

Broadcast

Motion Analysis Corporation systems slash the costs and time of producing broadcast episodes and commercials, while increasing their realism and drama. MAC systems are being used for multiple-person capture, as well as simultaneous face, hand and body capture.

The MAC systems are also used in television for RealTime "Virtual Hosts" including virtual anchormen, sportscasters, and comedians. The system allows the simultaneous capture of face, body, and hands (integrating gloves) movement for streaming to television or Web broadcasts.

Our "Virtual Director" technology allows a director to "look through the lens" of motion capture. The studio camera (or cameras) are tracked along with the performers to provide a live stream of animation viewed from the position of the camera. The director can rehearse, do set decoration and scene blocking from the point of view of the camera. When recording motions, the director can capture many separated camera moves over the same previously recorded performance.

Typical System Configuration

BROADCAST SYSTEM

- **12-16 Raptor-4, Eagle-4, or Eagle cameras**
- **Cortex**
- **Calcium**
- **Sky**
- **Talon Plug-ins**
- **Animation Plug-ins**
- **Camera Tracker**

Choosing the correct camera and number of cameras for your motion capture system is dependent on various factors including:

- Size of capture area
- Size of physical room
- Complexity of movement
- Speed of movement
- Current and future needs

Your Motion Analysis account representative will work with you to determine the best system configuration. Our systems integrate fully with many hardware and software solutions. Customers have full access to an SDK in order to develop their own software interfaces.

Recommended Cameras

Raptor-4 Digital Camera

- Resolution of 4 million pixels
- 1-200 Hz selectable frame rates
- Can process up to 5,000 markers in greyscale
- High quality 35mm lenses for low optical distortion
- Built-in zoom provides more visual options
- 237 LED's for brighter and better light uniformity
- Software controlled adjustable light output

Eagle-4 Digital Camera

- Resolution of 4 million pixels
- 1-200 Hz selectable frame rates
- High quality 35mm lenses for low optical distortion
- Built-in zoom provides more visual options
- 237 LED's for brighter and better light uniformity
- Software controlled adjustable light output

Eagle Digital Camera

- Resolution of 1.3 million pixels
- 1-500 Hz selectable frame rates
- High quality 35mm lenses for low optical distortion
- Built-in zoom provides more visual options
- 237 LED's for brighter and better light uniformity
- Software controlled adjustable light output

Recommended Software

Cortex - our core motion capture software comprises tracking, editing, scripting and modeling functions in a *single integrated package*.

Calcium- a powerful skeletal creation, setup, and motion solving solution. It is an easy to use tool to solve captured marker data onto a skeleton.

Sky -a tool for users to encapsulate elements of repetitive tasks such as file processing, data editing and parameter setting.

Talon Plug-ins -stream high quality data into Maya, 3ds Max, MotionBuilder, and Softimage XSI.

Animation Plug-ins --post process data into Maya, 3ds Max, MotionBuilder, and Softimage XSI.

Camera Tracker -Track the set position of roving video cameras and performers, or establishing a "director camera's-eye view" in real time computer graphic scenes.