Motion Capture Animation Application Solutions-3DMAX

Solution Process:

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┌─────────────────┐      ┌─────────────────┐      ┌─────────────────┐
│ Wearing and     │      │                 │      │                 │
│ connecting motion│ ───→ │ Motion capture  │ ───→ │ Import to       │
│ capture device  │      │ data (FBX)      │      │ 3DMAX           │
│                 │      │                 │      │                 │
└─────────────────┘      └─────────────────┘      └─────────────────┘
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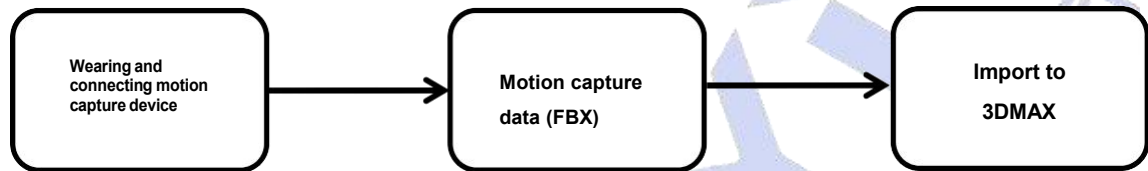
Wearing motion capture devices

This tutorial is based on the VDSuit Full, please watch the corresponding wearing video or instructions.
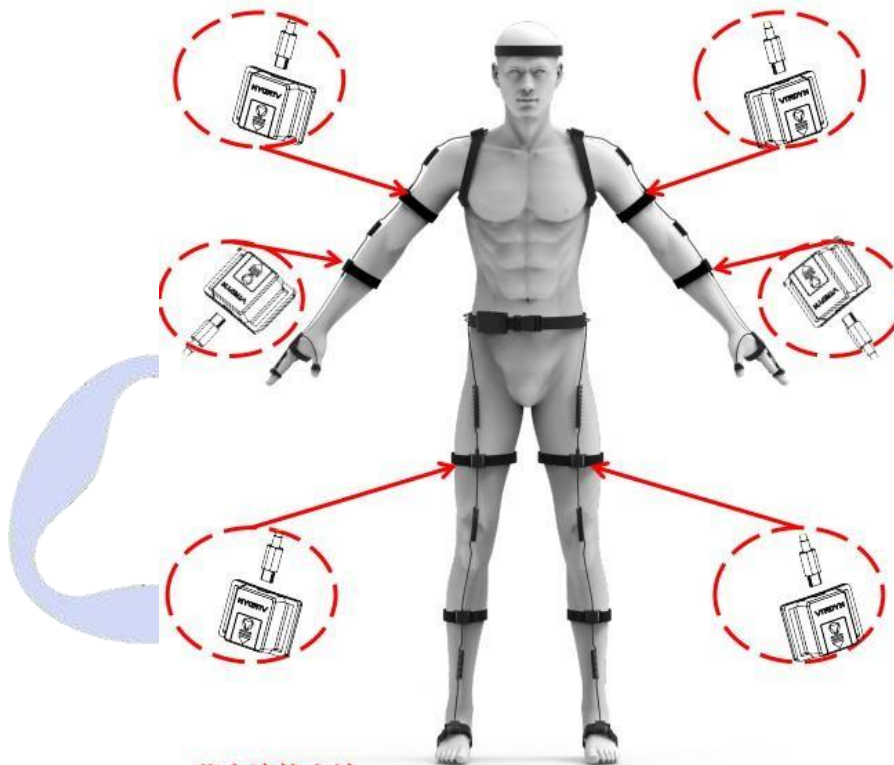
节点连接方法：

1. 将大臂、小臂、大腿、节点分别固定在大臂、小臂、大腿肌肉较少处
2. 根据上方提示将连接线插入传感器底座USB处，将线插入后检查是否完全插入传感器底座并且牢固，避免使用过程中连接线脱落

