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Understanding Motion Capture for Computer Animation discusses the latest technology developments in digital design, film, games, medicine, sports, and security engineering. Motion capture records a live-motion event and translates it into a digital context. It is the technology that converts a live performance into a digital performance.~~

~~Understanding Motion Capture for Computer Animation~~

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Motion capture is one of the most talked about and misunderstood technologies in computer animation because of its rocketing popularity and ambiguous implementation. In *Understanding Motion Capture for Computer Animation and Video Games*, industry insider Alberto Menache tells the complete story of motion capture, examining its technical details as well as its

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An inertial measurement unit (IMU) is an electronic device that measures and reports a body's specific force, angular rate, and sometimes the orientation of the body, using a combination of accelerometers, gyroscopes, and sometimes magnetometers. IMUs are typically used to maneuver aircraft (an attitude and heading reference system), including unmanned aerial vehicles (UAVs), among many others ...

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