

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).