

This technology will turn your videos into 3D animation in one note without spending money on iPhone to use Animoji

There is no need to use depth-sensor sensors like the iPhone, this technology can still easily capture and animation of user movements without skipping.

Motion Capture - technology of capturing movement of actors, has long been an integral part of the production of major games. And this is also one of the reasons why game production costs are extremely expensive, because motion capture often includes a lot of expensive professional tools.

In recent years, with the development of smartphones, many major manufacturers have tried to bring motion capture closer to mainstream users, and the fact that they have achieved certain success. However, even a groundbreaking feature like iPhone's Animoji must work based on a variety of specialized sensors to be able to recreate 3D images of objects. And of course, the price of a high-end iPhone has never been cheap.



Thanks to the use of depth-sensor sensors, Animoji on the iPhone creates animated characters that capture the user's movements.

But recently, technology company YunBo, specializing in the field of AI, said its new algorithm can turn a bunker technology like motion capture encapsulated in a mini software program without the need for sensors. variable depth-sensor as iPhone. This mini program is called XiaoK Show and will soon launch in late March, integrated in WeChat, Douyin - also known by the people as TikTok Chinese version.

In the most understandable way, XiaoK Show will allow users to return to their physical movements (such as dancing), and create a virtual character that can duplicate those movements. , just like Kakashi in Naruto. Users can choose different characters according to their preferences, and then they can easily download, share their results on other social networking sites.

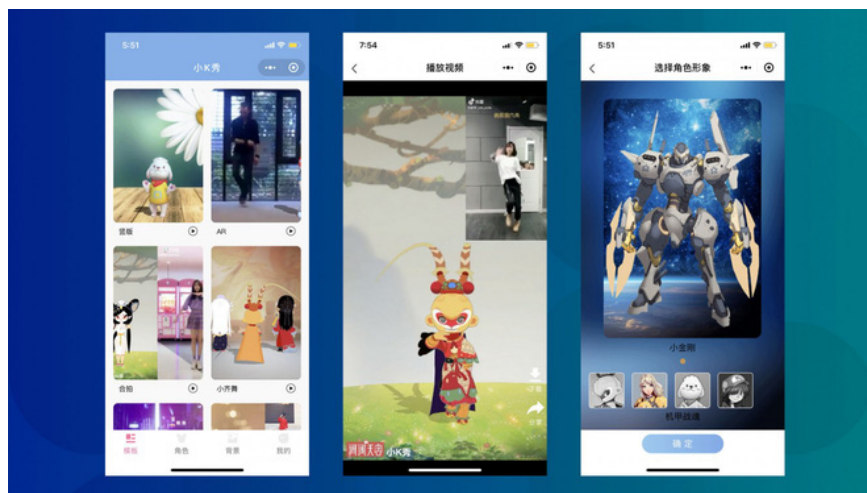


XiaoK Show can capture user movement and turn into a cool animation.

Currently, this technology still faces many limitations in terms of image quality as well as the number of virtual characters, background images for users to choose. However, the most important thing is that the end result is extremely accurate when these characters are able to capture their movements smoothly, without skipping a second.

Even more impressive, XiaoK Show can run smoothly on any smartphone with WeChat and Douyin installed. This means we won't have to spend expensive iPhones with depth-sensor sensors to experience motion capture technology.

Mei Song, co-founder of YunBo, said: *'The algorithm we use is smart enough to work without the need for a depth-sensor. It can observe and replicate the movement itself most accurately.'*



Although there are many limitations, but the most important is that XiaoK Show can imitate users without skipping any movement.

Besides, this algorithm also allows users to create and store data files for later use, or to share with others. This is the difference of the algorithm that YunBo uses: It can analyze and store data from any video, which means you can go online, download your favorite videos and cartoons. Turn it and use it as your avatar.

In fact, this technology has been used in many popular mobile games in China like Let's Hunt Monsters (Pokemon GO version but manufactured by Tencent). It allows users to animate their dance videos and use them as in-game avatars.

Prior to founding YunBo three years ago, Mei and other co-founder, Chen Min, once worked as vice president and chief technology officer of Linekong Interactive - the Chinese gaming giant. After 10 years of non-stop activity, the duo decided to separate themselves so that they could create new technologies on their own, instead of just surrounding the game design field.



YunBo's current goal is to bring Motion Capture technology closer to even the average user.

The initial success of the XiaoK Show allowed anyone to become a professional animation creator. Mei said YunBo has also developed a similar standalone app, instead of just sticking to popular social networks like WeChat or Douyin.

In addition, YunBo is also quietly developing yet another secret product to bring motion capture technology closer to the user. Mei said this product will allow them to stream as a virtual avatar instead of revealing their face - a trend that is quite prevalent in China. For example, a university lecturer in Shanghai recently took online classes under the image of a female anime character to be able to attract more students.

Currently, YunBo also allows users to experience the XiaoK Show themselves on the company's official website. You can create an animated video of 30 seconds, then download it as an Unity project or an FBX file. Then, if you want to edit more professionally, you can import this file into other 3D software like Maya.



Users can experience YunBo technology by themselves and make additional edits in professional 3D software.

Mei thinks the motion capture field may be even more competitive in the future. However, he believes that YunBo, with its current size of just over 10 employees, has a certain advantage in the journey of bringing this technology to smartphone users. He said: '*I dare not claim that we are the only ones who can do this. But the pioneers must be us.*'

According to abacusnews

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