Abstract

This thesis focuses on the exploration of the relationship between Motion capture and computer-generated key-framed animation in contemporary cinema, and how it affects the necessity of realism in modern animation. The paper leads and investigation into how Motion Capture enhances realism and the reasons for which it is used. This is done through a comparative study of both motion capture and key-framed animation, as well as the contrasting of Weta-created characters, Gollum (Lord of the Rings 2001) and Jake Sully (Avatar 2009).