

MatchMove

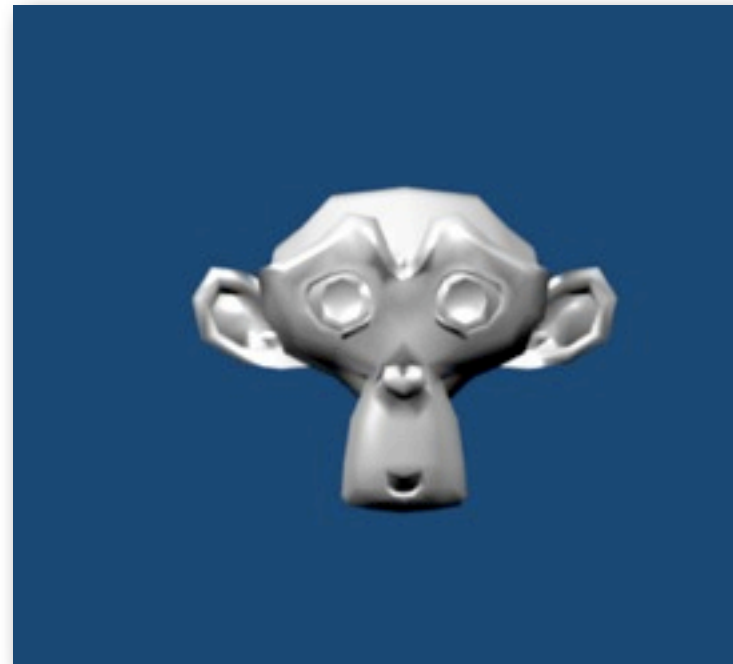
Digital Visual Effects, Spring 2009

Ken-Yi Lee

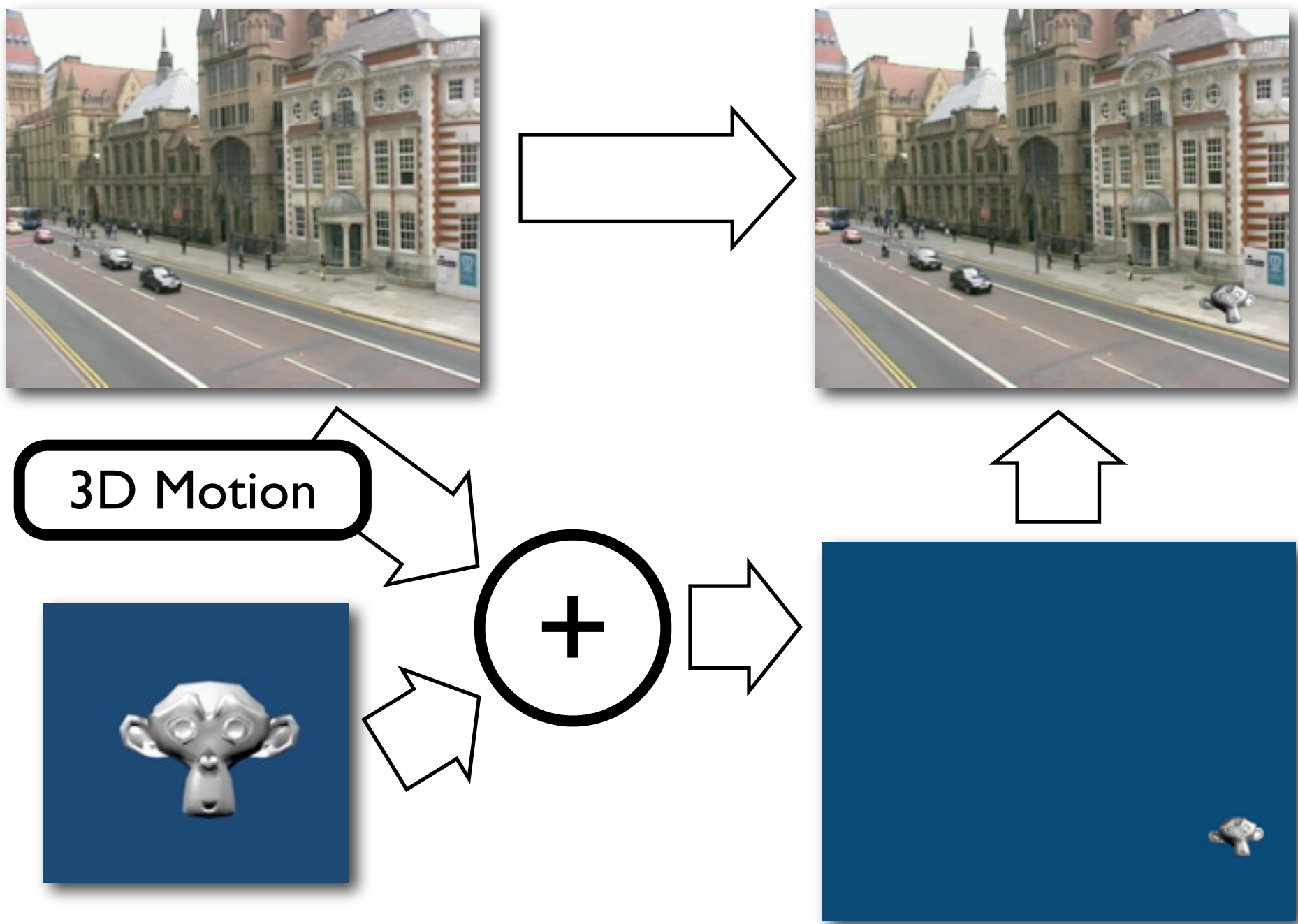
2009/04/23

Workflow

- Input:
 - Video
 - CGI Animation



Workflow



Setting

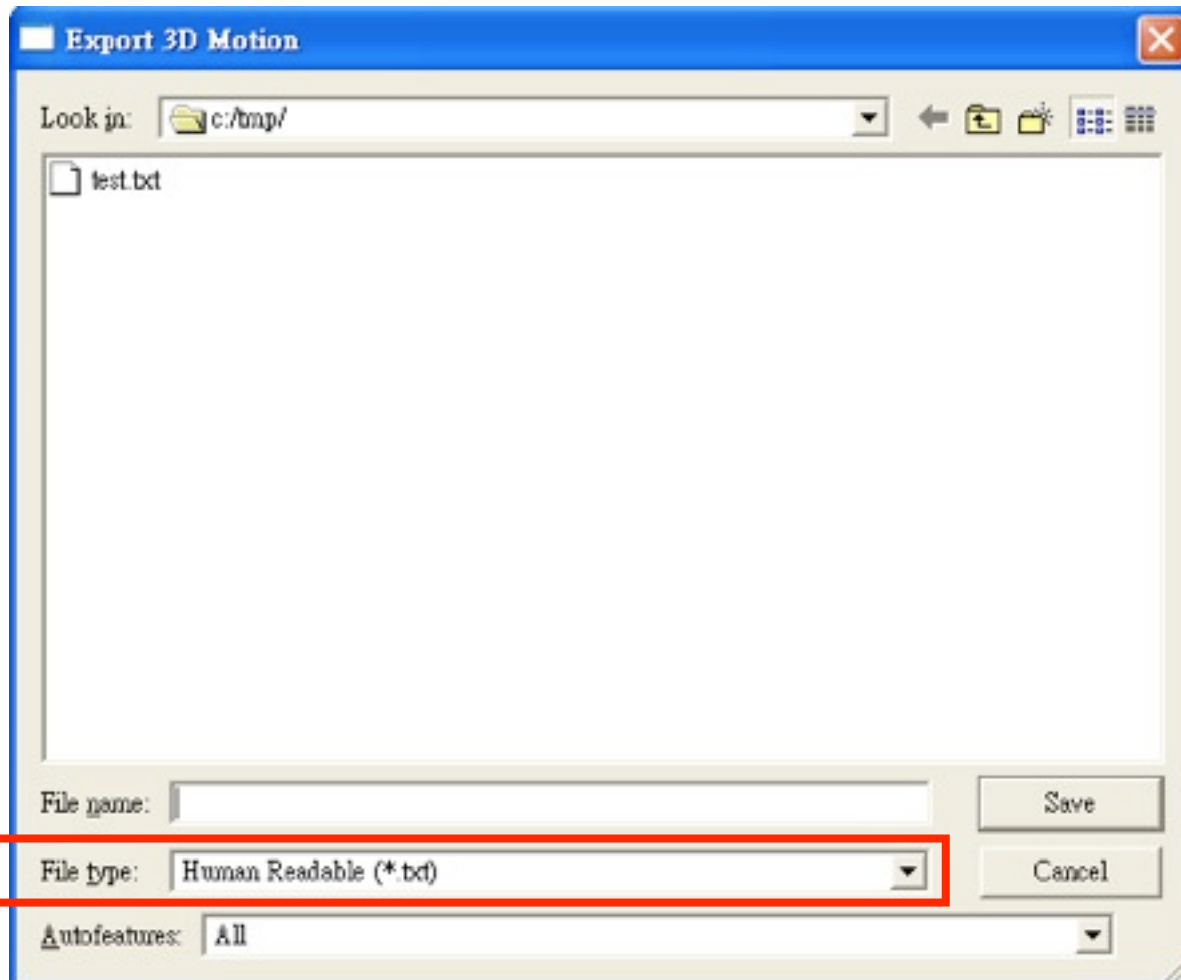
- **ICARUS**
 - Version: 2.09 (v2.07 can't import movie files directly)
 - Operating System: Windows, Mac OS
- **Blender**
 - Version: 2.48a
 - Operating System: Windows, Mac OS, Linux, ...
 - Requirement: **Python**
- **ICARUS import script for Blender 2.41**
 - Written in Python

Recipe: Calibration

1. Open ICARUS
2. New a project: 「Project > New」
3. Import Movie: 「Project > Import Movie」
4. Set Camera Parameters [Optional]
5. Save Project: 「Project > Save」
6. Track and Calibrate:
「Camera > Track and Calibrate」
7. Export 3D Motion:
 1. 「Project > Export 3D Motion」
 2. Change File type to Human Readable (*.txt) before saving **(important !)**

Step by Step: Calibration

- Step 7.