Connecting and calibrating equipment

1) Device and software connection

Select the VDSuit Full type and then click the Connect button to connect to the software, as shown in Figure 2.1-2.2 below.
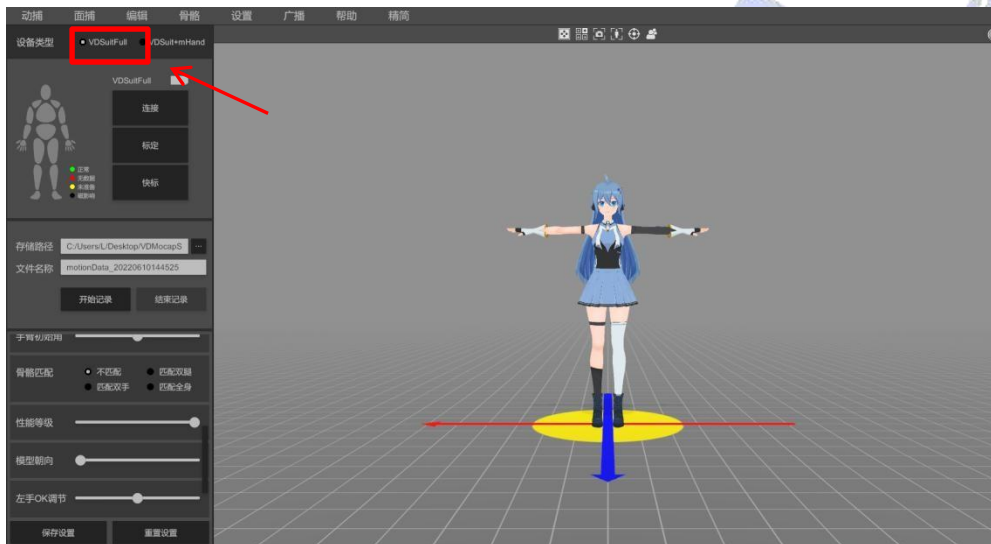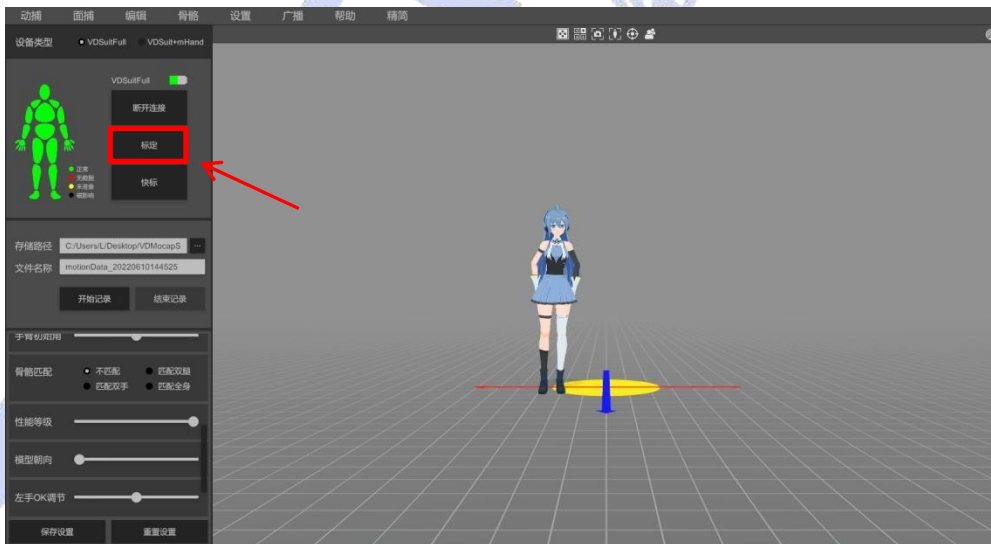

Figure 2.1

Figure 2.2

Calibration

After connecting to the software for attitude calibration, the calibration must be performed strictly according to the calibration action before use, otherwise the attitude effect will be affected.

