How to resize BVH animation files so that different sources can be used together

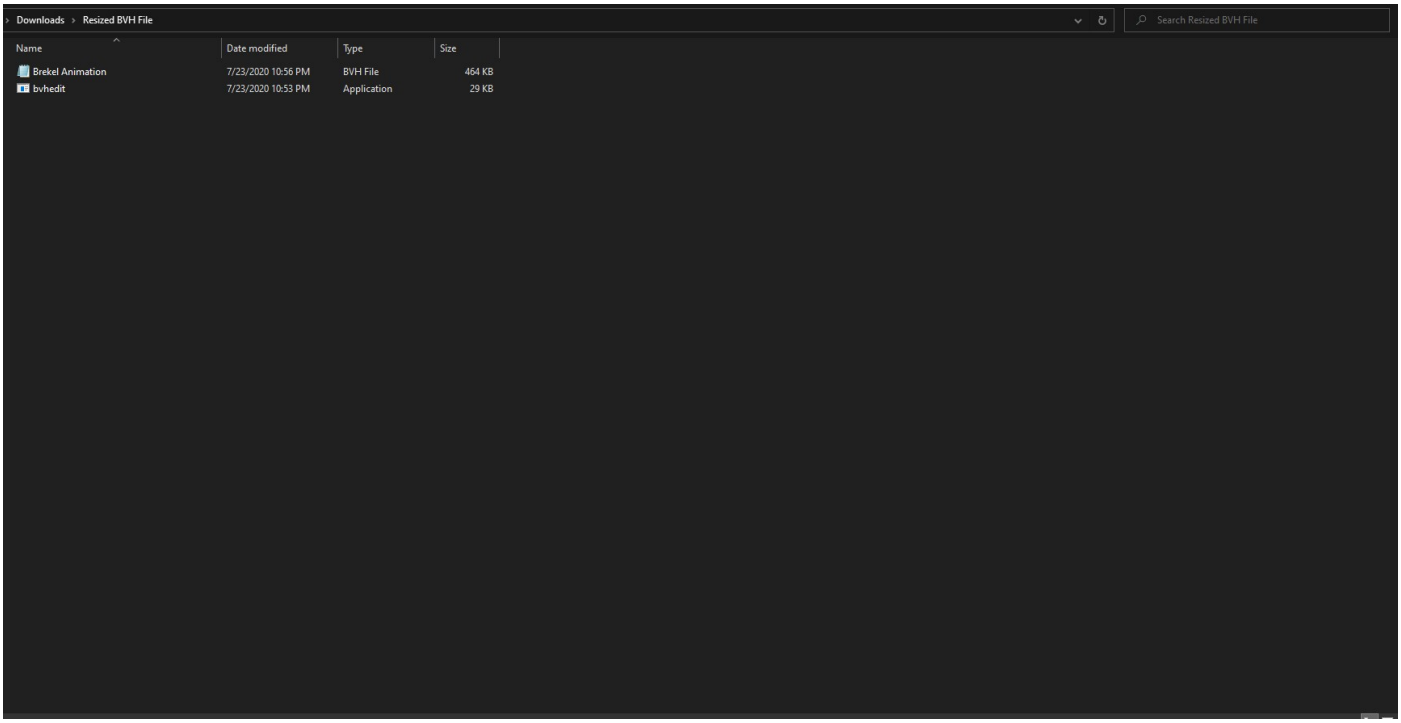
By Angela Humphrey

DMD Motion Lab, Florida Gulf Coast University

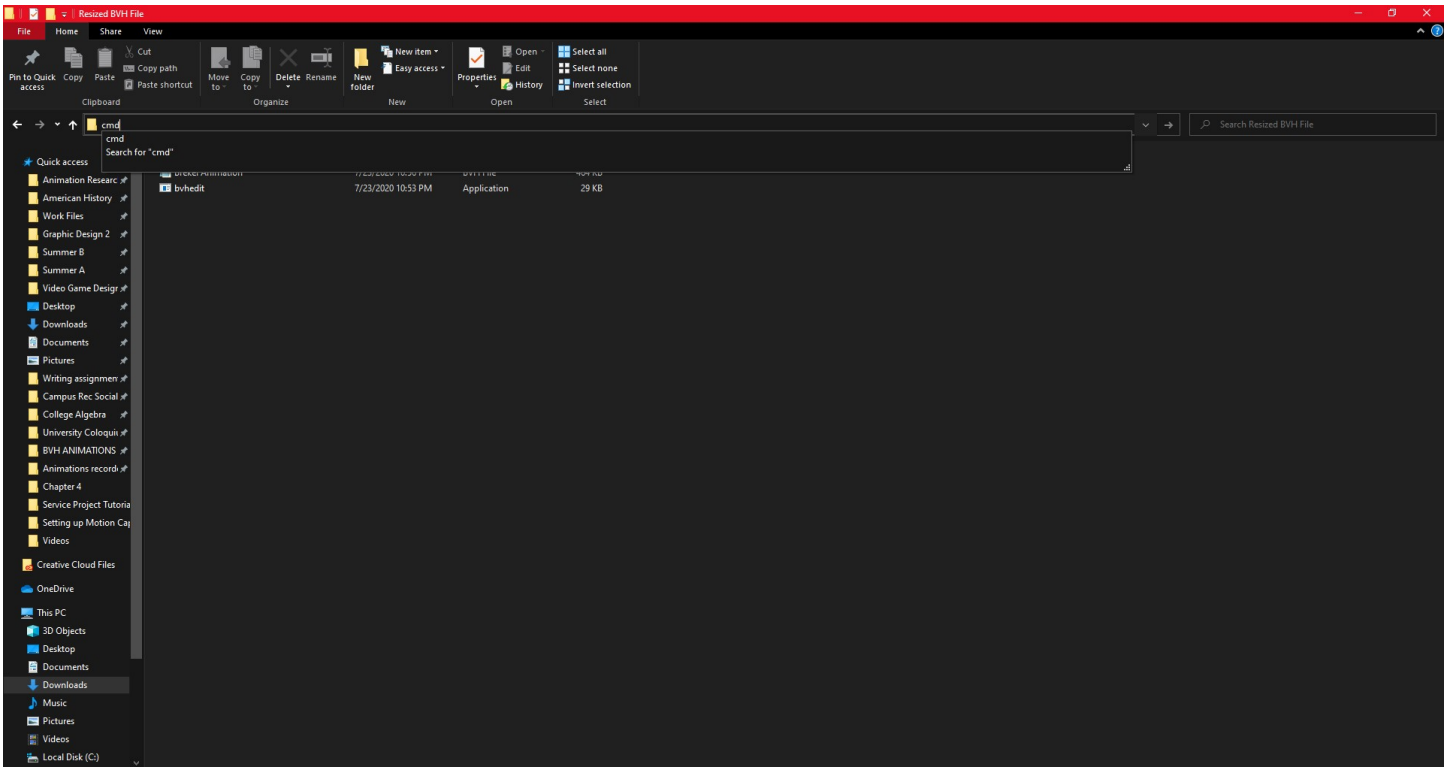
Make sure you have the bvhedit.exe file downloaded. Here is a link to download the file:

https://drive.google.com/file/d/1qgJdrdEAvdKrlbktg-e9BMeGIobuGapK/view?usp=sharing

