Qualisys VR Solution

Qualisys makes it possible for gaming studios, film and tv producers to perform high fidelity animations, and free-roaming immersive, virtual scenarios.

The 6 degrees of freedom (6DOF) 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.

Qualisys offers 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 arcade, Qualisys cameras track all bodies in the same capture volume. Qualisys Track Manager (QTM) software, has integrations with various third party applications and external devices like eye trackers or gun props.

FEATURES

- Multi person/object tracking
- Real time
- Extreme low latency
- Sub-milimeter precision
- Active and passive marker tracking
- 6 degrees of freedom (6DOF) tracking
- Large volume coverage
- Free-roaming VR experience
- High uptime
- Easy to install
- Stream directly into Unity, Unreal, MotionBuilder, Maya, and iCone LIVE

VIRTUAL REALITY

VRPN

VRPN is commonly used in Virtual Reality applications. QTM supports marker and rigid body data streaming via the VRPN protocol.

Real-time SDK

Real-time data streaming from QTM is made via the Realtime 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 and control the mocap system. QTM comes with a built-in web server that exposes a REST API.

Unity

Qualisys Unity SDK provides a direct connection from the real world to the virtual world, for easy streaming of data.

Unreal

QTM Connect for Unreal supports real-time streaming and mapping skeletons to a mesh with Unreal LiveLink plugin.

iClone

Reallusion has used our open-source Python SDK to allow real-time skeleton streaming from QTM to iClone LIVE .
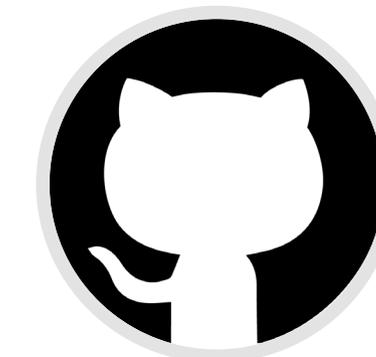

Motion builder

Animate characters in MotionBuilder by streaming 3D data from QTM by using the QTM Connect for MotionBuilder

Maya

Receive your mocap data in Maya as joints or locators and animate characters or other types of objects.

Open Source

Full-featured plugins are released as open source software, available for download on github.com/qualisys.