

Motion Capture Workshop present by

BEYONDMOTION



Course duration – 12 weeks
Curriculum Designed By Buddhi Munasinghe
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Course structure:-

Week one-

Session 01 of first week;

- Introduction to Motion Builder
- Create an animation with motion captured data (basket ball player)

Session 02 of first week;

- Animating the ball for basket ball player.
- FCurves functionality.
- Dynamic editor

Session 03 of first week;

- TimeWarp – speed and slow move effect.
- Render clip inside the MB

Week Two-

Session 01 of week two;

- Use motion capture system to capture motions.
- Calibration of the system.
- BVH and C3D formats.

Session 02 of week two;

- Use motion capture system to capture motions.
- Calibration of the system.
- BVH and C3D formats.

Session 03;

- Clean up process of captured motions (bvh data).
- Apply captured data to 3D character (bvh data).;
- Clean up process of captured motioned (C3D data).

Week Three-

All three sessions of this week dedicated to capturing motions

- Students have individual session of capture their desired motions for the portfolios.
- Clean up process of the captured motions, apply to 3D characters and create movie clips in side MotionBuilder.

Forth week –

First session of fourth week,

- Story board tool
- Create loop-able animation.

Second session of fourth week,

- Blend motion captured data.
- Key frame top of the motion captured data.
- Exporting sound

Third session of forth week,

Students are given the task of produce the animation with association the tool they have learned so far.

- Practice story board tools with own projects.

Fifth week –

First session of the fifth week,

- Introduction of Maya interface
- 3D character creation with poly modeling tool.

Second session of fifth week;

- 3D character modeling

Third session of fifth week;

- Texturing the character and rendering.

Sixth Week –

First session of sixth week;

- Create skeleton root for the 3D character
- Binding character to the skeleton root.
- Painting and adjusting the skin weights.

Second session of sixth week;

- Paint and skinning the character.

Third session of six week;

- Exporting the finished 3d character from Maya to MotionBuilder.
- Characterized and apply motion captured data.
- Fixing up skin weight problems.

Seventh week –

First session of the seventh week;

- Motion capture for the created 3D character

Second session of seventh week;

- Cleaning up process.

Third session of seventh week;

- Importing the character from MotionBuilder to Maya
- Creating finger moves in Maya.

Eight Week –

First session of eight week;

- Creating camera, lights, showdows in Maya
- Rendering

Second day of eight week;

- Create a final clip with Adobe premiere.

Third session of eight week;

- Continuation of last session

Ninth week –

First session of ninth week;

- Design a 3D model for facial expression and lip movements

Second session of ninth week;

- Continuing 3D modeling

Third session of ninth week;

- Finish the 3D character
- Texturing

Tenth Week –

First session of tenth week;

- Creating the skeleton root and binding
- Adjusting skin weights

Second session of tenth week;

- Creating the blend shapes

Third session of tenth week;

- Creating blend shapes and facial expressions

Eleventh week –

First session of eleventh week;

- Exporting blend shapes to Maya
- Creating Facial Animation

Second session of eleventh week;

- Real-time lip movements
- Capture motion for this project

Third session of eleventh week;

- Cleaning up the captured motion
- Apply motion to facial animated character

Twelfth week –

First session of Twelfth week;

- Import facial animated project to Maya
- Create finger movements

Second session of Twelfth week;

- Rendering the project as a movie clip in adobe premiere.

Third and last session of the course;

- Learn relationship constrains

End of the course !!!!! Happy motions

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