

A B S T R A C T

Motion capture is the process of obtaining data that describes human or animal movements. The motion captured is real movements and then applied to digital media. Motion capture can be applied to sports, such as archery. Archery is a sport that requires high concentration and accuracy when shooting, with motion capture movements on the fingers can be seen and as learning material for practicing archery. In addition to learning materials, this research was applied in the world of games, such as virtual reality games about archery. It is hoped that this final project can help beginner archers be able to learn good and right hand movements and can be applied to the game.

Keywords: Motion Capture, Archery, Motion data reading,

