

Activision Selects Realviz Movimento

Video-Based Motion Capture Software Launched at Siggraph 2006

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REALVIZ confirmed that Activision, Inc. has selected REALVIZ Movimento as their facial capture solution of choice for a forthcoming movie-based game. Headquartered in California, Activision, Inc. is a leading worldwide developer, publisher and distributor of interactive entertainment and leisure products. REALVIZ Movimento is a state-of-the-art video-based motion capture solution, "Powered by SMART", REALVIZ' powerful automatic 3D tracking engine.

REALVIZ Movimento offers the unique capability to capture the motion of any non-rigid object (humans, animals) in post-production, from synchronized image sequences with total flexibility:

Starting from 2 cameras to as many as required.

Cameras can be fixed or moving.

Cameras can be of different frame rates and definitions.

No need for a motion capture studio.

"REALVIZ Movimento is a significant addition to our production pipeline," explains Filippo Costanzo, Art Director of Central Technology at Activision. "This innovative solution will positively impact the way we work, reducing both the time and complexity often involved in achieving our production goals."

"We are delighted that Activision has embraced REALVIZ Movimento as their facial capture solution for an upcoming movie-based game, and look forward to working alongside them as they integrate the technology into other game pipelines, as well," said Kim Van Hoven, REALVIZ SFX Sales Manager for the Americas. "Movimento is an extremely robust and flexible production tool already, and it stands to grow even more from this relationship with Activision, as they continue to provide us with feedback and requests to suit their production needs. In return, our aim is to help their team increase production speed and quality to complete projects quicker and more efficiently than ever before."

REALVIZ Movimento expands the boundaries of the traditional motion capture studio by offering the ability to take the motion capture process beyond the studio to where the action is. Movimento offers users a complete and flexible solution for facial, hand, arm and full-body motion capture across a wide range of applications, from special effects, games, animation, biomechanical research, sports science, orthopedics and engineering, to behavioral analysis.

Since its launch at SIGGRAPH 2006, Movimento has been firmly embraced by leading motion capture specialists, game developers and production houses worldwide, including: Framestore CFC (UK), WideScreen Games (France), Glassworks (London) & FilmAkademie Stuttgart (Germany) amongst others.

More Information at: movimento.realviz.com