



Take control of your animation project!

Our solutions in animation allow for real-time solving of multiple characters, both human and animal, streamed straight into the game engine or animation software of your choice packages this with our self-developed mocap suits, active tracking devices for LBVR, and seamless integration with 3rd party animation and virtual production tools.

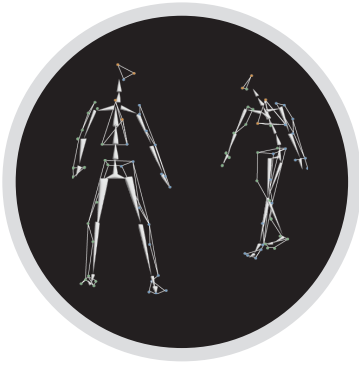
Couple this with the highest-performing motion capture camera platform on the market and its weatherproof capabilities, the Qualisys system will always operate where and when you need it to.

You set the framework for your projects, not the equipment.

TAKE CONTROL.

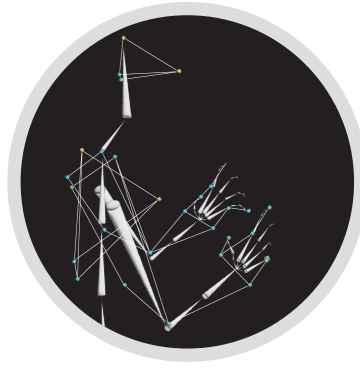
FEATURES

- High fidelity tracking of complex movements
- Smart labeling tools
- One-click solving
- Reduced cleaning times
- Large volume coverage
- FBX Export
- Animate multiple actors at once
- Weatherproof hardware
- Real-time streaming to 3rd party software
- External hardware integration
- Underwater animation



Multi-Actor Real-time Streaming

Create and solve multiple skeletons at one time, allowing for multi-actor real-time streaming to a chosen animation software or game engine.



Finger Solving Solutions

QTM has built in support for finger solving either as a stand-alone hand or part of a full body skeleton.



Solve Custom Skeletons with QTM

Create custom skeleton definitions to solve anything that can be represented as a segment hierarchy, such as humans or animals.

WEATHERPROOF MOTION CAPTURE

Our protected camera models provide extra features resulting in excellent tracking in challenging environments. Whether it's outdoor, underground, hot or cold our hardware has proven endurance.



REAL-TIME STREAMING

QTM automatically tracks objects in real-time, allowing instant confirmation of accurate data acquisition. Captured data is easily streamed in real-time from QTM to external software.

Automatic Identification of Markers (AIM) uses an advanced algorithm for identifying markers and an AIM model can be trained by consecutive captures in order to work with multiple actors and streamed in real-time for instant animation.

SITE LICENSE

The industry-unique site licensed software means that you are able to deploy QTM on as many computers as you like, in the studio and even on all team members' portable computers to be used for post-processing and animating work.

OPEN SOURCE

Most full-featured plugins are released as open source software and are available for download on www.github.com/qualisys or the Qualisys website.



QTM CONNECT FOR UNREAL

Add 3D marker positions to your actor components in Unreal Engine, or let rigid body position and orientation manipulate them. Mapping skeletons to a mesh is handled by Unreal Engine's LiveLink plugin. The QTM Connect for Unreal is built upon our open source C++ SDK and is available on GitHub.



QTM CONNECT FOR MOTIONBUILDER

The Qualisys Skeleton Device handles streaming of skeleton segment transforms (6DOF) from QTM. Skeleton data is automatically characterized, to easily connect a streamed skeleton to a rigged character.



QTM CONNECT FOR UNITY

Animating characters is straight-forward with auto mapping between Unity's Mechanism human bones and QTM segments. Just add the skeleton script, set the actor name of the QTM skeleton and press play. Both the Unity package and the C# SDK are available on GitHub.



QTM CONNECT FOR MAYA

Receive your mocap data as joints or locators and animate characters or other types of objects. Since our joint naming convention works seamlessly with HumanIK, customization is extremely quick. QTM Connect for Maya is open source to make it easy for any kind of customization and forward development. It uses our open source Python SDK.



ICLONE MOTION LIVE

Reallusion uses the Qualisys open-source SDK to integrate real-time skeleton streaming from Qualisys Track Manager. The skeleton data is automatically characterized to directly connect a streamed skeleton to any royalty-free, iClone or Character Creator 3 pre-rigged avatar.

Mocap cameras for Animation

PROPRIETARY OPTICAL CAMERAS

Miqus

The Miqus camera is our smallest and most refined motion capture camera. It fits everything you need for your next motion capture project in a small and lightweight camera body.



- M1** 1 MP
250 fps
- M3** 2 MP
340 / 650 fps
- M5** 4 MP
180 / 360 fps

Arqus

The Arqus platform provides superior resolution, maxed out frame rates and anything in-between. More importantly, Arqus advanced marker detection algorithms provide exceptional accuracy



- A5** 5 MP
700 / 1400 fps
- A9** 9 MP
300 / 590 fps
- A12** 12 MP
300 / 1040 fps
- A26** 26 MP
150 / 290 fps

SPECIALTY CAMERAS



Arqus Protected

For challenging environments.



Miqus Video

Synchronized reference video camera.



Miqus Underwater

Capture 3D motion below the surface.

THE ONLY UNDERWATER OPTION

Animating realistic movements underwater is made possible with the world's only optical motion capture technology designed for making underwater captures. The system is pressure tested to a depth of 40 m and can be synchronized with external hardware.

For all technical information about our cameras visit qualisys.com/cameras



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