

**NAME OF ARTIST:**

**Grade: Letter (Number)**

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Motion Capture Pipeline – Motion Builder and Rigged Character

**Checklist:**

- motion capture session using Blade software – must be present/planned
- use of fbx with rigged character
- **clean, believable motion**
- presentation and aesthetics count
- mov contains
  - raw data video portion
  - final cleaned data presented (clean up in blade/motion builder/maya)
  - appropriate floor/ground surface with lighting to reveal shadows and foot contact
- following proper naming conventions

**Comments:** these comments are not intended to be all inclusive of the results discussed in class

- Comments here

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**Criteria:**

Technical: /70

believable motion with raw and cleaned capture presented on mov, shadows on floor/ground surface, neutral or contextual background, data cleaned in blade/motion builder/maya

Aesthetic: /20

Proposal/Review/Presentation/Submission: /10

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