Subject: Re: Sound or Animation First?
Posted by Wayne Parham on Mon, 29 Oct 2012 18:39:04 GMT
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They do both at the same time, using a technique called motion capture. Basically, they record a real actor's motions and use them to create a dot cloud animation. It's a series of points that show where each of their body parts are, forming a mesh. Then this is mapped to an animated character. This way they get realistic body movements and facial expressions. The synchronization of recorded audio is automatic, since it's tied to the movement of the point cloud.