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The World's First Digitally Animated Bible and Encyclopedia Created With "MoCaps" Technology, But at 1/10th the Budget

iLumina, the world's first digitally animated bible and encyclopedia suite, uses the same motion-capture technology for its animation as high-budget Hollywood films like *Shrek*, *Monsters Inc.*, and *Spiderman*, but has been created with 1/10th the budget.

iLumina is an extraordinary animation project that features an hour of high-tech digital animation and was created for only a few million dollars. In addition, to keep to their budget, iLumina developers used current motion-capture technology for facial movements and crowd scenes, but used certain techniques to keep costs down but still produce outstanding results. Here are details on some of the technologies used for this groundbreaking family-oriented interactive bible cd-rom:

*** Facial Animation System**

The iLumina facial animation system employs motion capture data to drive the animation of spline curves, which in turn deform the facial mesh. This closely simulates the effect of facial muscles in the facial animation. We also employ muscle recognition to shape animate on top of the mocap data, for accurate pronunciation of some hard to capture phonemes. A facial animation puppeteer control panel allows fine-tuning and layering of each muscle and enables the animator to fine tune and mix animation with motion capture.

***Super Character**

All characters are actually instances of the same super character (Adam). To create a specific character we simply load a file with its genetic code (Age, Racial Profile, Facial Texture, Body Type, Hair Style, etc.) and there you have a fully rigged character ready to be used. There are hundreds of parameters that can be combined to create a specific virtual character.

***Crowd System**

We also created a crowd system that allows us to quickly place hundreds of characters on a scene and randomly assign them their personalities, props or weapons, and animation. This was used to create the armies in the David and Goliath stories. A similar process was designed in-house to create and organize the thousands of buildings, trees, and people in Jerusalem.

***DEM for Holy Land terrains**

All virtual terrains for Jerusalem and Sinai are accurate recreations of the actual terrains based on satellite Digital Elevation Data (DEM).

***Archaeological Research**

All models are created based on the latest archeological research. iLumina developers recreated Jerusalem in the First Century AD with over 4000 buildings. The virtual tour of the Jerusalem model is one of the most exciting features.

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iLumina is the first PC/Mac platform for the Old/New Testaments of the Bible to feature original digital animation. The Tyndale system, brand-named iLumina, is targeted to make the Bible interactive for casual computer users. Much like the Microsoft Encarta Encyclopedia, iLumina creates an interactive visual world for the historical Bible. Digital animation is being created by former artists of Pixar, Disney, Nickelodeon, and Sony. For a sample of the software and animation, go to www.ilumina.com.