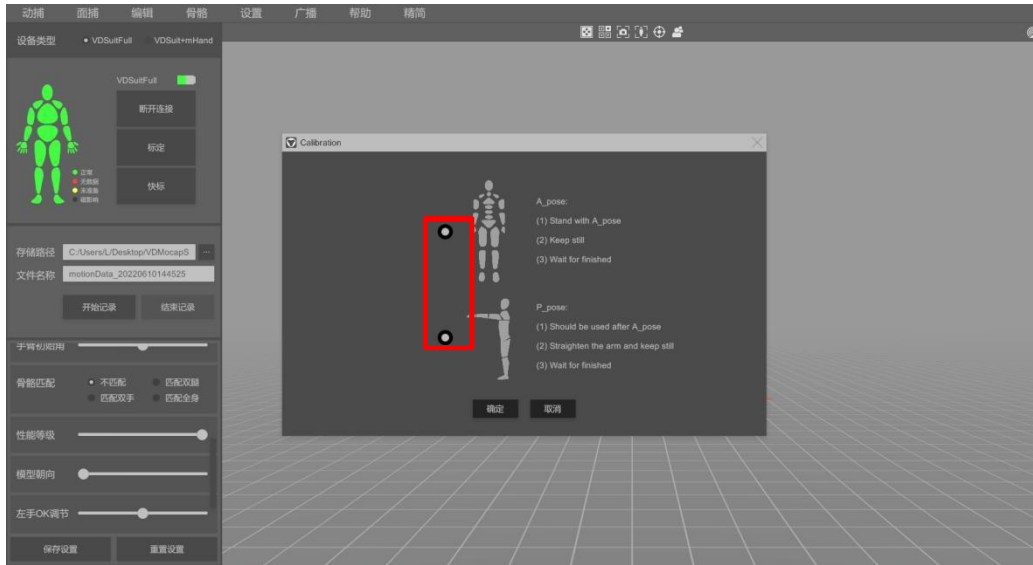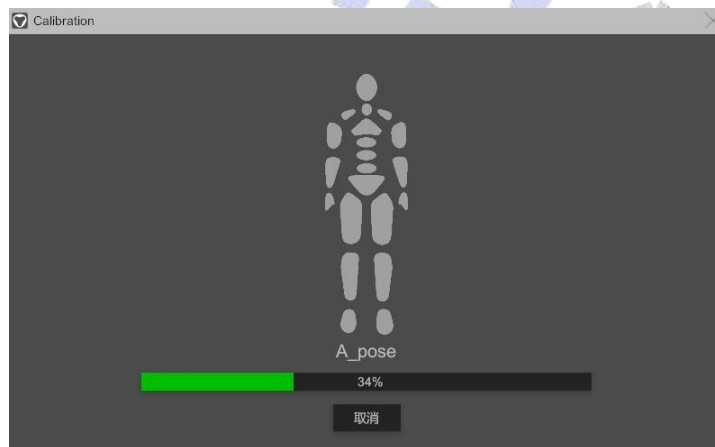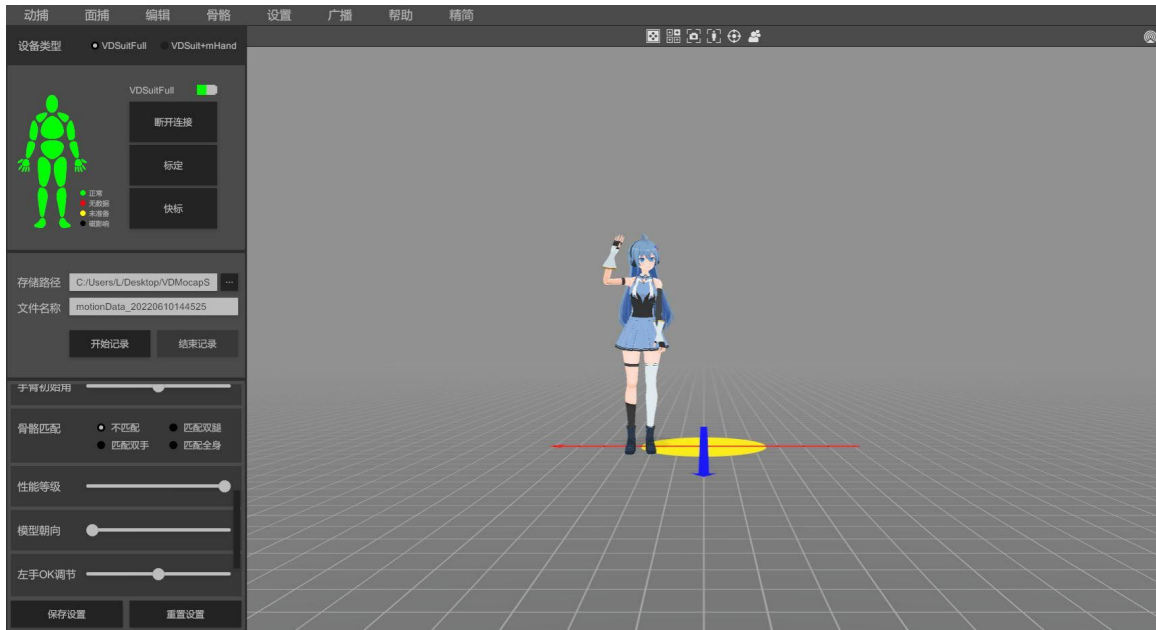Check both actions, the node must be calibrated after each move.

