Comparison of Blender and Tracker

|  |  |
| --- | --- |
| 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**) |
| * 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**) |