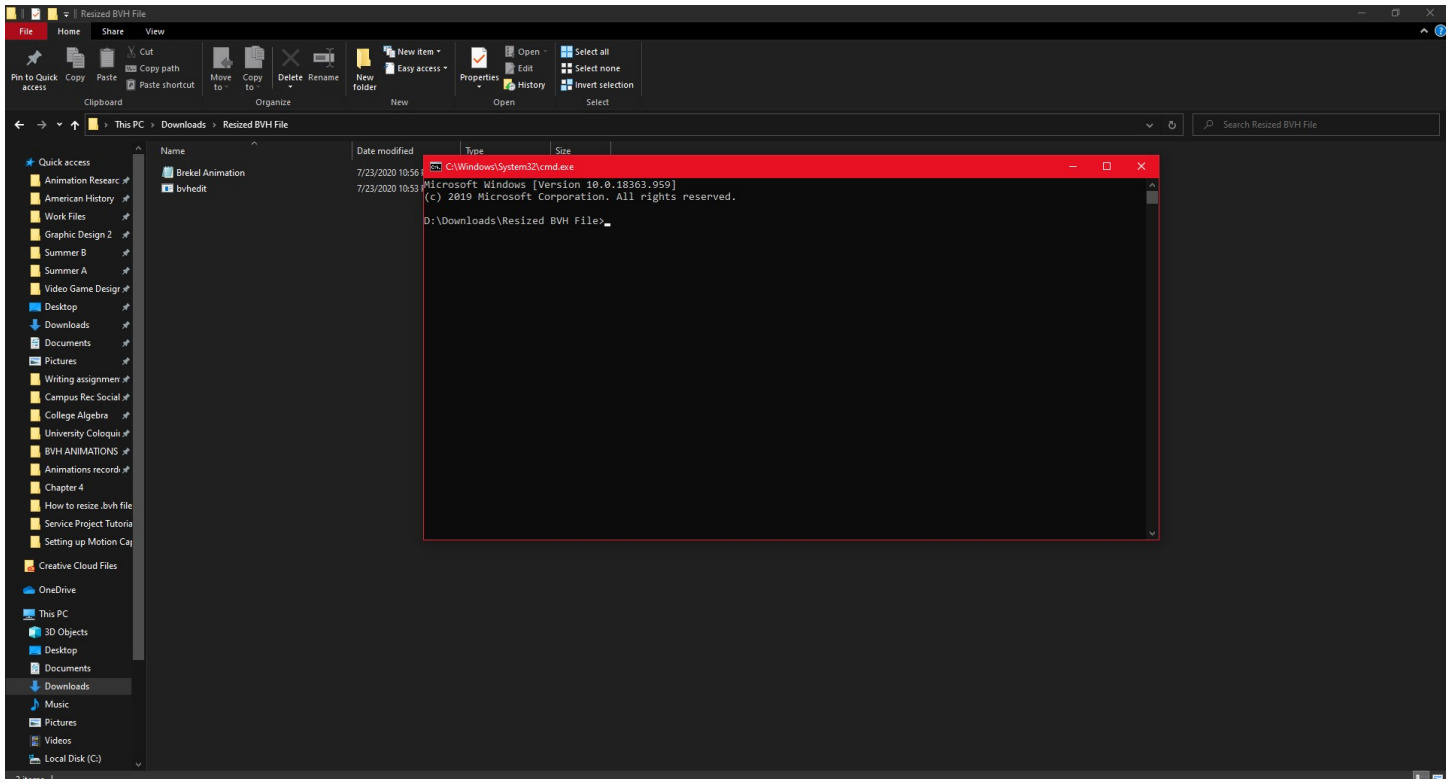
Step 1: Create a folder and put your .BVH file and the bvhedit tool in it.



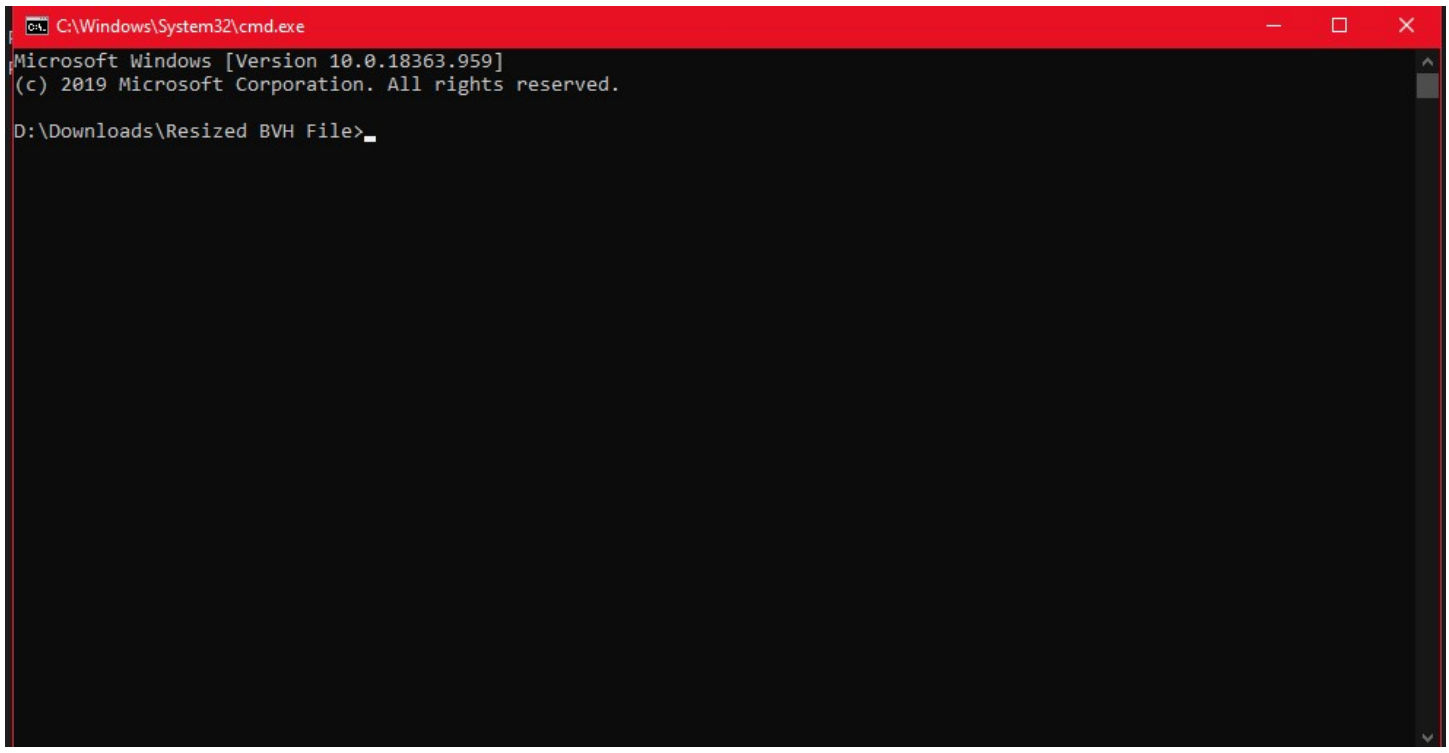
Step 2: Open the .bvhedit tool in the command prompt. You can easily do this by clicking the search bar in the file explorer and typing “cmd” and pressing enter.



