ANIMATION OF AVATAR
USING MOTION CAPTURE DATA

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Abstract

This dissertation contains a method to animate an avatar using motion capture data. With the motion capture data, we automatically build a directed graph. We called this graph a motion graph. The motion graph contains both, sequences of the original motion capture and sets of transition automatically generated. Once we have the motion graph, we generate a motion simply by going through the graph. The graph can produce an infinite number of different motions. We can also extract from the graph a motion meeting the specifications of the user. This paper describes the algorithm used to build and test the motion graph. We also have the results of different tests.