for digital art Technical development: Examine differences between ARKit, ARCore, and spatial mapping-based systems; learn approaches to cross-platform development on head-mounted displays Use cases: Learn how data and machine learning visualization and AI work in spatial computing, training, sports, health, and other enterprise applications

Digital Animation Andrew Chong,2019-01-10 Basics Animation 02: Digital Animation takes a comprehensive look at the history of the medium, its growth and development over the last 50 years. This book features exciting contributions from innovators and pioneers in the medium as well as present day practitioners in the cinema, game, and television industries.

Animation Lab for Kids Laura Bellmont,Emily Brink,2016-10 With this interactive book, kids will learn all kinds of animation techniques through exciting, hands-on projects. No previous experience required!

Performing for Motion Capture John Dower,Pascal Langdale,2022-05-05 Want to be the next Andy Serkis as Gollum in Lord of the Rings? Or Zoe Saldana in Avatar? How about Seth MacFarlane in Ted? Or do you want to star in video games such as Fortnite, Call of Duty or Halo? If so, this book will tell you everything you need to know about acting for motion capture. This is the first book to provide an invaluable resource for the education of the next generation of performers in this exciting medium. Over the last 10 years, a revolution has occurred in digital production - video games have overtaken the film and TV industries in terms of production and revenues. Many video games derive their digital animation from human performance by means of motion and performance capture. Actors such as Andy Serkis and Troy Baker have won critical acclaim for their digital performance in games and film. The book includes contributions from practitioners working across the globe, including: actor Kezia Burrows; software developer Stéphane Dalbera; director Kate Saxon; a group of Japanese games directors; Jeremy Meunier, Head of Motion Capture at Moov studios, Montreal; Marc Morisseau, motion editor for Avatar; and a Chinese Motion Capture suit manufacturer.

The Teachers' Animation Toolkit Britta Pollmüller,Martin Sercombe,2011-09-01 Including animation in your classroom can: • improve literacy and numeracy • develop critical thinking, communication and problem-solving skills • enhance teamwork and negotiation • encourage creativity This toolkit, together with an extensive companion website, will give you the confidence to use animation in your classroom. From teaching basic flip-book animation right through to producing an animated film, there are drawing templates for the less confident artists and tried-and-tested schemes of work, plus advice on how to use animation equipment and what technology and software is available. This practical, cross-curricular resource is particularly suitable for use with students aged 11-16, although many of the activities can be adapted for older or younger students. It can be used in Art, Media Studies, ICT and many other subjects to engage learners of all styles and abilities.

Timing for Animation, 40th Anniversary Edition Harold Whitaker,John Halas,2021-01-27 Timing for Animation has been one of the pillars of animation since it was first published in 1981. Now this 40th anniversary edition captures the focus of the original and enhances this new edition with fresh images, techniques, and advice from world-renowned animators. Not only does the text explore timing in traditional animation, but also timing in digital works. Vibrant illustrations and clear directions line the pages to help depict the various methods and procedures to bring your animation to life. Examples include timing for digital production, digital storyboarding in 2D, digital storyboarding in 3D, and the use of After Effects, as well as interactive games, television, animals,

and more. Learn how animated scenes should be arranged in relation to each other, how much space should be used, and how long each drawing should be shown for maximum dramatic effect. All you need to breathe life into your animation is at your fingertips with *Timing for Animation*. Key Features: Fully revised and updated with modern examples and techniques Explores the fundamentals of timing, physics, and animation Perfect for the animation novice and the expert Get straight to the good stuff with simple, no-nonsense instruction on the key techniques like stretch and squash, animated cycles, overlapping, and anticipation. Trying to time weight, mood, and power can make or break an animation—get it right the first time with these tried and tested techniques. Authors Harold Whitaker was a BAFTA-nominated professional animator and educator for 40 years; many of his students number among today's most outstanding animation artists. John Halas, known as The father of British animation and formerly of Halas & Batchelor Animation Studio, produced more than 2,000 animation films, including the legendary *Animal Farm* (1954) and the award-winning *Dilemma* (1981). He was also the founder and president of the International Animated Film Association (ASIFA) and former Chairman of the British Federation of Film Societies. Tom Sito is Professor of Animation at the University of Southern California and has written numerous books and articles on animation. Tom's screen credits include *Shrek* (2001) and the Disney classics *Who Framed Roger Rabbit* (1988), *The Little Mermaid* (1989), *Beauty and the Beast* (1991), *Aladdin* (1992), and *The Lion King* (1994). In 1998, Tom was named by *Animation Magazine* as one of the 100 Most Important People in Animation.

Animation in the Home Digital Studio Steven Subotnick, 2012-11-12 So you want to create animation! Where do you start? With an idea. This creative, exercise-packed guide contains examples and idea-generating activities. What tools do you need? Your computer, simple software programs, and your imagination. This book will tell you how to utilize these tools. Must you spend your life savings on your set-up? No. The author's charts and project timelines will guide you and make the overwhelming simple, and keep your shopping lists manageable. With *Animation in the Home Digital Studio*, amateurs and animation students alike can learn how to create a variety of computer animations: from puppet to clay to pixilated, drawn and cartoon. This book contains a CD-ROM loaded with animation clips and exercises. The book's 8-page color insert illustrates stills from the work of independent animators around the world. The book's guide to resources contains a comprehensive list of contests, shows, societies, organizations, e-zines, and more. Steven Subotnick takes a personal approach to animation. His book is for artists, amateurs, professionals, students, and anyone who wants to use animation as a means of expression. It explains how to create a variety of animations: from puppet to cutout, and from drawn to object animation. Subotnick covers the use of popular software products, including Macromedia Flash, Adobe Photoshop®, Adobe Premiere®, Digidesign ProTools Free, and others.

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