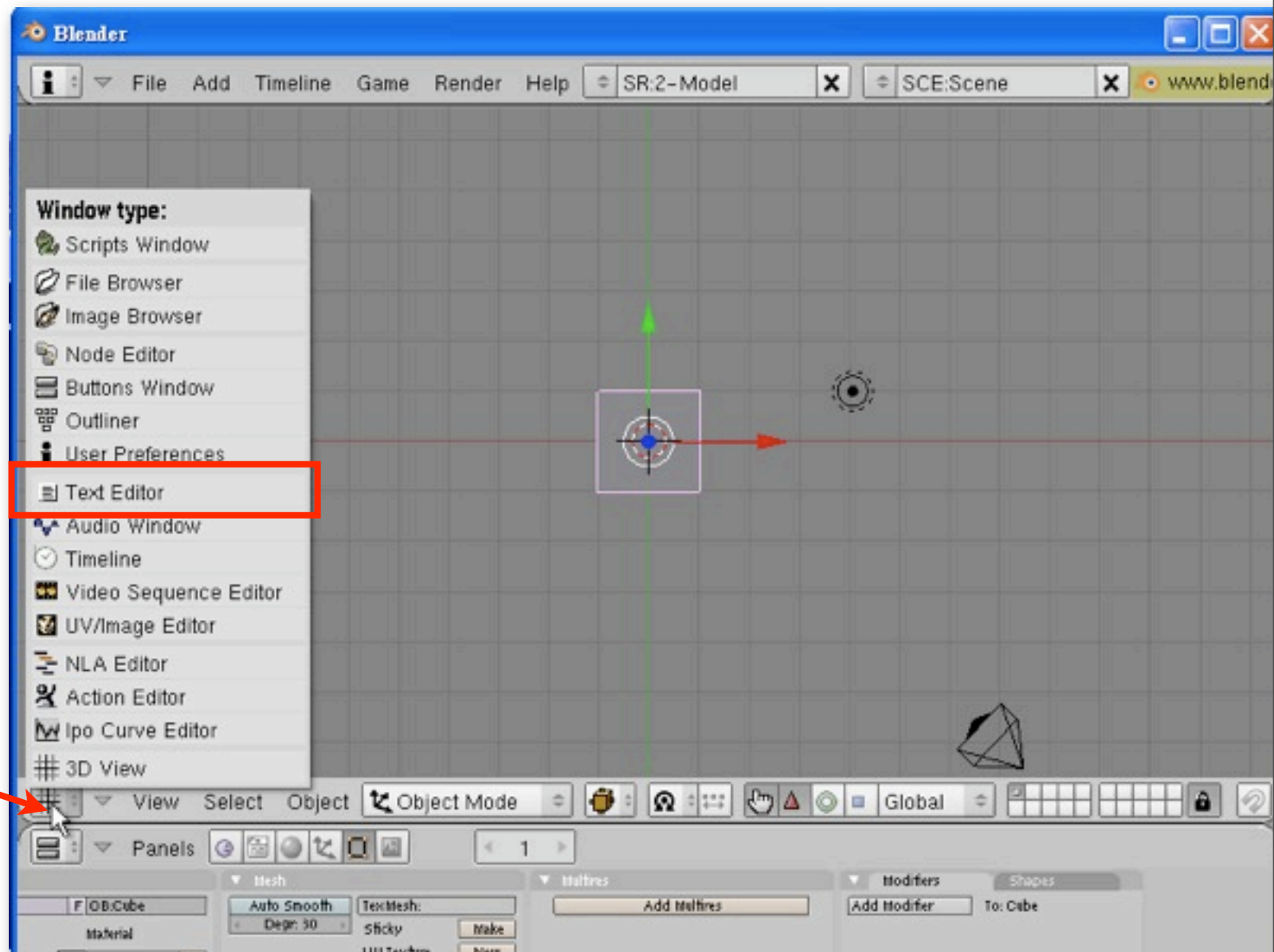


Recipe: Import 3D Motions

1. Open Blender
2. Change Window Type to **Text Editor**
3. Open script file:
 1. In Text Editor window, select 「**Text > Open**」
 2. Choose downloaded **ICARUS_import241.py**
4. Run script: select 「**Text > Run Python Script**」
5. Use **FSEL** to select exported 3D motion file
6. Click on **Create Curves** to import camera motions

