



Golaem Puppet

Wherever animation takes place, motion capture is a key process in the production pipeline; especially for **CG special effects**, **live shows** or **virtual reality** applications.

Golaem Puppet animates 3D characters in real-time from any motion capture system output. It automatically retargets live motion to any 3D character morphology.

BENEFITS

Live Feedback

Using Golaem Puppet, any motion capture system user is able to visualize, instantly and painlessly, the captured motions inside the production 3D environment, on the targeted characters.



Motion Validation

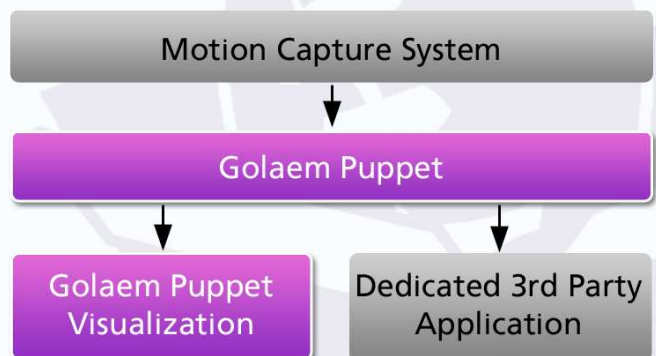
Golaem Puppet allows you to check the motions validity at the beginning of the production pipeline. You will never again end a motion capture session wondering if the right motions are in the box.

Environment Validation

Golaem Puppet helps you to validate that a designed object or environment fits with a variety of user morphologies.

Easy To Integrate

Golaem Puppet is designed to be easy to integrate in existing production pipelines; Already available as plugins for 3DVIA® Virtools®, we also provide a C++ SDK for further integrations.





FEATURES

Automatical Real-Time Retargeting

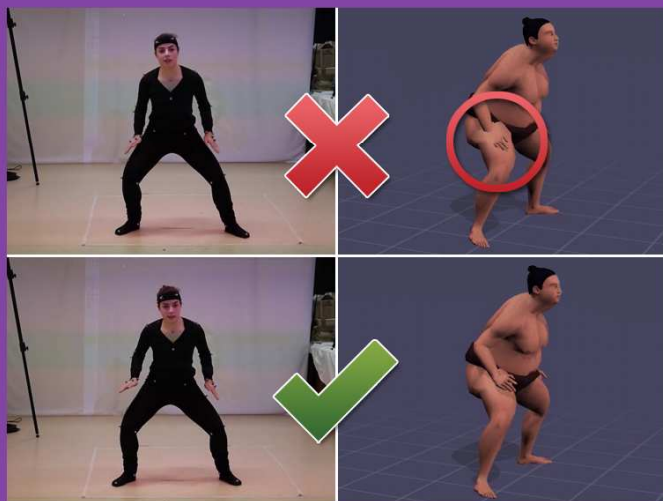
- Animate a variety of characters with only one motion captured actor
- Any biped/quadruped morphology

Editable Automatic Rigging

- Automatic skeleton morphology definition
- Manual mapping between bones hierarchies

Inverse Kinematic Constraints

- Preserve captured motion properties (e.g. clapping hands, pushing a button...)



Motion Validation



Environment Validation