Computer Science 807, Fall 2012

**Project 4: Skinning and Animation
with Motion Capture Data**

Due: Monday, 11/19/2012

Description

For this project, you will use motion capture data to animate a character. On the webpage, you will find a model of a virtual character, a skeleton, and several motion files.

To import the motion files (v-files) into Maya, you will need a plugin that you can find here: http://mocap.cs.cmu.edu/tools.php . You must constrain the skeleton to the locators in the v-files and skin the character to the skeleton. To ensure a good skinning, use the range of motion file (ROM). You might have to deform the model to fit the skeleton. You can add further joints to the skeleton if you want.

Combine at least three motions. Once the motions look good on the character, use the resulting clip as a basis for your animation. For example, you can alter the animation by adding animation layers. Feel free to be as creative as you like, using any animation technique covered. Create a movie to show your result.

As always, have fun with this project!

Submission Requirements

The following information should be on your webpage:

- the date, a title, and a brief description of this project

- a link to the Maya file (.mb) of your project

- a description of your idea and implementation

- a link to the final animation in standard format

We will view (and critique) some of your results in class.