

The final dance was captured successfully on Friday, March 4<sup>th</sup>, 2012

## Save the Last Dance

After last week's mocap test, the dance data was retargeted onto the humanoid models to get a feel for the look of the dance in a 3D environment. Problem areas, such as the dancers stepping out of the capture zone, were determined and fixed. Another rehearsal was held in the Attack Theatre Studio in the Strip District on Wednesday. The full dance was previewed and replica costumes were created to get a better feel for the range of motion of the humanoid locomotives. The dance tells the story of the locomotives' emerging emotions as they discover their humanity. It starts off with the male humanoid getting up from the ground and seeing his partner, he goes to help her awaken and gain balance with her own limbs. They soon acquire feelings for each other and later transform once again into full humans thus realizing their full evolution.

The final dance sequence was captured on March 4<sup>th</sup>. The dance was broken into sections to accommodate the 8x3m capture zone. Team Anihccam would like to thank Attack Theatre for their hard work, dedication and talent.

In addition a lot of progress was seen in scene 2: the tunnel transformation. Cheng Fu has been hard at work at creating a highly detailed transformation complete with each tile in the tunnel peeling away to reveal a new country world. The effect is spectacular and adds a lot of dynamic and movement to the scene. The rest of the team has also been hard at work in recreating Depero's world from his paintings. Models have been constructed and are now in the process of being textured. The team hopes to have full rough animations of each scene by halves.



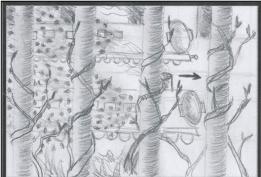


Figure 1: Dance Rehearsal with costumes (top) Scene 2 transformation (bottom)