Step by Step - Import 3D Motions

- Step 2. Change Window Type to Text Editor



Click here to
change window type

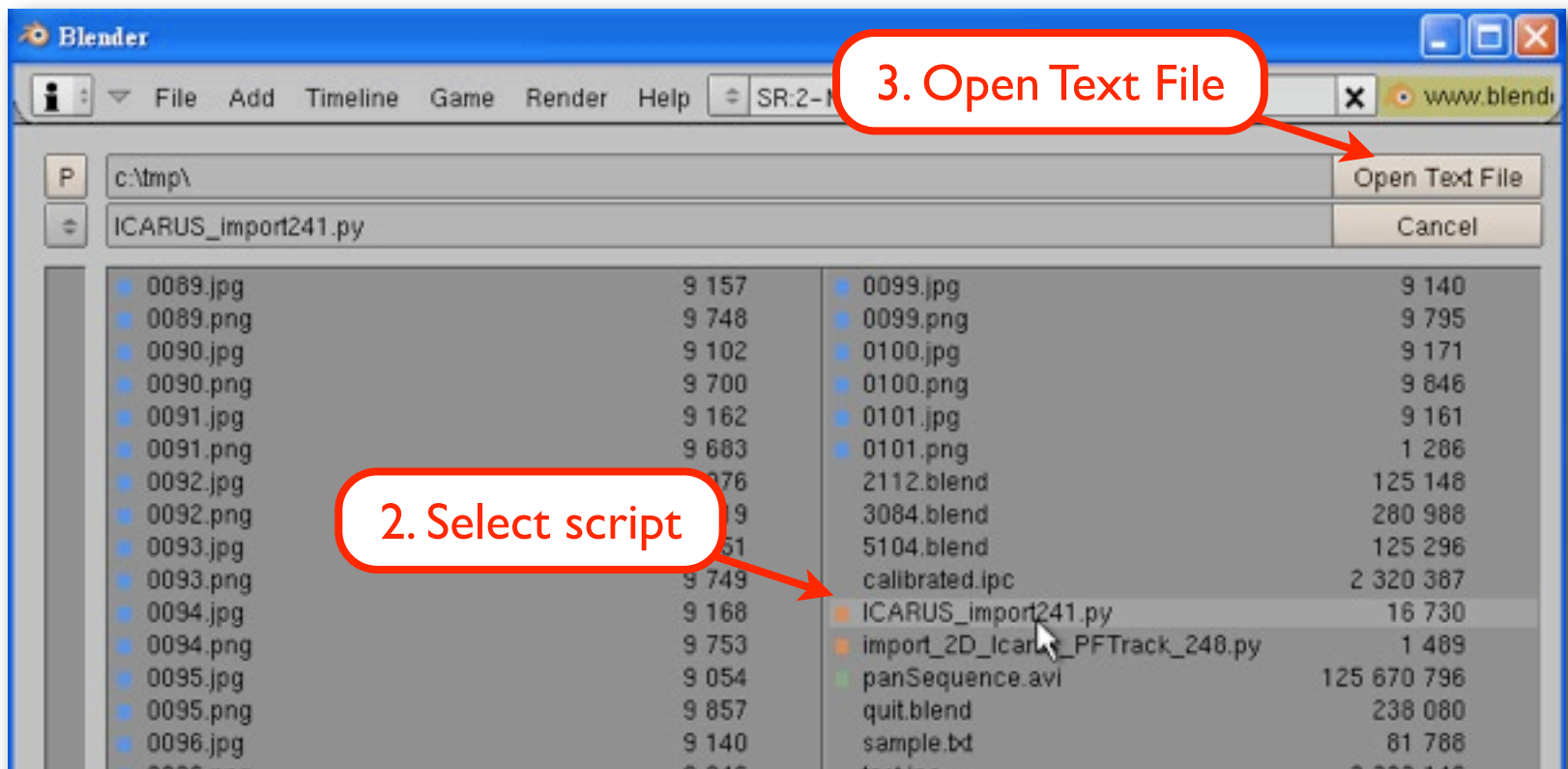
Step by Step - Import 3D Motions

- Step 3. Open script file

1. 「Text > Open」



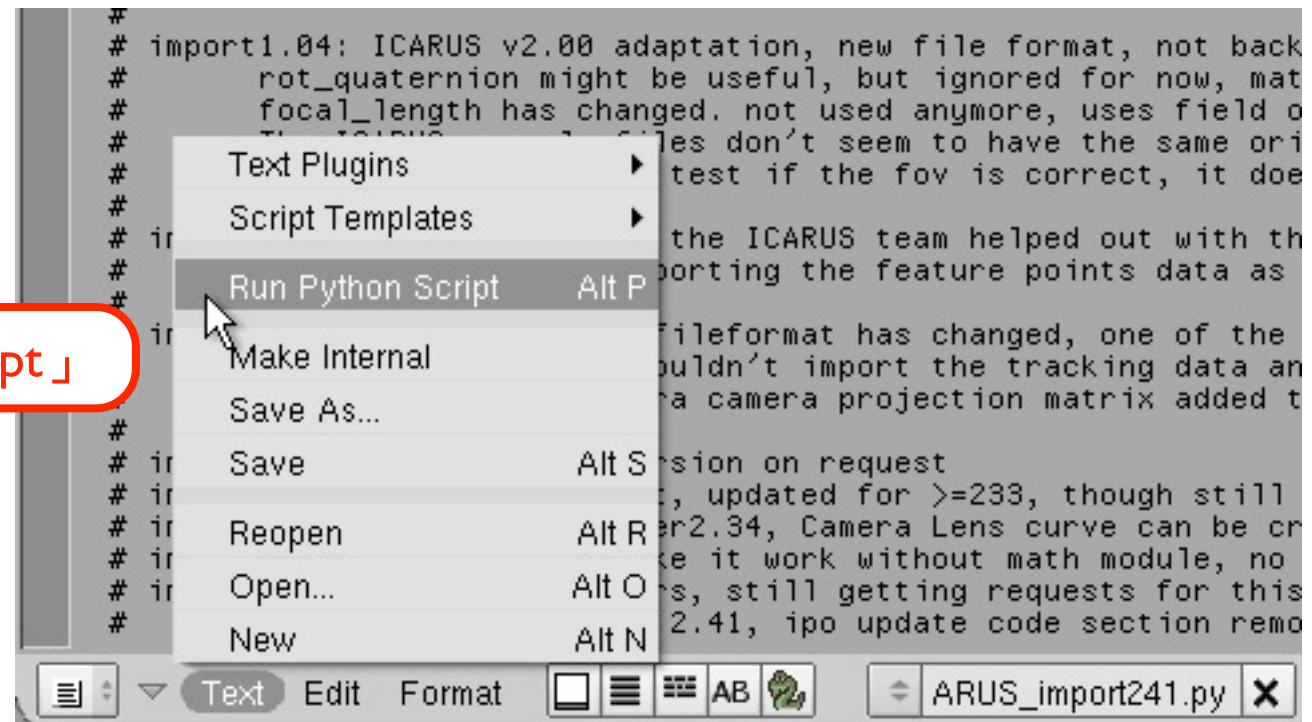
3. Open Text File



