

## Understanding Motion Capture For Computer Animation Second Edition Morgan Kaufmann Series In Computer Graphics

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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.

~~Understanding Motion Capture for Computer Animation~~---

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.

~~Understanding Motion Capture for Computer Animation and~~---

Understanding Motion Capture for Computer Animation (Morgan Kaufmann Series in Computer Graphics) eBook: Alberto Menache: Amazon.co.uk: Kindle Store

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[PDF] ~~Understanding Motion Capture For Computer Animation~~---

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.

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An inertial measurement unit (IMU) is an electronic device that measures and reports a body's specific force, angular rate, and sometimes the orientation of the body, using a combination of accelerometers, gyroscopes, and sometimes magnetometers.IMUs are typically used to maneuver aircraft (an attitude and heading reference system), including unmanned aerial vehicles (UAVs), among many others ...