
SHŌGUN
REDEFINING
VFX
MOTION CAPTURE
SHŌGUN 1.3
VICON

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SHŌGUN 1.3

Built from the ground up, Shōgun takes advantage of Vicon's 35 years' experience in motion capture and the improved technology available in Vicon Vantage and Vicon Vero cameras. Shōgun 1.3 complements and supports existing groundbreaking features including Live Subject Calibration, SDI Video Support, and Unbreakable Solving.

HIGH FIDELITY FINGER ANIMATION

Shōgun 1.3 features a brand new high resolution finger solver supporting a full finger model capable of capturing high fidelity motion, including palm motion. Based on an 18-month project with Framestore, one of the leading film and television production houses, we co-developed the tool and road tested it on a number of real life shoots.

Based on a high-density, 58-marker hand model we are able to constrain the skeleton and create reduced marker sets while maintaining the full hand model underneath.

This allows production houses to produce previously unseen levels of finger animation, using a production-friendly marker-set, all in realtime, with Shōgun's proven Subject Calibration workflow.

Live full finger animation has long been a feature request from anyone working in motion capture. Fingers are one of the most time-consuming elements to hand animate. With Shōgun 1.3 fingers now look the way they should. They can be calibrated based on the performer's real hands and the labeling process makes use of this new feature which results in cleaner and more accurate data.

We've made sure that the new retargeting feature also makes use of the improved finger animation. Seeing realistic finger motion on your own game character as they interact with a prop all in real-time is a game-changer for shoots and the motion capture pipeline.

CHARACTER RETARGETING

New to Shōgun 1.3 is the ability to retarget from the Vicon Shōgun character onto any custom character. We understand that customers would prefer to see their own characters being driven by the motion capture data rather than ours. Working in conjunction with our plug-ins it takes only a matter of seconds before you can see the character in the game engine.

Speed up the production process by visualizing the motion capture performance using assets and tools you are familiar with.

With Shōgun 1.3 we've created tools to allow you to animate and drive any character in FBX format. This mapping file can then be saved and reused across multiple actors saving time and allowing shoots to stay on schedule. Our goal at Vicon is to make this process as seamless as possible and allow shots to be signed off and approved on set, not in post.

MULTI-MACHINE

Shōgun 1.3 supports the ability to scale processes across multiple machines. For example, reconstruction and labeling can be run on one machine with solving and retargeting run on a second machine. This will help reduce CPU load and allow for larger more complex captures.

Things like fingers and retargeting come with an extra processing cost which can often lead to unwanted dropped frames. Multi-machine will help reduce the amount of dropped frames and help keep everything running smoothly. This process has been tried and tested with our 35 person capture which can be seen on the Vicon website.

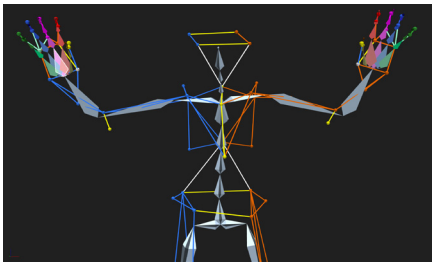
CLEANUP TOOLS

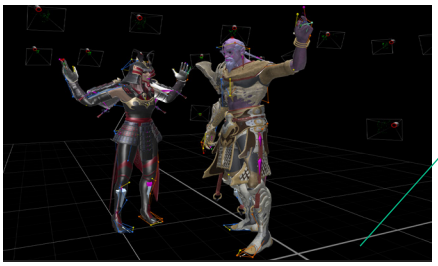
Shōgun Post 1.3 features a new gap list showing you a list of all the gaps relevant to that subject. Each gap can be clicked on and the graph will zoom to focus on that gap. We also gray out any other subjects in the scene making it easier to work on that person.

You can then use an automatic rigid fill operation to automatically fill gaps. This feature looks at all the markers in your scene and compares them against the marker you are trying to fill. Post 1.3 then uses a combination of similarly moving markers to fill the gap and checks the fill to make sure it looks correct, if not it chooses another set of markers.

USD SUPPORT

Shogun Post 1.3 now supports the ability to export skeletal data as USD format. This enables Shogun users to quickly get animation onto an IOS device, allowing the use of features like the new AR Kit technology to bring your animated character to life.





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