

Video Games

Many of the world's finest video games have been captured on Motion Analysis Corporation equipment, including those produced by Electronic Arts, WETA Digital, and Neversoft. The demand for cinematics in video games can only be produced in real-time with Motion Analysis motion capture systems. Data is now produced three to five times faster than with "post-process mocap". The use of Calcium software for scaling actor data to character data by creating a re-usable mathematical equation has cut the need for hand-tweaking even the most complex files.

The MAC system is popular because it is fast and versatile, allowing for capture of elaborate moves, including multiple players with props.

Typical System Configuration

VIDEO GAMES SYSTEM

- 8-12 Eagle-4, Eagle or Hawk cameras
- Cortex
- Calcium
- Sky
- Talon Plug-ins
- Animation Plug-ins

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

Eagle-4 Digital Camera

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

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 electronic shutter
- Software controlled adjustable light output
- Separate zoom, iris and focus settings

Hawk Digital Camera

- Resolution of .3 million pixels
- 1- 200 Hz selectable frame rates
- C-Mount or Zoom lenses available
- 237 LED's for brighter and better light uniformity
- Software controlled electronic shutter
- Software controlled adjustable lightoutput
- Separate zoom, iris and focus settings

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.