

NAME OF ARTIST:

Grade: Letter (Number)

Motion Capture Pipeline – Advanced

Checklist:

- motion capture session using Blade software – must be present/planned
- use of fbx with rigged character
- use of environment static object or two person capture
- **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

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, etc.
free of intersections, hands not default flipper position

Aesthetic: /20

Proposal/Review/Presentation/Submission: /10
