THREE DIMENSION HUMAN MOTION CAPTURE
WITH ACTIVE MARKER

By: Eka Prasetyono
Student Identity Number: 2208205717
Supervisor: Moch. Hariadi ST., M.Sc., Ph.D.

ABSTRACT

Human motion capture is part of computer vision technology that many animation and gaming used. Through motion capture system, animate character look more natural. Motion capture system can produce more animation in sort time and less animators. Many motion capture that already sold in market has high price, thus this research propose low cost motion capture but has same quality with others. System developed with eight web cameras which arrange in multiview angle positional. Triangulation method applied to reconstruct three dimension object. Marker motion, which mounted to the actors, captured by camera. System produce only 4.90% error to pose estimation and deviation error between 3.4mm to 48.8mm.

Keyword: human motion capture, active marker, multi view camera.