

Motion Capture System on an FPGA

Lauren Gresko
Elliott Williams

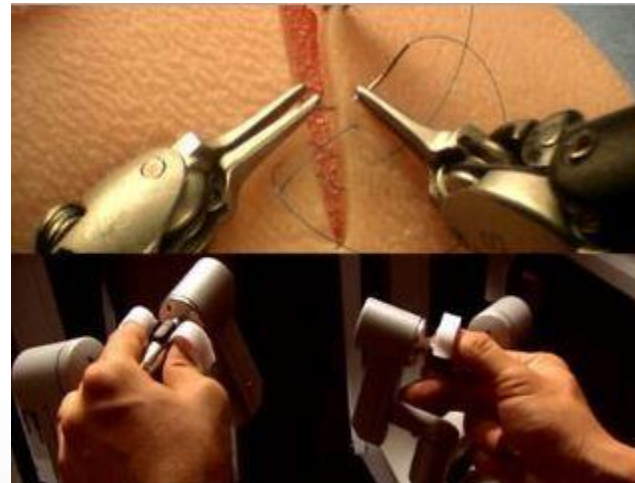
Motion Capture enables art



Motion Capture enhances immersion



Motion Capture improves telepresence

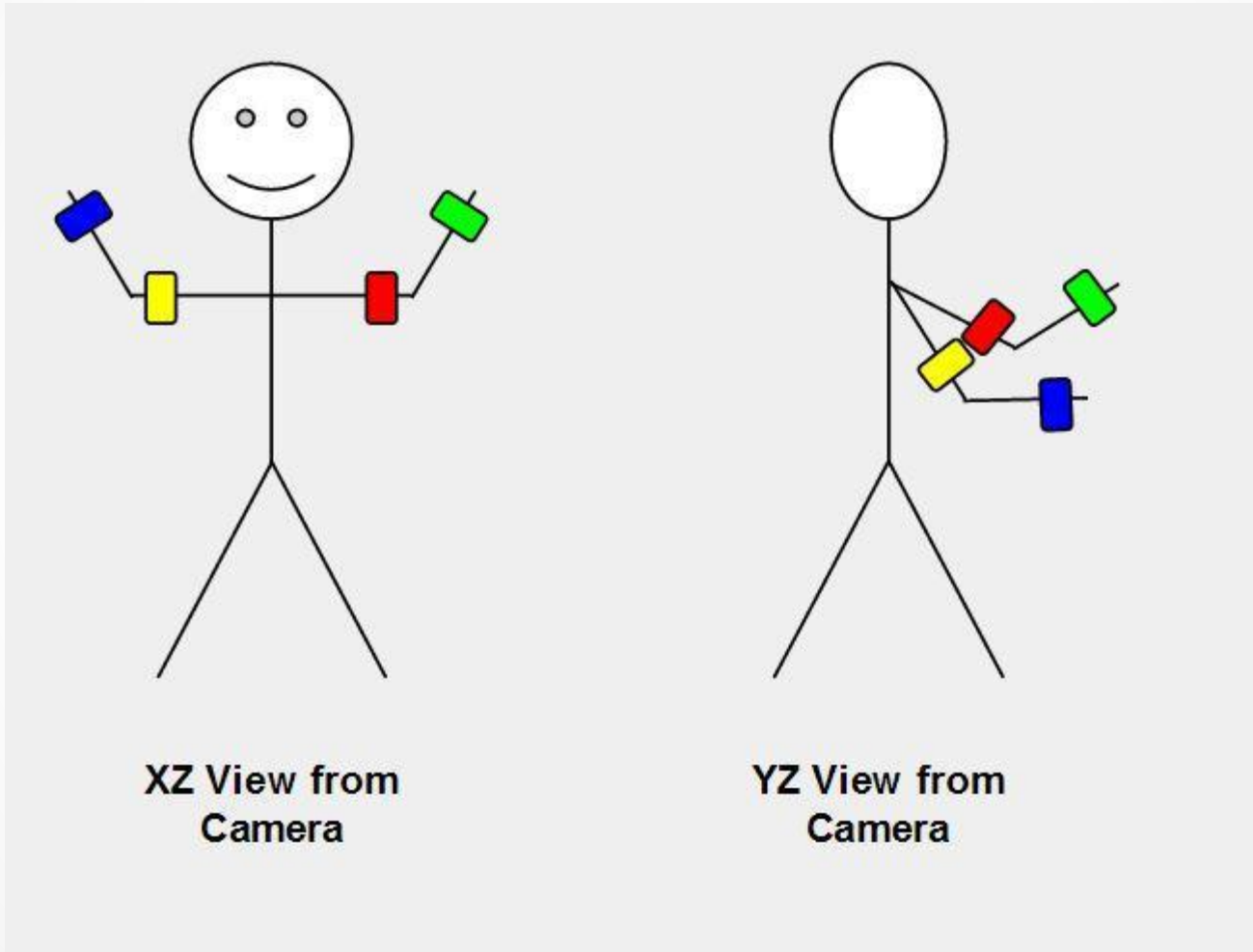


“Mo’ Cap, Mo’ Problems”

