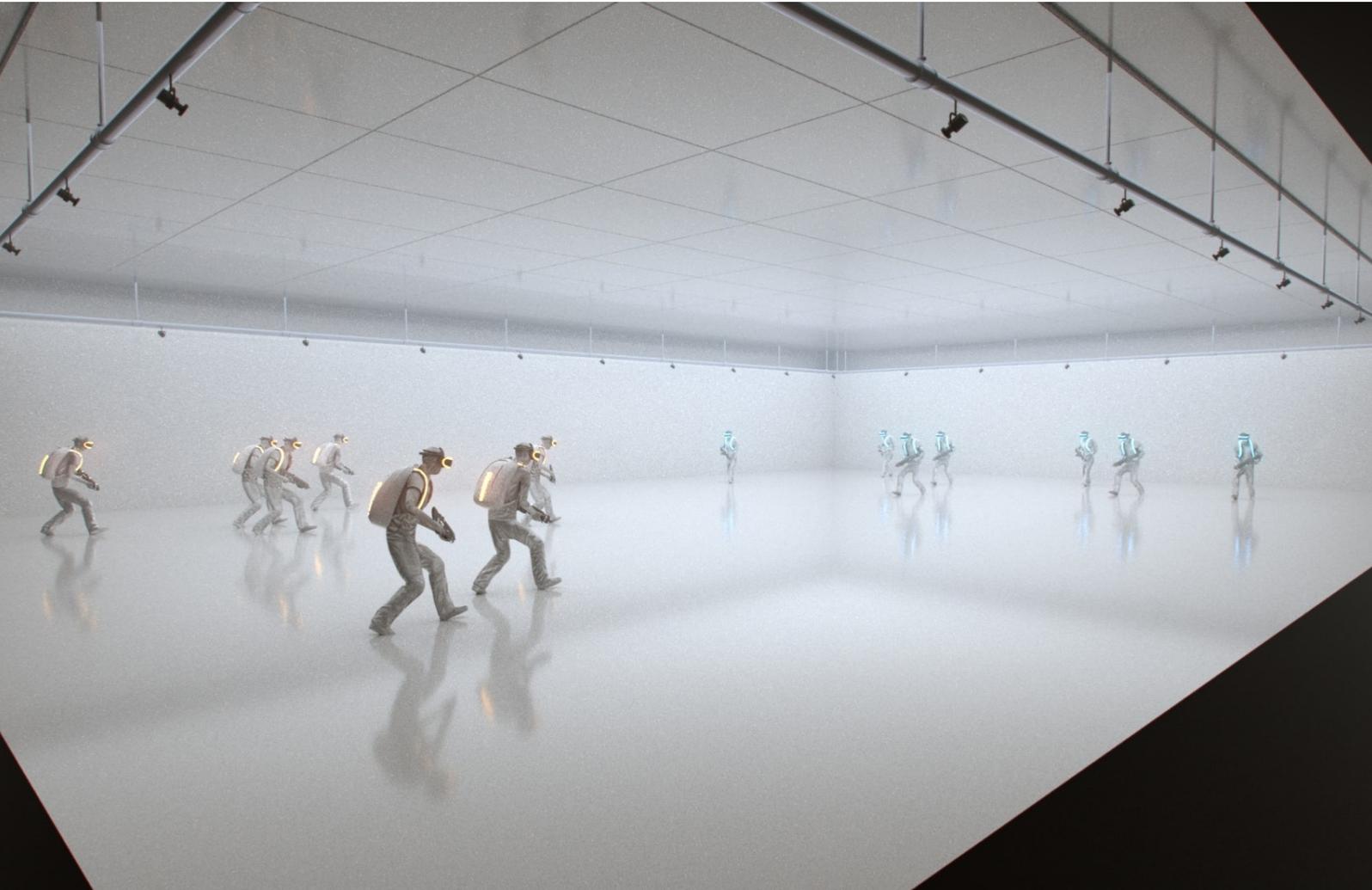


Virtual Reality

Qualisys solution for large volumes



Qualisys motion capture systems make it possible for gaming studios, film and tv producers to perform high fidelity animations, as well as for VR experiences to create free-roaming immersive scenarios.

The 6 degree of freedom tracking allows the system to capture multiple body parts, including hands and head tracking, multiple objects, and multiple players all in one space. The space is not limited to a specific size.

FEATURES

- Multi person / object tracking
- Real time
- Extreme low latency
- Sub-millimeter precision
- Active and passive marker tracking
- 6 Degree of Freedom (6DOF) tracking
- Large volume coverage
- Free-roaming VR experience
- High uptime
- Easy to install
- Open source game engine plugins

Go for the best mocap solution on the market for your VR needs.

Qualisys offers gamers and developers a system that can manage tracking dozens of players precisely and reliably, with no drift and unnoticeable latency. Whether it is a few HMDs in a small room, or ten gamers battling it out in a large VR arcade- Qualisys cameras are able to track all bodies in the same capture volume.

Our software, Qualisys Track Manager, has integrations with various third party applications, including, but not limited to: Motion Builder, Unity, EON Reality, WorldViz, plus you can integrate your Qualisys system with any other devices like eye trackers or gun props.

Unlimited possibilities in object tracking!

Track any object, with passive or active markers. We offer the market's only system that can track both passive and active with the same system. Whether it comes to HMDs, weapons, controllers or scene elements, we can accommodate your needs.



VRPN

VRPN is commonly used in Virtual Reality applications.

Qualisys Track Manager supports marker and rigid body data streaming via the VRPN protocol.



Real-time SDK

Real-time data streaming from Qualisys Track Manager is made via the Real-time Protocol.

For the tech-savy, you can write your own real-time clients using the real-time SDK.



REST API

This API allows client applications to get and set data as well as control the motion capture system.

Qualisys Track Manager comes with a built-in web server that exposes a REST API.



“Our physical spaces are warehouse scale, designed for up to 8 players, and once you and your team enter the virtual world, creative methods reuse the space transforming them to epic scale! Untethered, you and your friends can freely and confidently explore the game space focused on our immersive worlds, not having to wonder where the walls are.”

- De VR Arcade Amsterdam
Qualisys Users
www.devrrcadeamsterdam.nl

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