Figure 2.3

Figure 2.4

Figure 2.5

Recording action data

After switching the model to be animated (the model is made according to our model specification), set the storage path and file name, and then click the "Start Recording" button to start recording the action data.

When you have finished recording the motion data, click the "End Recording" button. The data file will be saved.
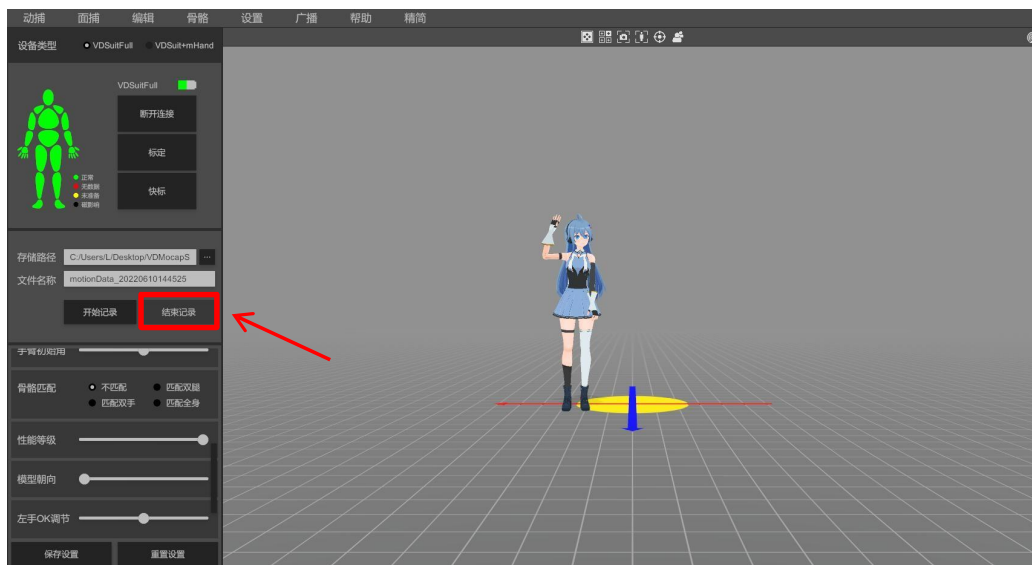
Exporting FBX motion capture data files

Load a piece of data, click the Export button, set the properties of the data file to be exported, the export type must be WriteAnimToFbx (Tpose), enter the FBX model as the same model for recording md data, this tutorial is based on the standard skeleton binding model demonstration, the export steps are shown in Figure 4.1-4.2 below.
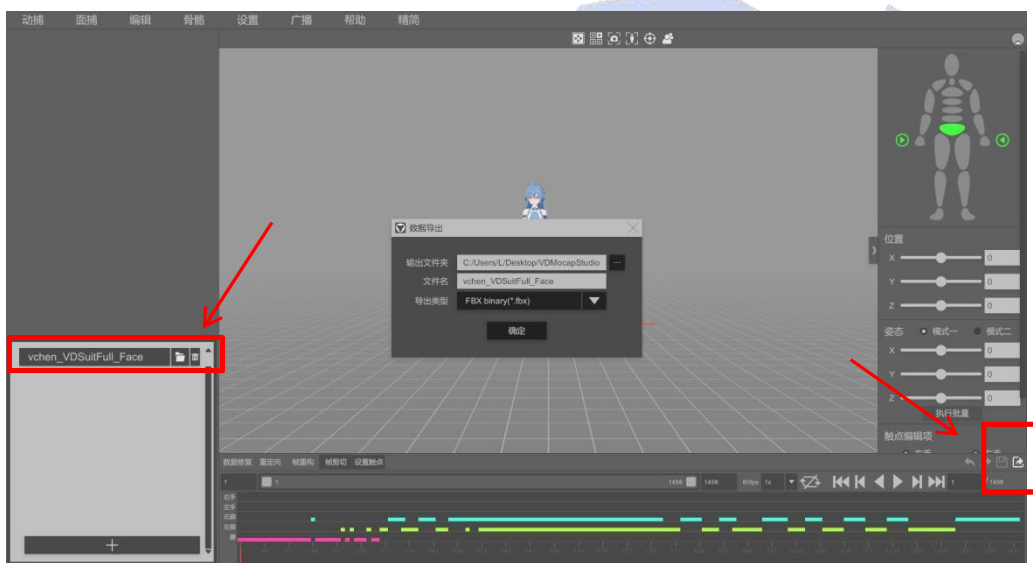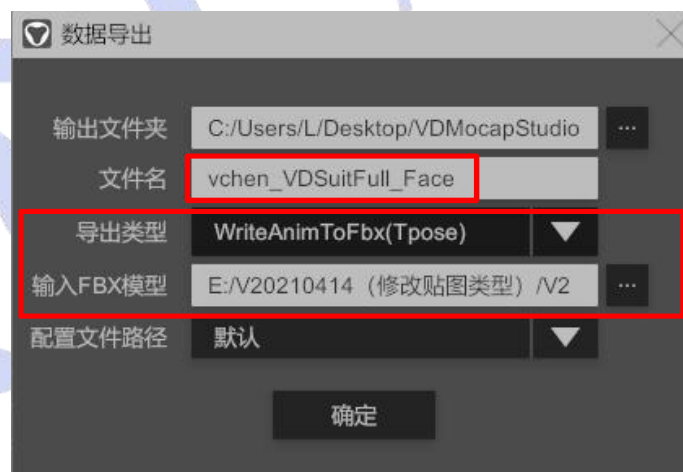

