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Motion capture is one of the most talked about and misunderstood technologies in computer animation because of its rocketing popularity and ambiguous implementation. In Understanding Motion Capture for Computer Animation and Video Games, industry insider Alberto Menache tells the complete story of motion capture, examining its technical details as well as its growth as an industry.

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With its careful balance between technical analysis and industry trends, Understanding Motion Capture for Computer Animation and Video Games is the first book to explore the controversial art and practice of modern character animation using motion capture.

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An inertial measurement unit (IMU) is an electronic device that measures and reports a body's specific force, angular rate, and sometimes the orientation of the body, using a combination of accelerometers, gyroscopes, and sometimes magnetometers.IMUs are typically used to maneuver aircraft (an attitude and heading reference system), including unmanned aerial vehicles (UAVs), among many others ...