ANNOTATED REFERENCES

Reference 1: Motion capture for artists
Midori Kitagawa, Brian Windsor, 2008. *MoCap for artists*. Focal Press. Motion capture for artist is a complete reference about the standard motion capture pipeline. It provides tip and tricks and describes the techniques behind traditional motion capture. I also found really useful the motion capture data flow chart that I included in my presentation.

Reference 2: Computer Animation, algorithm and techniques
Rick Parent, 2008. *Computer animation, algorithm and techniques*. 2nd ed. Morgan Kaufmann.
Rick Parent' computer animation book is a useful reference text for most of the computer animation related topics. It provides a comprehensive overview of the field, and I used it to have a high-level description of the algorithms used in motion capture.

Reference 3: Real-time Physics-based Motion Capture with Sparse Sensors
Sheldon Andrews, Ivan Huerta, aku Komura,Leonid Sigal, Kenny Mitchell, 2016. Real-time Physics-based Motion Capture with Sparse Sensors. London: ACM.

This is a research found by the innovate UK project:"Real-time Digital Acting". I based most of my presentation presenting content from this paper. It's a research paper about how to improve the performances of motion capture by providing the system with more information. It introduces a technique that allow the capture of the movement of a subject also in situations where the markers are hidden.

Available from:
http://www.nathanheazlett.com/images/Ovis%20Setup/ovis-animation-setup.jpg

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S. Ha, Y. Bai, and C. K. Liu., 2011. Human motion reconstruction from force sensors. ACM SIGGRAPH/Eurographics Symp. on Computer Animation

Real-time Physics-based Motion Capture with Sparse Sensors. Available from: https://www.youtube.com/watch?v=-Xh25tSlM48

R.Slyper J.K.Hodgins, 2008. Action capture with accelerometers. In: *ACM SIGGRAPH,* Eurographic symposium on Computer animation,

D. Vlasic, R. Adelsberger, G. Vannucci, J. Barnwell, M. Gross, W. Matusik, and J. Popović., 2007. Practical motion capture in everyday surroundings. ACM Trans. on Graphics