

## WELCOME TO DEAKIN *MOTION.LAB*

The Deakin Motion.Lab is a unique partnership between education, government and industry. The studio provides commercial motion capture services, through industry partner Act3animation, to local and overseas animation and game development projects. This partnership with industry enables the Deakin Motion.Lab to provide cutting edge, industry-relevant education and training in motion capture to undergraduate and postgraduate students in creative arts, multimedia technology disciplines, and industry.

Studio Director Dr. Kim Vincs

### FURTHER INFORMATION

Dr Kim Vincs  
Director, Deakin *Motion.Lab*  
Faculty of Arts and Education  
Phone +61 3 9251 7663  
Email [kvincse@deakin.edu.au](mailto:kvincse@deakin.edu.au)  
[www.deakin.edu.au/motionlab](http://www.deakin.edu.au/motionlab)

International students – for further information  
visit the Deakin International web site at  
[www.deakin.edu.au/international](http://www.deakin.edu.au/international).



**DEAKIN**  
UNIVERSITY AUSTRALIA

## GRADUATE CERTIFICATE OF **MOTION CAPTURE**



| MELBOURNE | GEELONG | WARRNAMBOOL



Deakin Motion.Lab provides a unique collaborative studio environment, where staff and students from many disciplines work together on projects. Students incorporate motion capture in their development as artists and as media and information technology specialists.

The movements of performers are captured by specially designed cameras as three-dimensional data which is downloaded into a computer. Sophisticated software then converts the data into a CG model of the movement itself, allowing animators to create life like movement and characters for film, video and games development applications.

As a recent graduate or keen professional in animation, game development, performance and multimedia, the Graduate Certificate in Motion Capture will allow you to develop an understanding of, and skills in motion capture techniques and applications.

## ESSENTIAL INFORMATION

### COURSE STRUCTURE

The course consists of three compulsory units in motion capture and one elective that you can choose to compliment your disciplinary backgrounds and areas of interest. The Graduate Certificate of Motion Capture can lead into the Master of Film and Video and Master of Arts (Creative Enterprise).

#### Core units:

- > AMC701 Motion capture boot camp
- > AMC702 Animating motion
- > AMC703 Digital puppetry

Choose one elective from the Graduate Diploma of Film and Video, Master of Film and Video or the Master of Arts (Creative Enterprise).

### COURSE DURATION

0.5 years full time or part time equivalent.

### ENTRY REQUIREMENTS

The entrance requirement is a bachelor degree from an approved tertiary institute, or an equivalent qualification. Candidates who do not possess a bachelor degree, but who have extensive experience in a relevant field, may apply.

### ADVANCE STANDING

You may apply for advanced standing if you believe your qualifications exceed the normal minimum requirement for admission.

### HOW TO APPLY

To apply for postgraduate study simply submit an online application by visiting [www.deakin.edu.au/apply](http://www.deakin.edu.au/apply). To ensure that you are aware of closing dates and further application requirements, follow all the application steps and provide all relevant information regarding previous study and work experience. For more information about how to apply and closing dates visit [www.deakin.edu.au/postgrad](http://www.deakin.edu.au/postgrad)

## STATE OF THE ART FACILITIES

Deakin Motion.Lab is the most technologically advanced motion capture facility in Australia.

#### It features

- > 24 x 4 megapixel Eagle 4 cameras
- > Multiple performer capture
- > Real-time capture
- > Facial Capture
- > 126m<sup>3</sup> capture volume
- > 8 Core Xeon workstations
- > Maya, 3D Studio Max, Motion Builder pipeline.

Deakin Motion.Lab works closely with its commercial partner Act3animation, utilising industry standard working processes and techniques. The Motion.Lab is also committed to furthering research and development in motion capture via a number of internal and joint projects.

Motion Capture technology has been used to animate characters for a number of block buster movies, including Gollum in the Oscar-winning trilogy 'The Lord of the Rings'.