Figure 4.1

Figure 4.2

Importing to 3DMAX

Open 3DMAX software and import the FBX file containing the model with the export type WriteAnimToFbx (Tpose) into 3DMAX, as shown in Figure 5.1.
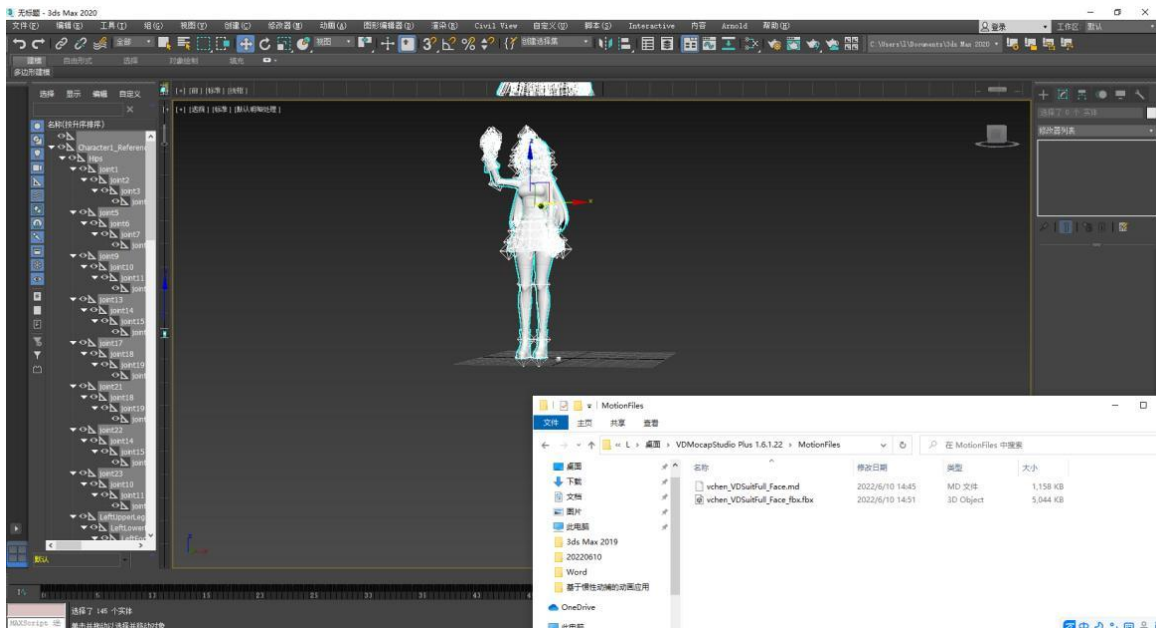

Figure 5.1