2. Select script

Step by Step - Import 3D Motions

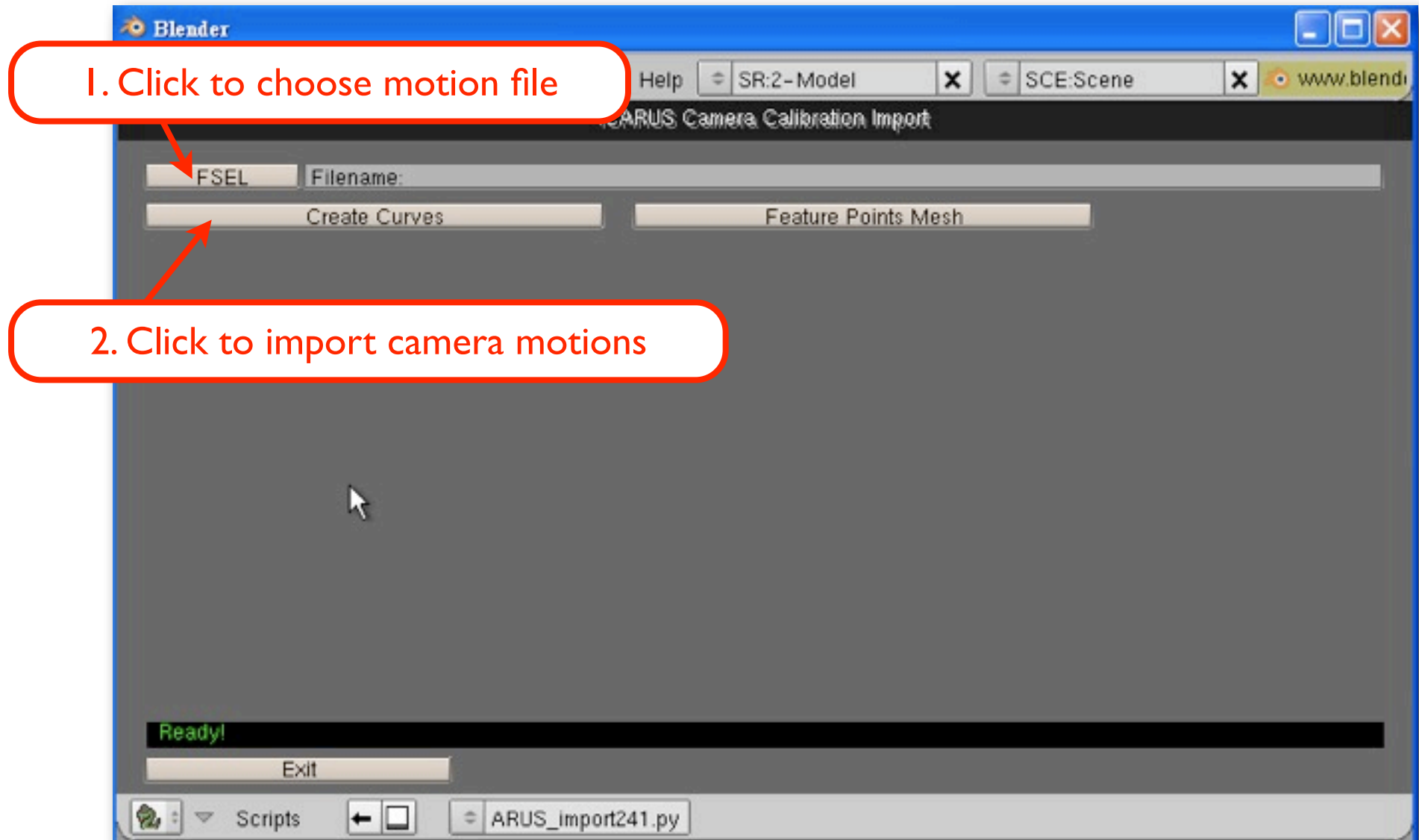
- Step 4. Run script



「Text > Run Python Script」

Step by Step - Import 3D Motions

- Step 5. and Step 6.



Recipe: Compositing

1. Change Datablock to **SR:4-Sequence**

2. Add Movie