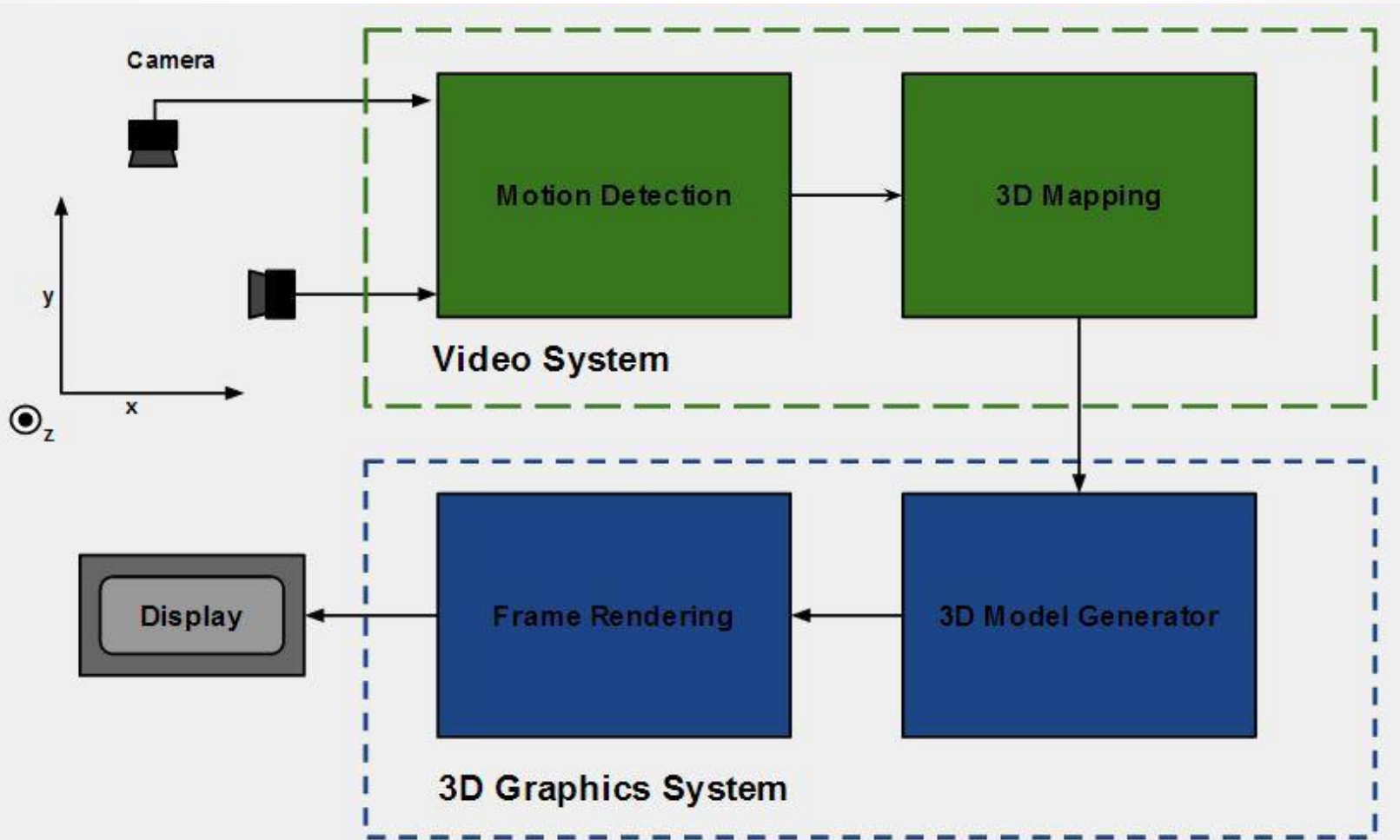
The issues with current technology

- o Expensive equipment
- o Special Software
- o Trained Technicians

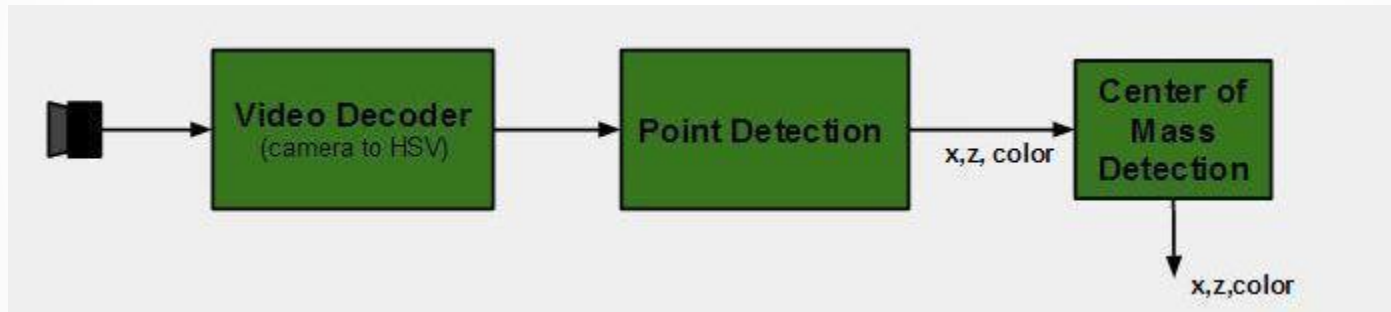
The user interface is simple.



