

Videogame Mechanics

This workshop is designed for participants who want to learn the techniques required for video game acting, specifically in-game characters. The session will be focused on developing and performing locomotion in line with a professional shoot for a video game. By the end of the session, participants should be confident in knowing what's required for a video game production capturing for in-game characters.

Duration: 6hrs

Fee: £500 + Vat (Travel expenses not included)

Assistant: £200

Optional:

Live motion capture demo in real-time via Xsens and Manus software.

Fee: £350 + Vat

Capacity: 15-20 (Assistant Required)



Arm-Xtension Workshop



This workshop is designed for participants to learn how to use the arm extensions to create quadruped movement. Well-known from the recent Planets of The Apes Movies, the arm extensions are essential for imitating mammals that walk on all 4s such as Apes, Lions, Bears and Dogs. The movement development process will follow the structure of video game mechanics, which will benefit the participants if they were to gain work in the video game industry.

Duration: 6hrs

Fee: £500 + Vat (Travel expenses not included)

Arm Extensions hire per set

Fee: £50 + Vat

Assistant: £300 + Vat (Required)

Capacity: 10-12

Video Game Mechanics

@ The Target 3D Mocap Studios

The Video Game Mechanics workshop but inside a motion capture studio - Target 3D in central London.

Participants will be given a tour and a breakdown of optical motion capture, work all day in a mocap suit, see their digital movement in real-time and create mocap content that can be used for content/showreel purposes.

Duration: 8 hrs

Fee: £4500 + Vat

Capacity: 10



Previous clients

TRAINING ORGANISATIONS

