

Motion Capture Workflow: Sawmill Studios

PREPARE For CAPTURING

Pre-production,
production stage

- Shot List
- Casting
- Rehearsal
- Sets
- Props
- Volume Setup
- Calibration Capture
- Reference Video Delivery*

*Only selected data is processed based on live video selection.

CLEANING/ SOLVING

1st step of the process,
utilizing Maya plugin
Peelsolve

- Cleanup
- Rig
- Characterization
- Template Setup
- Frame Rate Conversion
- Solving

RETARGETING

2nd step of the
process, final pass for
adjustments

- Character Integration
- Motion Editing
- Finger Animation
- Interaction Adjustments

DELIVERY

Final step, files are
delivered for
integration into
animation pipelines

- Animation Plotted onto Skeleton
- Files Formatted in .fbx