# Understanding Motion Capture (The Morgan Kaufmann Series in Computer Graphics)

*Alberto Menache*

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**Understanding Motion Capture (The Morgan Kaufmann Series in Computer Graphics)** Alberto Menache

Motion capture is one of the most talked about and misunderstood technologies in computer animation because of its rocketing popularity and ambiguous implementation. In *Understanding Motion Capture for Computer Animation and Video Games*, industry insider Alberto Menache tells the complete story of motion capture, examining its technical details as well as its growth as an industry. Menache's narrative voice and in-depth technical discussions allow the reader to not only learn motion capture, but also to understand the reasons behind its successes, failures, and increasing role in blockbuster films, such as *Batman Forever* and *Batman and Robin*. With its careful balance between technical analysis and industry trends, *Understanding Motion Capture for Computer Animation and Video Games* is the first book to explore the controversial art and practice of modern character animation using motion capture.

* Provides descriptions of all the mathematical principles associated with motion capture and 3D character mechanics.
* Offers great ideas for character setup that can be used for any character animation, even without the use of captured motion data.
* Includes source code that will help readers write conversion and motion data manipulation programs.

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