ABSTRACT

McGegas is the first motion capture software made in Indonesia. McGegas consist of three major parts. The first is motion capture software. The second is database animation engine, and the third is render farm motion capture. With McGegas software, movements of human actors as models for 3D objects can be captured by camera capable of some 14 motion capture markers at 30 fps (frame per second). Results from these capture processes and then transformed into 3D model as the desired movement. Recently, to capture movements of human actor, McGegas motion capture is using eight single static camera installed on eight different positions in a closed room which has an area of 3x3 m². McGegas is a motion capture system and software which its performance will be tested with human movement pattern generally. The performance that will be tested is the active marker motion capture system ability to capture type and speed movements. The number of detected markers affect the success percentage label that will be reconstructed. Label A which is located on the head has a success reconstruction rate of 98% for occlusion rarely occurs in the area. And Then for most error in the Label K and N. Average error in McGegas software is 40% The Human movement which have certain speed level and uniqueness owned by human is the object investigated further in McGegas software testing. Key word : Software Testing, Motion Capture, McGegas.
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