MOTION ALCHEMY: PRODUCTION-READY MOCAP IN MAYA

3DUNI

INTRODUCTION

Learn how motion capture is used in real film and game production.

In this short, intensive course, you'll import, clean, and integrate mocap data in Maya, work with a motion capture rig, and animate over it to achieve production-ready results. You'll understand the differences between standard and mocap rigs and learn how to adapt realistic motion to stylized or cartoon characters.

Designed for 3D animators, 3d artists, and VFX artists, this training takes place inside an active VFX and CGI studio, guided by professionals with real production experience.

By the end, you'll create a fully polished motion capture scene ready for your reel - and understand why every step matters.

WHAT YOU WILL LEARN:

- Importing and retargeting motion capture data in Maya

- Cleaning noisy mocap and fixing foot sliding

- Character binding and motion matching

- Editing motion in the Graph Editor for performance refinement

- Exporting data for lighting, rendering, or Unreal integration

Difficulty Level: *Intermediate*

Duration: *3 days*

Material Included: *Mocap data files*

Requirements: *Maya*

COURSE STRUCTURE

○ **MOCAP DATA IMPORT AND CLEANUP**

Learn how studios handle raw performance data.

○ **RETARGETING TO CHARACTER RIGS**

Match data to skeletons with precision.

○ **EDITING MOTION**

Polish animation curves and refine timing.

○ **CAMERA AND SCENE INTEGRATION**

Build a cinematic shot around performance.

○ **RENDERING AND OUTPUT**

Export polished animation ready for portfolio use.

**CLICK TO SEE THE
FINAL RESULT**