

Performance driven character animation on a real production set using multiple cameras

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At Sony Pictures Imageworks, we have used different modalities from motion capture systems, multiple video cameras, electro oculography to extract motion of real actors and retarget it on to digital characters. This has been utilized to capture and retarget motion of bodies and facial expressions in a number of movies. These include stylized character adaptations such as in *Monster House* as well as hyper real to real characters such as in *Beowulf* and *Watchmen*. In the talk, we demonstrate the types of real signals we start with, the research issues and problems in dealing with signals and multiple sources, production orientated solutions for retargeting and finalized outputs that made it to the screen.