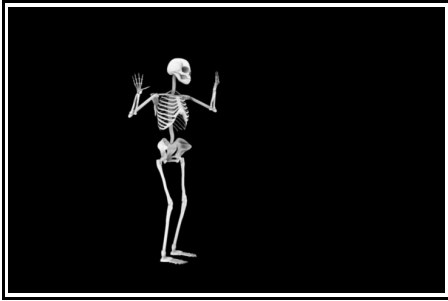


Kat Walker

••••• motion capture artist

demo reel breakdown



Capture 1 • Miming Skeleton

Captured using Vicon iQ, post-processed in MotionBuilder 7.5 Extension 2 and rendered as an occlusion pass using Maya 2009.

Responsible for the motion capture, all post-processing, rigging and rendering. Modeling by Kyle Blair. Full body motion capture including a full five fingered glove. For the Vicon iQ skeleton, I modified the default three finger skeleton and added the missing fingers (this skeleton was also used for Capture 3). Was captured in a room using twelve Vicon cameras that had no special positioning.



Capture 2 • Dancing Lizards

Captured using Vicon iQ, post-processed in MotionBuilder 7.5 and rendered using Maya 2008.

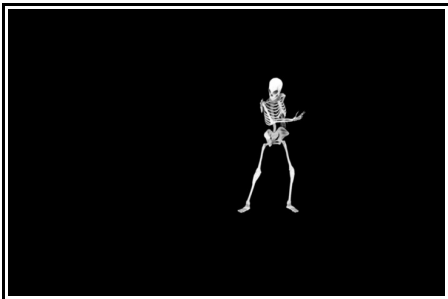
Responsible for the motion capture, all post-processing, lighting, texturing, rigging and rendering. Modeling by Joshua Walton. Five character capture using four separate motion capture sessions. One capture was split into two for movement on two unique characters.



Capture 3 • Piano Playing Skeleton

Captured using Vicon iQ, post-processed in MotionBuilder 2009 and rendered using Maya 2009.

Responsible for the motion capture, all post processing, lighting, texturing, rigging and rendering. Modeling by Kyle Blair. Full body motion capture including a full five fingered glove for individual finger captures. Was captured in a room using twelve Vicon cameras that had no special positioning.



Capture 4 • Free Dance

Captured using Vicon iQ, post-processed in MotionBuilder 7.5 Extension 2 and rendered as an occlusion pass using Maya 2009.

Responsible for the motion capture, all post-processing, rigging and rendering. Modeling by Kyle Blair. Full body motion capture including a three fingered glove. Was captured in a room using twelve Vicon cameras that had no special positioning.