

Exploring Dynamic Character Motion Techniques for Games Development

Abstract

3D character development is very important part in the character animation. Currently, animation researchers try to control their virtual character joint and make their character motion more realistic and look like real human movement. Using motion capture technology, input data for character movement can be manipulated. This paper presents a current motion research in the real time animation character and focused in dynamic motion control considering physic for game development. From this paper, the researcher can get better understanding what is the main issues and relevant technique that used by the recent researchers in this area. This review focuses on three main parts in dynamic motion generation with physics consideration and control: skeleton hierarchy and kinematics, motion capture data animation, and active dynamic control.

Keywords: Motion Capture, Realistic Motion Data, 3D Character Animation.

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