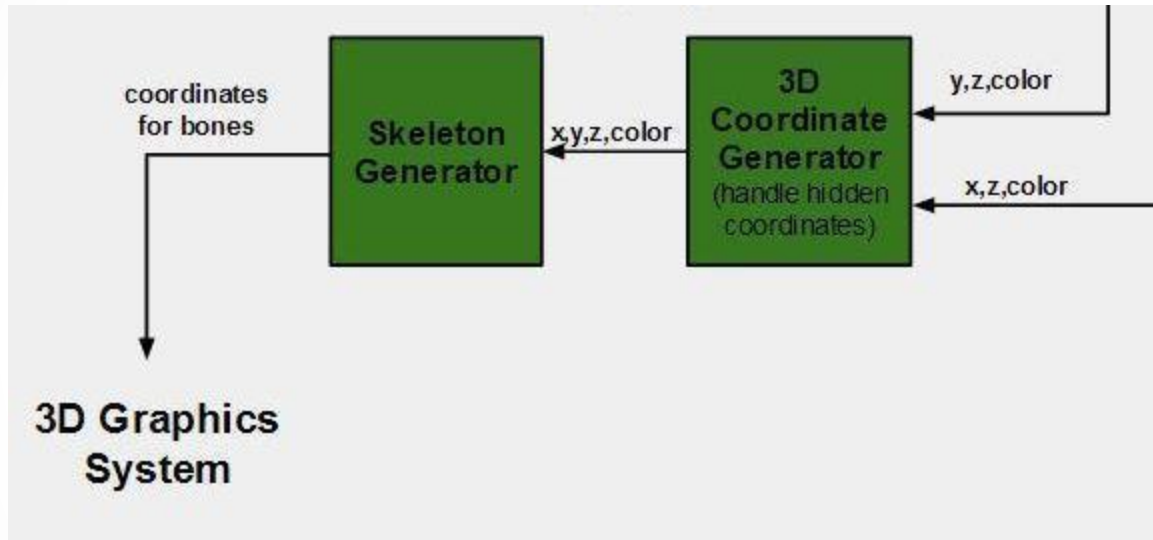
The Overall System



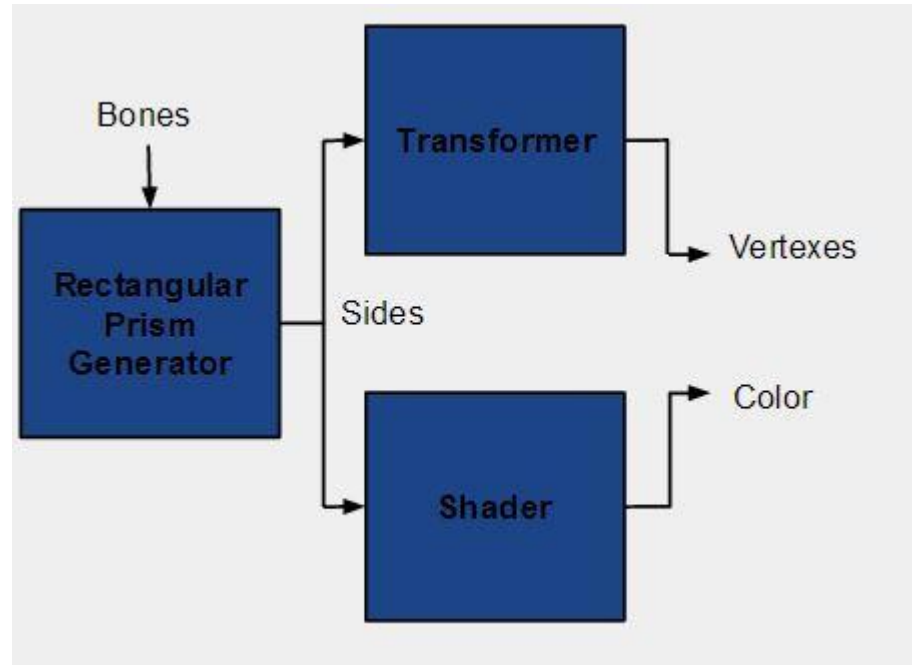
Motion Detection



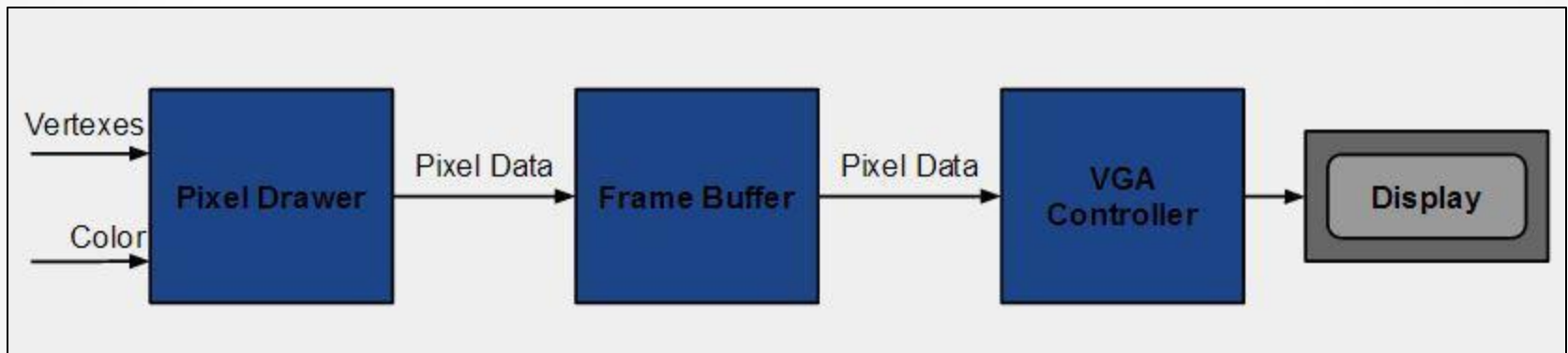
3D Mapping



3D Model Generator



Frame Rendering



Advantages of Our system

- Low Cost
- Simple interface
- Easy setup

Conclusion

Our system will make the power of motion capture widely available, ushering in a new era of innovation in both everyday technology and independent art.