1. In Video Sequence Editor window,
select 「**Add Movie**」

2. Put the strip in Layer 1

3. Add Scene

1. In Video Sequence Editor window,
select 「**Add Scene**」

2. Put the strip in Layer 2

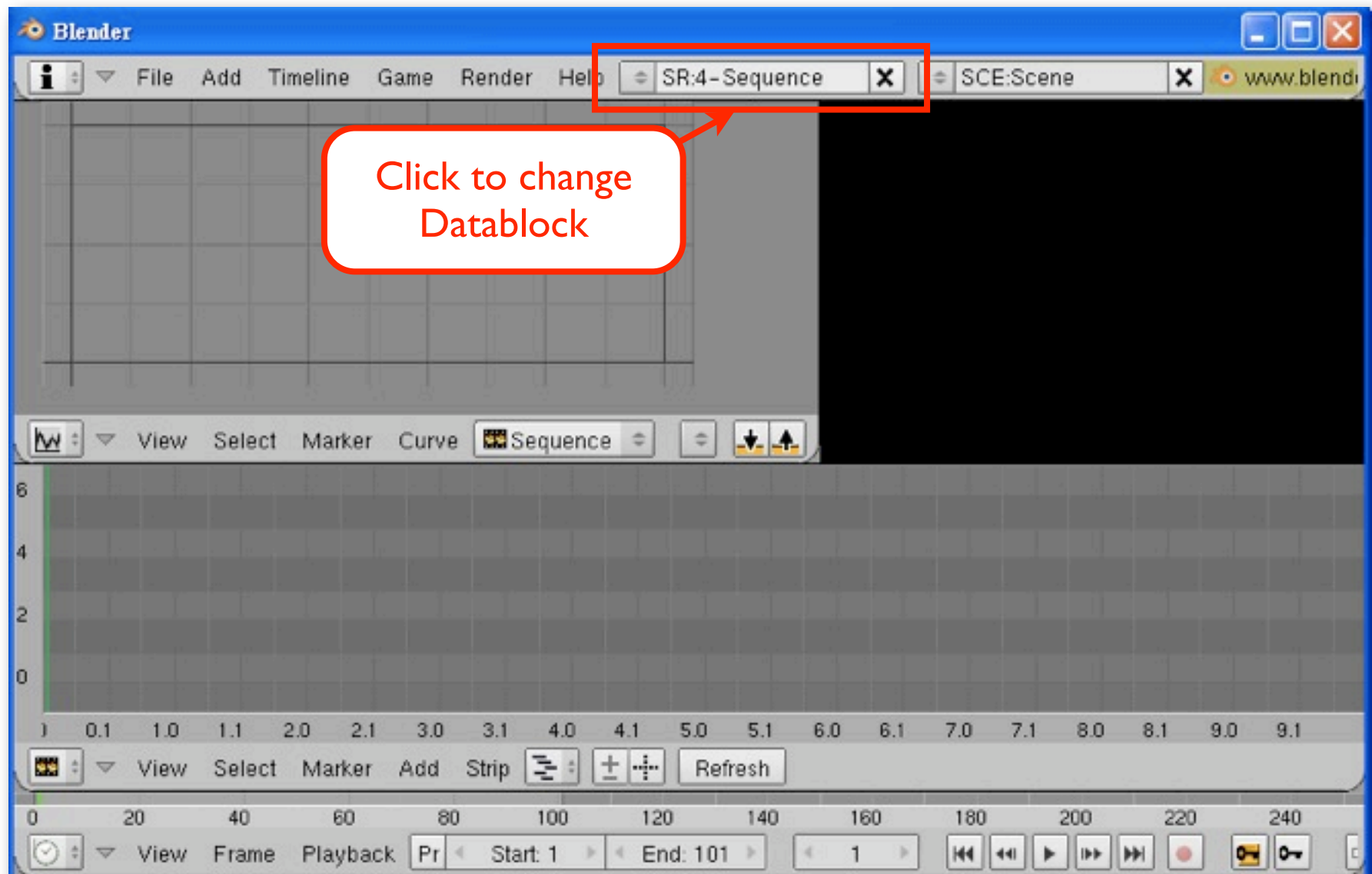
3. In “Sequence Buttons”, select **Premul**, and **Alpha Over**

