Comparison of Blender and Tracker

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| Blender | Tracker |
| * The graph view shows the speed in the X axis and Y axis (**measured in Pixels**)
* Has Calibration, Orientation and Stabilization
* Designed to spot tracking errors
* Building a track is very quick (I**t took about 2 minutes to setup and produce the initial track**)
* You can manually edit the track produced (**you are able to move the points produced from tracking, this means that you can make your data more accurate and reliable**)
 | * You have a choice between manually and automatic tracking so if the video is blurring you can still obtain accurate data
* Calibration allows for you to obtain accurate values that are realistic to the real world.
* Data can be exported
* Provides the time at each position
* You have the option to track each individual frame, but you don’t have to. (**The more frames tracked the more data collected and the more accurate the tracking will be**)
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| * The auto tracker can’t track if the shape blurs/changes shape/changes colour
* Doesn’t give X and Y in relation to the origin
* Cannot export data
* If the auto tracking doesn’t complete fully, you need to make more tracks to continue the tracking
* Joining tracks is difficult and inaccurate
 | * The auto tracker can’t track if the shape blurs/changes shape/changes colour
* Manual tracking takes a long time if the video is long (**It took me about 5 minutes to do roughly 140 frames**)
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