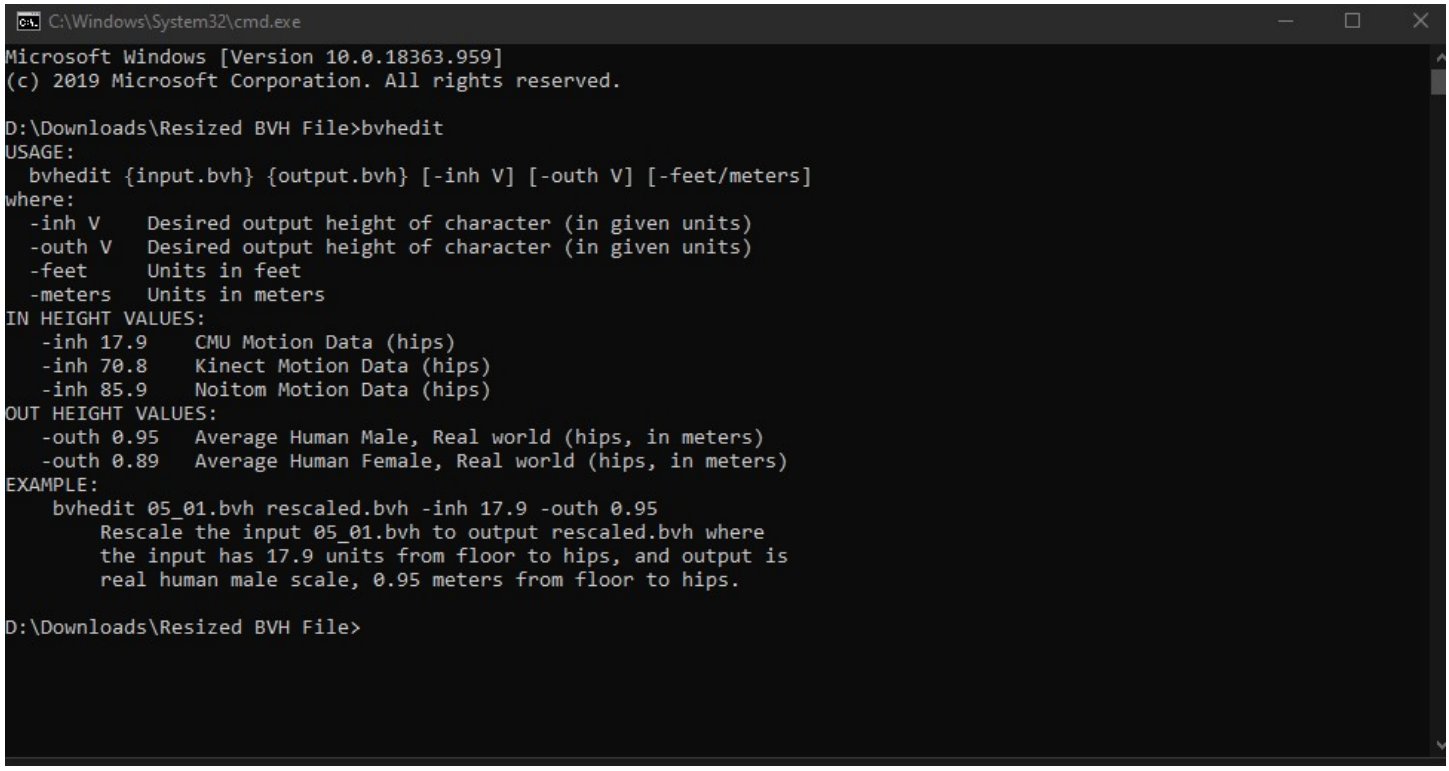
This should open the command prompt.



