

Berdasarkan penjabaran tersebut, peran animator adalah melakukan perbaikan atau refinement dengan tujuan untuk menyempurnakan hasil *motion capture* agar lebih sesuai dengan karakteristik tokoh. Apabila pergerakan tubuh seorang tokoh dapat menggambarkan karakteristik yang sesuai dengan *3 dimensional character*-nya, barulah sebuah animasi dapat dikatakan berhasil.

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