Subject: Re: Sound or Animation First?
Posted by Wayne Parham on Thu, 01 Nov 2012 15:48:41 GMT
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Motion capture came pretty early on in 3D computer animation technology. There really wasn't much that happened before that, unless you're talking about artists drawing by hand or modeling with clay.

As for 3D computer models, there were some early models that weren't done with motion capture but most were models of machinery and other inanimate objects. As soon as models of living creatures were sought, motion capture was developed. Kind of happened at the same time.