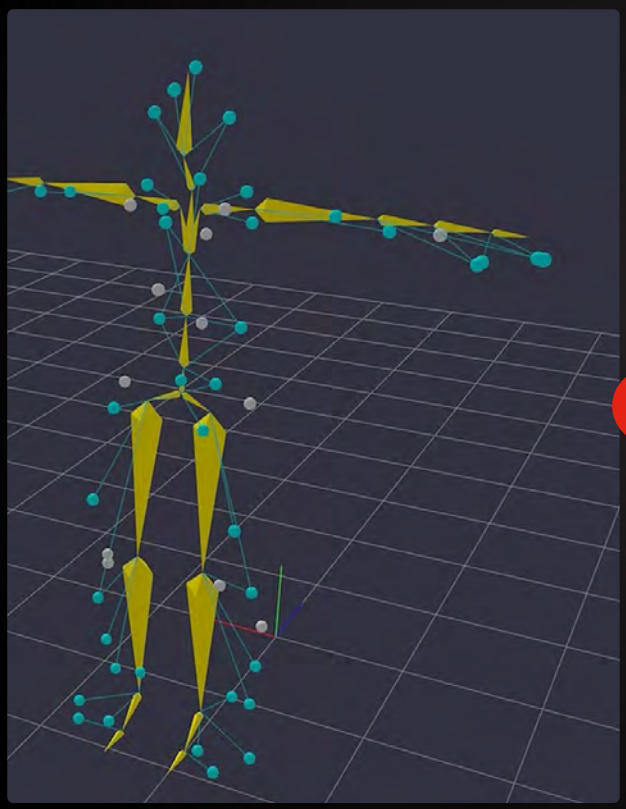
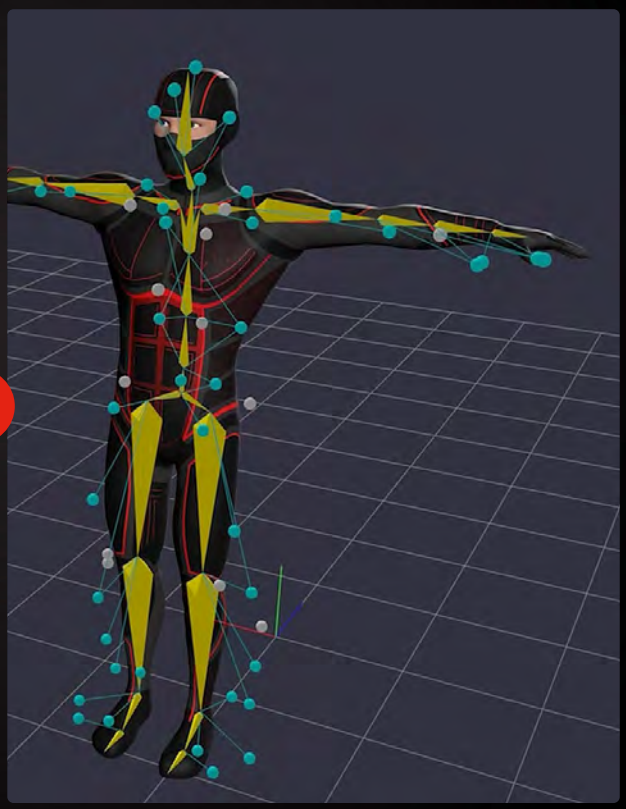
QUALISYS
Motion Capture Systems

SKELETUNE

# Solve to your skeleton



Skeleton, markers and attachments



The same model fitted on the character's skin

**Skeletune** is the skeleton definition editor for the QTM solver. It builds the solver model on the character you deliver, with your own markerset. QTM solves straight onto that skeleton, so the retarget step goes away.

HOW IT WORKS

# From delivered character to solved skeleton

**01**
Load the character from FBX or USD

**02**
Pull the markerset from QTM over its REST API

**03**
Run Auto-Assign to attach markers to bones

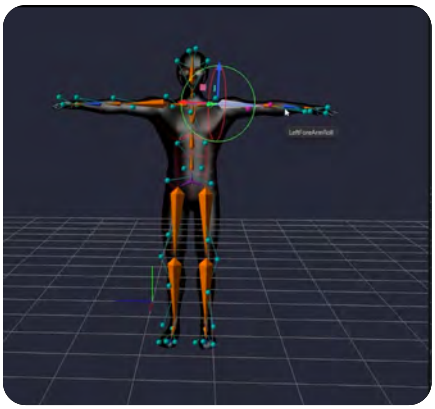
**04**
Set DOFs & attachments in the Bone Editor

**05**
Fit the model pose with the skin on screen

**06**
Push the solver model to your QTM project

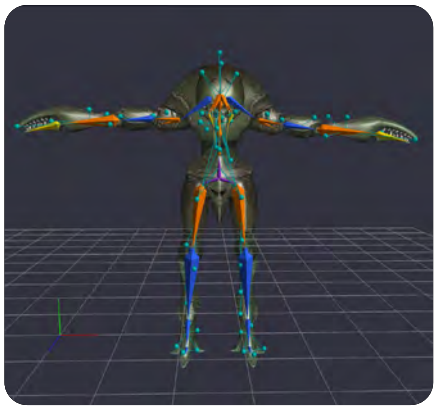
**07**
Stream live or recorded data to check it

**08**
Save a .tune project next to the character's FBX



### See any solver model

Pull a skeleton from your QTM project. View and edit the model's bones, DOFs, attachments and weights to fit your character.



### Any markerset, any rig

Creatures, stylized characters and custom markersets use the same workflow. Set DOFs, couplings, attachments and weights per bone.



### Set the fit before the stage

Stream live data onto the character, or scrub a solved take frame by frame. Mis-fits show up in your first look, so you can avoid the retake.

## SPECIFICATIONS

| | |
|---|---|
| **Format** | FBX and USD |
| **Solver models** | .tune, XML, Cortex .mars |
| **Requirements** | Windows 10 or 11; Graphics card with Vulkan or Direct3D 12 |
| **Works with** | Unreal Engine, Unity, MotionBuilder and Maya |

Use Skeletune with your own character.

qualisys.com/skeletune