A NEW GENERATION OF INTERACTIVE CHARACTER ANIMATION TECHNOLOGY

High quality interactive animation is hard to do.

Traditional character animation, created by talented artists, can produce very beautiful and convincing animation. However, it is a very laborious process, taking weeks and months to complete. Also, the final animation cannot be adapted in real-time (as may be needed in a computer game), but can only be re-played as is.

Robotics-based techniques are currently used to generate interactive animation (a character’s throw or punch can be adapted in real-time), but the price is paid in terms of the quality and realism of the animation: robotics-based interactivity produces motions that look... robotic.

realMOVES’ new technology combines the best of both worlds.

realMOVES’ Motion Learning™ technology enables the production of fully interactive animation without sacrificing it’s realism, quality and style. The proprietary technology, based on research in the areas of machine learning and pattern recognition, is used to “teach” the computer how a person moves. The computer can then generate new, synthetic movements in real-time, and these new motions have as realistic an appearance and style as those of a real person.

realMOVES’ Markets:

realMOVES intends to become the leading provider of interactive character animation technology for computer and video games, for the internet, and for films and television broadcast.

Computer and Video games: Game developers are always trying to make their games more convincing, realistic, and engaging. The next top seller must always out-do the previous. realMOVES can provide the next quantum leap in game technology. Characters will be able to walk, run, and jump, climb stairs and ladders in a completely realistic fashion. Their convincing moods and styles can be easily controlled, portraying their level of injury or tiredness.

Internet animation: As 3D animation on the internet becomes popular, companies will have virtual hosts, sales-persons, and support personnel on their websites. realMOVES’ technology, well suited for the web due to it’s low computation and bandwidth requirements, will allow those virtual e-representatives to come alive.

Film and Broadcast: For films, realMOVES’ efficient and easy-to-use virtual characters, controlled by high-level action descriptions, will make it much easier and faster to ‘direct’ realistic crowd scenes and other ‘virtual extras’. For animation in TV broadcast, where strict schedules and budgets have to be met, a significant increase in productivity and animation quality can be achieved by using realMOVES technology.

realMOVES recently won 1st place in the 1999 Caltech 10K Business Plan Competition, and is currently seeking corporate partners and investors. If you share our vision for the future of character animation, contact us at: info@realmoves.com