

Get real-time mocap data from QTM in Unity

The Unity real-time plug-in enables any object to be animated in Unity. You can stream both marker and 6DOF body data in order to drive characters and rigid bodies. The plug-in works with both pre-recorded mocap data and in real-time. Together with FinalIK, human character animation is very easy to setup.

Animate characters in real-time that mimic your every move, or experience it from a first person perspective entering a different body with the help of virtual goggles such as the Oculus Rift.

Track and animate multiple objects at a time and see them interact in Unity. The SDK supports movement of any other object in Unity by streaming 3D and rigid body data from Qualisys Track Manager so you can manipulate an object both in the real world and in the virtual world.

¹FinalIK is sold separately and is available on the Unity Asset store.

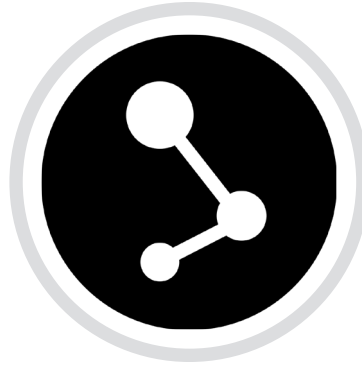
FEATURES

- Stream markers & bones
- Stream 6DOF bodies
- Animate characters with IK¹
- Works with multiple marker sets
- Track and stream multiple bodies simultaneous
- Watch tracked objects interact as they are streamed from QTM to Unity



Unity Asset Store

The Unity real-time plug-in can be downloaded from the Unity Asset Store under the name QTM Connect. The plug-in is free.



Connecting to QTM

To connect with QTM, go to Window > Qualisys > QTM Connect, then enter the details of your QTM host and click Connect.



Using captured files

To stream data from a QTM file you must tell QTM to stream the file. In QTM, go to Capture > Run Real-Time Processing on File.

PACKAGE CONTENTS AND SPECIFICATIONS

RTMarkerStream	Add component on a GameObject to stream markers.
Marker support	Both passive and active
Synchronization options²	Internal 1 ppm clock/ext. freq. output/ext. word clock input/smpte input
Strobe	Invisible infrared light
Measurement distances	Up to 25 m with 19 mm markers / up to 9 m with 4 mm markers
Cabling	Hybrid cable with Ethernet and power
Wired communication	Hub-less daisy-chained Ethernet 802.3 @ 100Mbps
Wireless communication¹	WiFi 802.11b/g @ 54Mbps
Position data noise level	+/- 1 subpixels
Maximum frame buffer size	1152 Mbyte
Power	Daisy-chained, 36-72 VDC @ 30 W maximum
Operating temperature	0-35 °C (7+/- 0-30 °C)
Available camera housing	Standard / IP67 / MRI / Underwater

¹ Optional accessory/feature, not available for all camera models.

² Miquis Sync Unit is required for external synchronization with Miquis system.