Step 3: type ‘bvhedit’ in the command prompt and press enter.

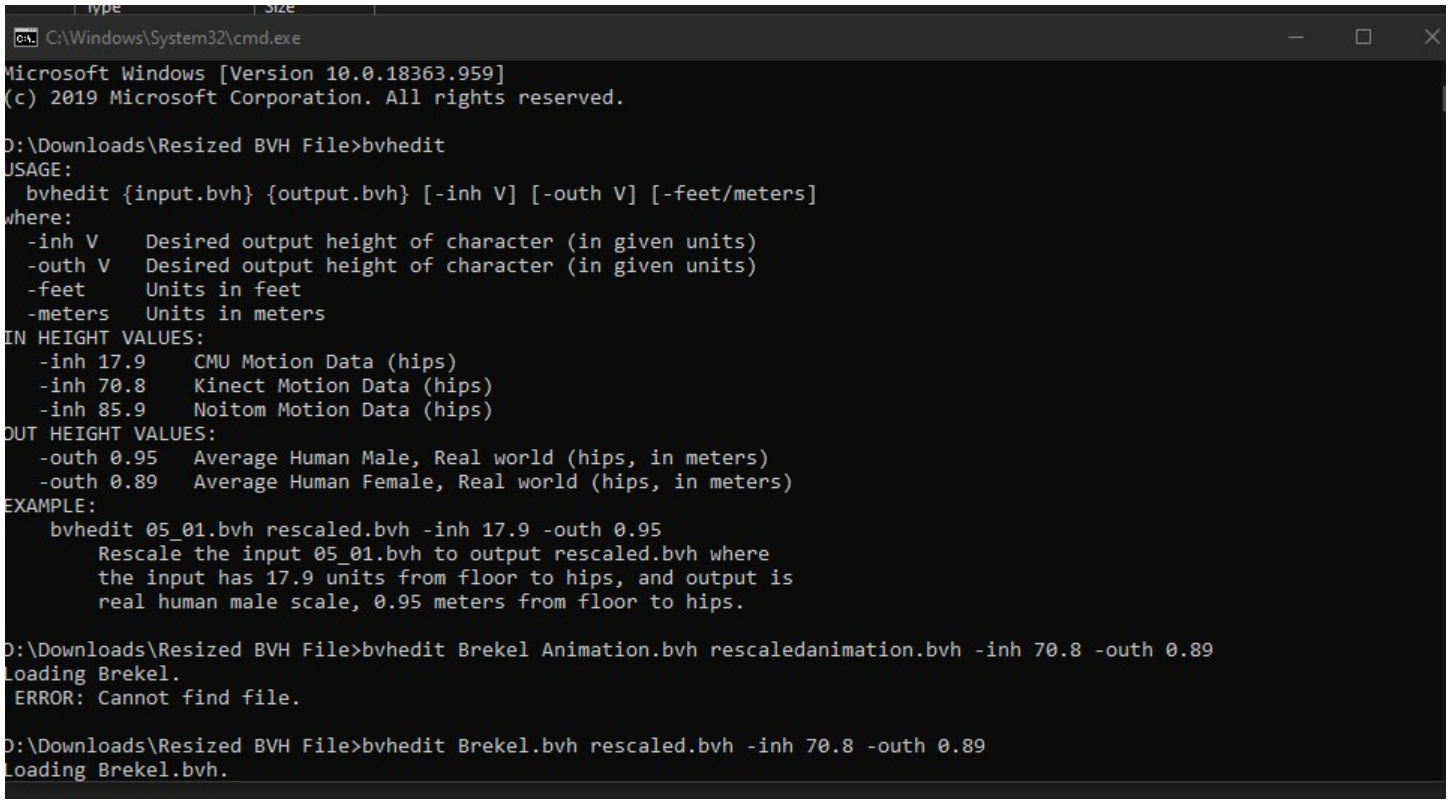


This will open the bvhedit tool options.

