

Blade Training Course

Day 1

- Introduction to Blade
- User interface structure
- Managing data and configuration
- Overview of editors and toolbars
- Creating custom workspace layouts
- Studio session
 - System setup
 - System calibration
 - Marker placement on a performer
 - Capture performer ROM
 - Character calibration
 - Real-time processing
 - Capturing data
- Classroom session
 - Post processing overview
 - Basic post processing using captured data
 - Reconstruction
 - Auto Labeling
 - Solving
 - Exporting data

Day 2

- Recap of day one
- Practice of studio session activities from day one to test knowledge
- Advanced studio activities
 - Capturing DV
 - Capturing props
 - Capturing 2 performers
 - Realtime processor attributes
 - Streaming to Autodesk® MotionBuilder®
- Post processing recap
 - Batch processing
- Advanced post processing
 - Reconstruction parameters
 - Manual labeling
 - Filtering
 - Gap filling
 - Introduction to Production Skeleton Solving