4. Render:

1. Enable **Do Sequence**

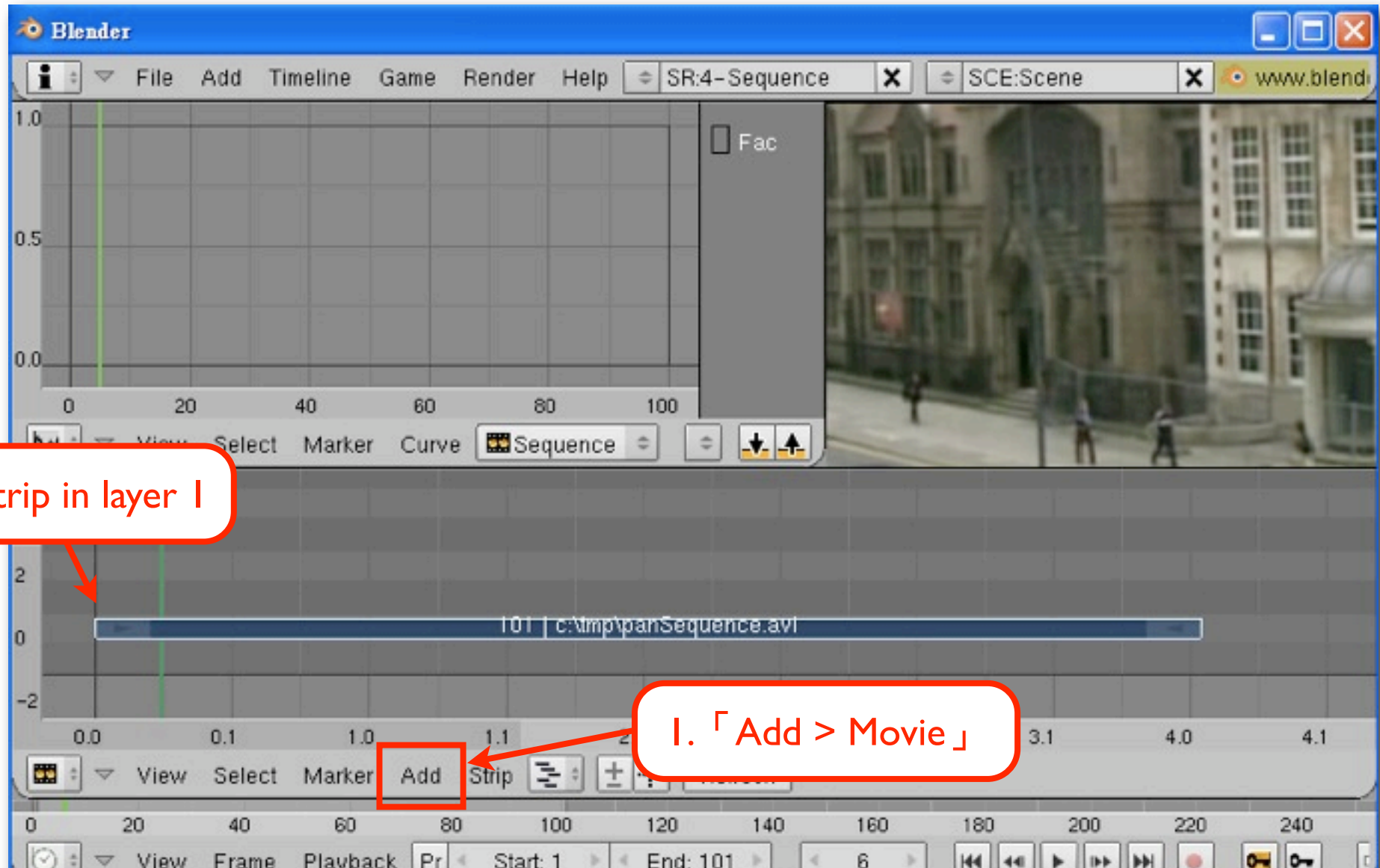
Step by Step: Compositing

- Step 1. Change Datablock to SR:4-Sequence



Step by Step: Compositing

- Step 2. Add Movie



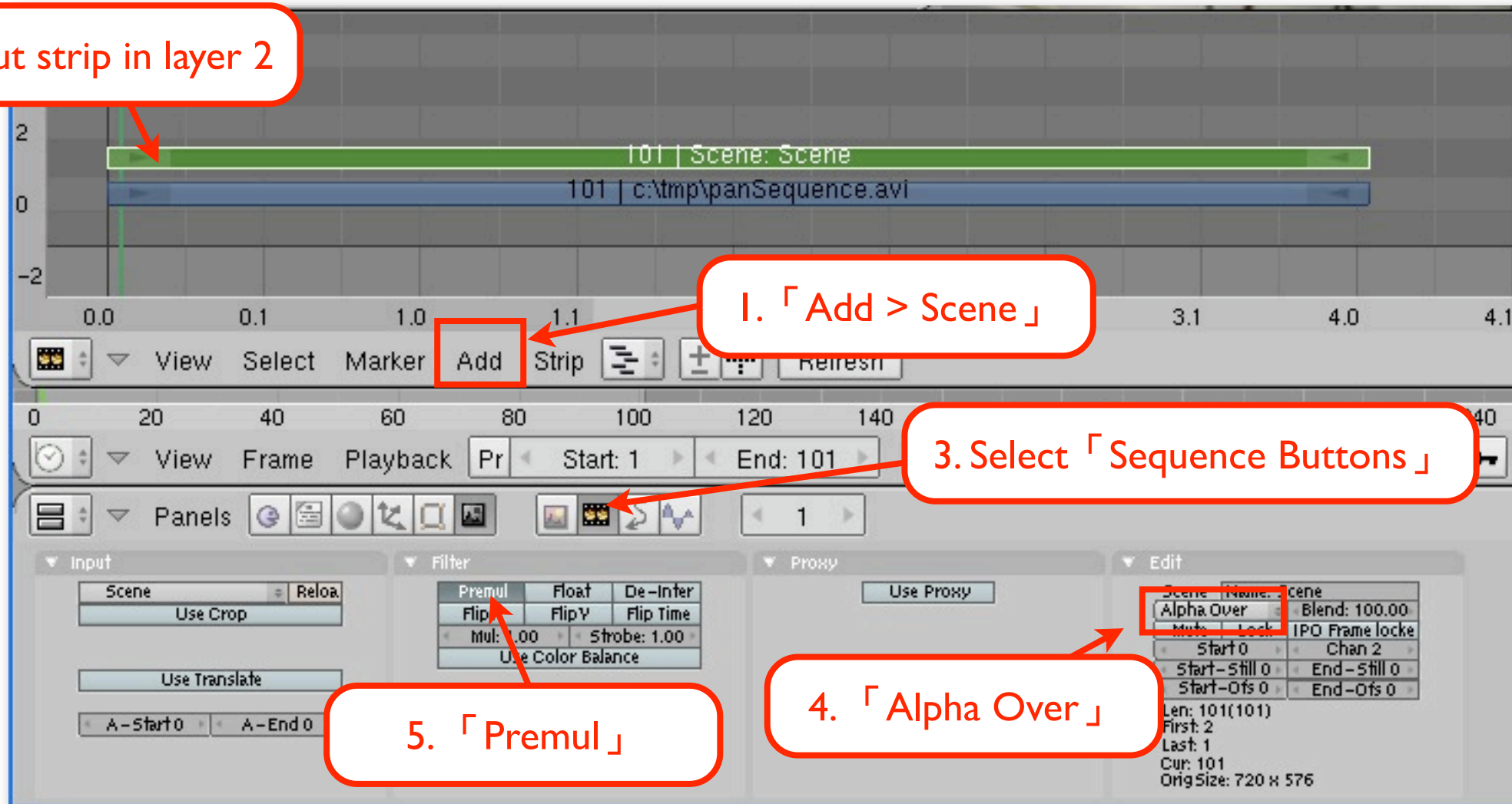
2. Put strip in layer 1

1. 「Add > Movie」

Step by Step: Compositing

- Step 3. Add Scene

2. Put strip in layer 2



Step by Step: Compositing

- Step 4.



Reference

- [Blender 3D: Noob to Pro/Motion Tracking with Icarus](#)
- [Icarus Video Tutorial Series](#)
- [Blender official website](#)