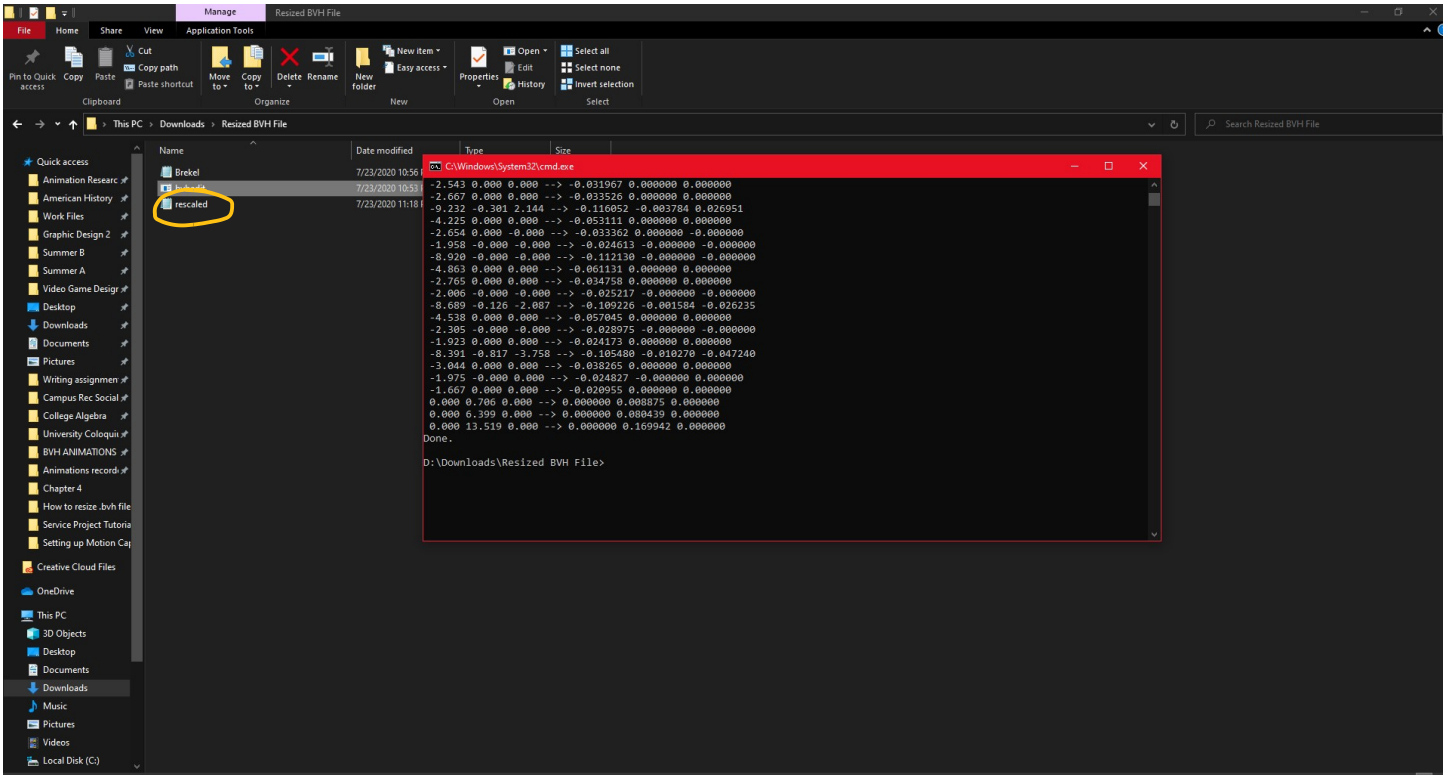


Type bvhedit (name of your .bvh file) (name you want the rescaled file to be.bvh) -inh 70.8 (for Kinect animation, your inh and -outh values will change depending on your animation source and gender of your model)

A good example is: bvhedit Brekel.bvh rescaled animation.bvh -inh 70.8 -outh 0.89



Then press enter. You should see some numbers and see a new .bvh file in the folder.



Now your animation is correctly sized to work with other motion capture data.

Step 4: Follow the previous tutorial and import your rescaled animation into Motion Builder. Export it as an .FBX file and make sure to turn off Take_001 when you export it. Then you can drag it into the time editor and use it with your motion capture rig! This screenshot shows the rescaled animation working with the CMU motion data that was previous in the time editor. This method can be used for all of the different motion capture sources.