

# The Facial Motion Capture Technology used in Benjamin Button

## *Second Part: VFXs Review. Contour Overview*

March 17, 2009 - 09:10

With customers as Digital Domain, Electronic Arts, Marvel Studios or Rhythm & Hues the creators of Contour™, the company headquartered in San Francisco Mova®®, provide services for Facial and Body Motion Capture with some features never seen before.

This is the case of Benjamin Button movie, where a high detailed facial capture was a need as you could see in our previous news.

In the following videos, you will able to know more about this technology with a report about Contour™ in Action, and an Introduction to this Tech by Steve Perlman, Founder and President of Mova®®

Briefing about Contour™ Features:

Highest resolution facial capture. Over 100,000 polygons captured per scene.

Markerless system allows for free movement and true performances. Just apply makeup and go.

Capture subtle skin deformation as geometry.

Capture Face Shapes in motion.

Capture and track eye position.

Track from 250 to 10,000 data points

Point layout decided after capture add detail only where needed

Raw data in all major 3D formats: Maya® , MotionBuilder™ , 3ds Max® , Softimage® , Unreal® and more

More Information at [www.mova.com](http://www.mova.com). Image and Videos Courtesy of Mova LLC.