

# Animation Plug-ins

Motion Analysis supports all of the major animation software packages including Autodesk's Maya, 3ds Max, MotionBuilder and Softimage XSI. Our Data I/O is also enabled for Newtek's Lightwave 3D. This covers the industry's major animation production systems currently in use.

The animation plug-ins allows you to take motion capture data to "drive" the movement of your animated character in post-process mode.

This is accomplished by:

- The movements of an actor are captured with the motion capture system.
- A hierarchical skeleton for the animated character is defined using Calcium solving software
- The marker motion data is then "connected" to this skeleton, causing the skeleton to move just as the actor did.
- Import the markers or the skeleton and its motion into the 3D animation software, and watch your character go!

