Cut off Your Arm: A Medium-Cost System for Integrating a 3D Object with a Real Actor


Abstract:

In the film industry, many tricks have been employed using the integration of a 3D object with a real actor. Usually, attaching a 3D object with a real actor is a costly process because of the usage of an expensive motion capture system. This paper presents a system using a medium-cost motion capture system and a chroma-keying technique for generating a video footage of an actor with an integrated 3D object (e.g. amputated arm). The result of the proposed system shows the attaching process of different 3D objects with a real actor who is combined with a new background scene in the same viewpoint.

Keywords:

Video Compositing, Image Enhancement, Motion Capture System, Chroma-keying

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