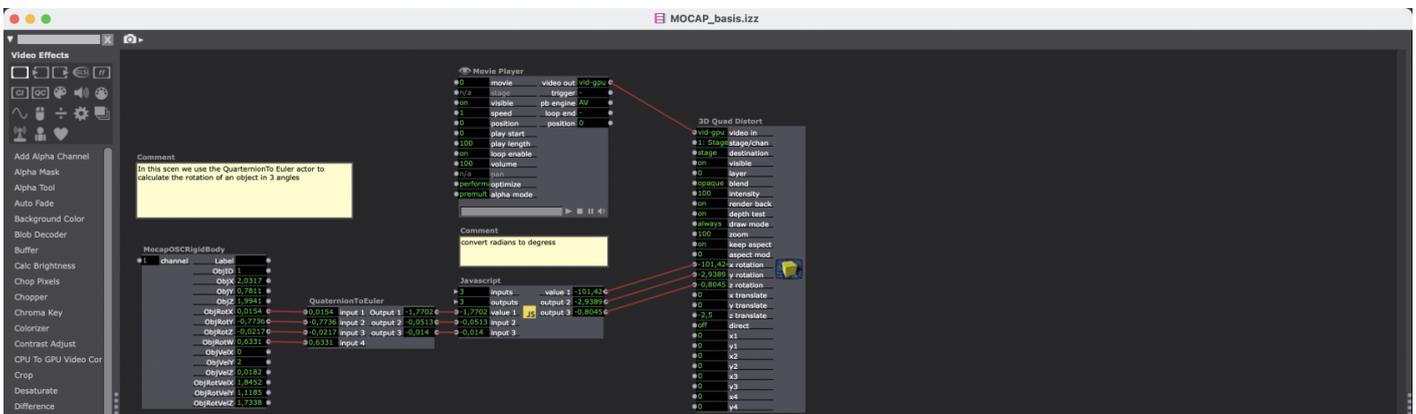


# Motion Tracking



## Tutorials

- [Camera Tracking Part 1A - Difference Movement pt 1](#)
- [Camera Tracking Part 1B - Difference Movement pt 2](#)
- [Camera Tracking Part 2 - EYES Difference](#)
- [Camera Tracking Part 3 - EYES Freeze](#)
- [Camera Tracking part 4A - Chroma Tracking pt1](#)
- [Camera Tracking part 4B - Chroma Tracking pt2](#)
- [Basic Motion tracking Tutorial](#)
- [Isadora Guru session #17 Motion Tracking with Eyes++](#)
- [Infrared tracking tutorial](#)
- [Isadora Camara Tracking examples](#)

## Motion Tracking

Using a (web) camera as live video input in Isadora\_izz gives you a lot of possibilities for interaction. You can make reactive visuals that "listen" to what happens in front of the camera in many different ways. It is quite a complex and often unstable topic, but very interesting.

## Tips & Tricks

- Light is very important! If you change your light settings you need to re-calibrate.
- If you do not want to be dependent on natural light you can use a camera with a visible light filter and infrared lights.
- Experiment and try! Motion tracking can be unstable so embrace the chaos and keep trying.
- You can use camera tracking as a motion detector or as a "is there someone present" sensor. Meaning you can make it so simple or complicated as you want.

# Practic Assignment

Make visuals that responds to a live video source.

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