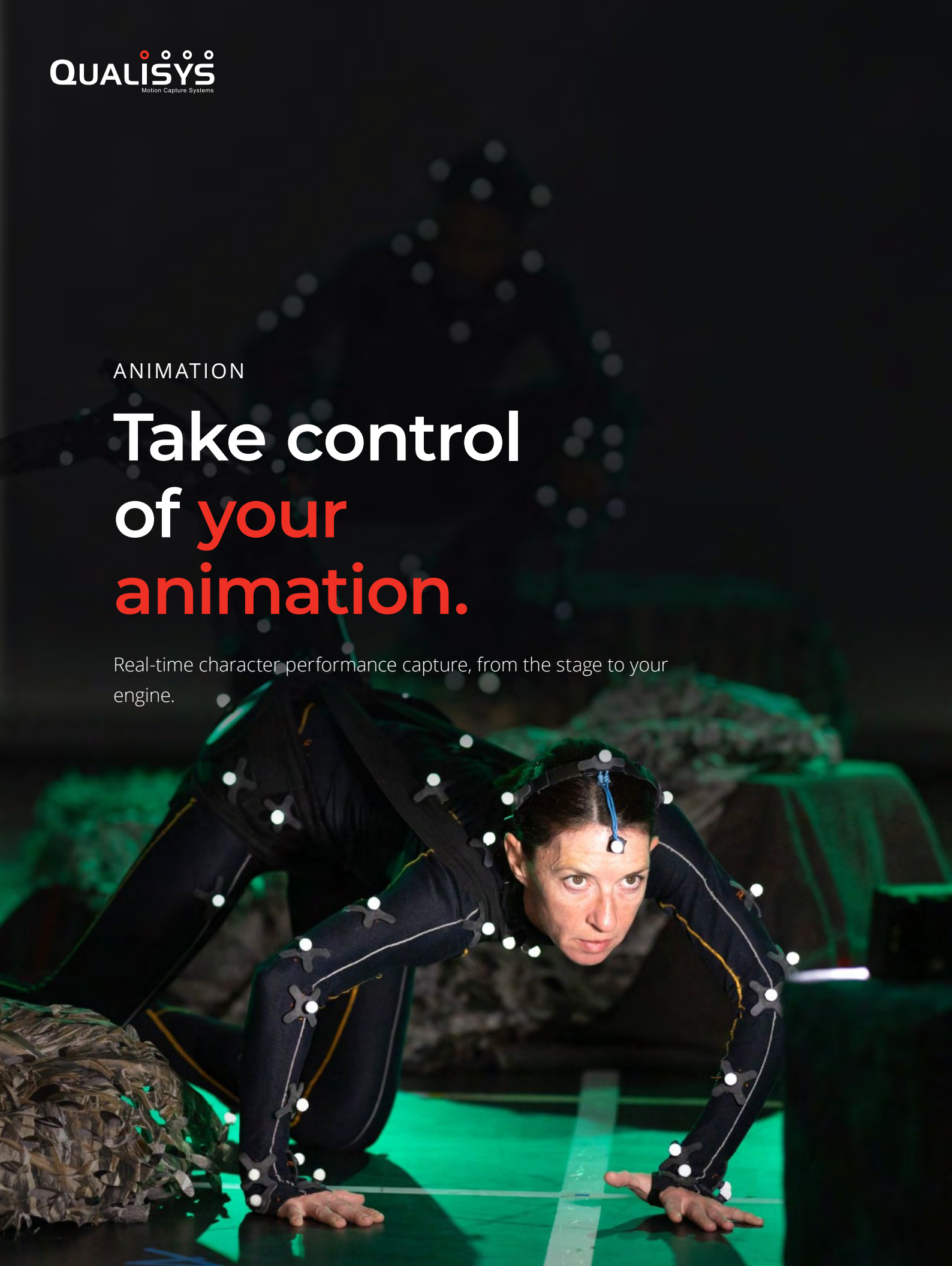
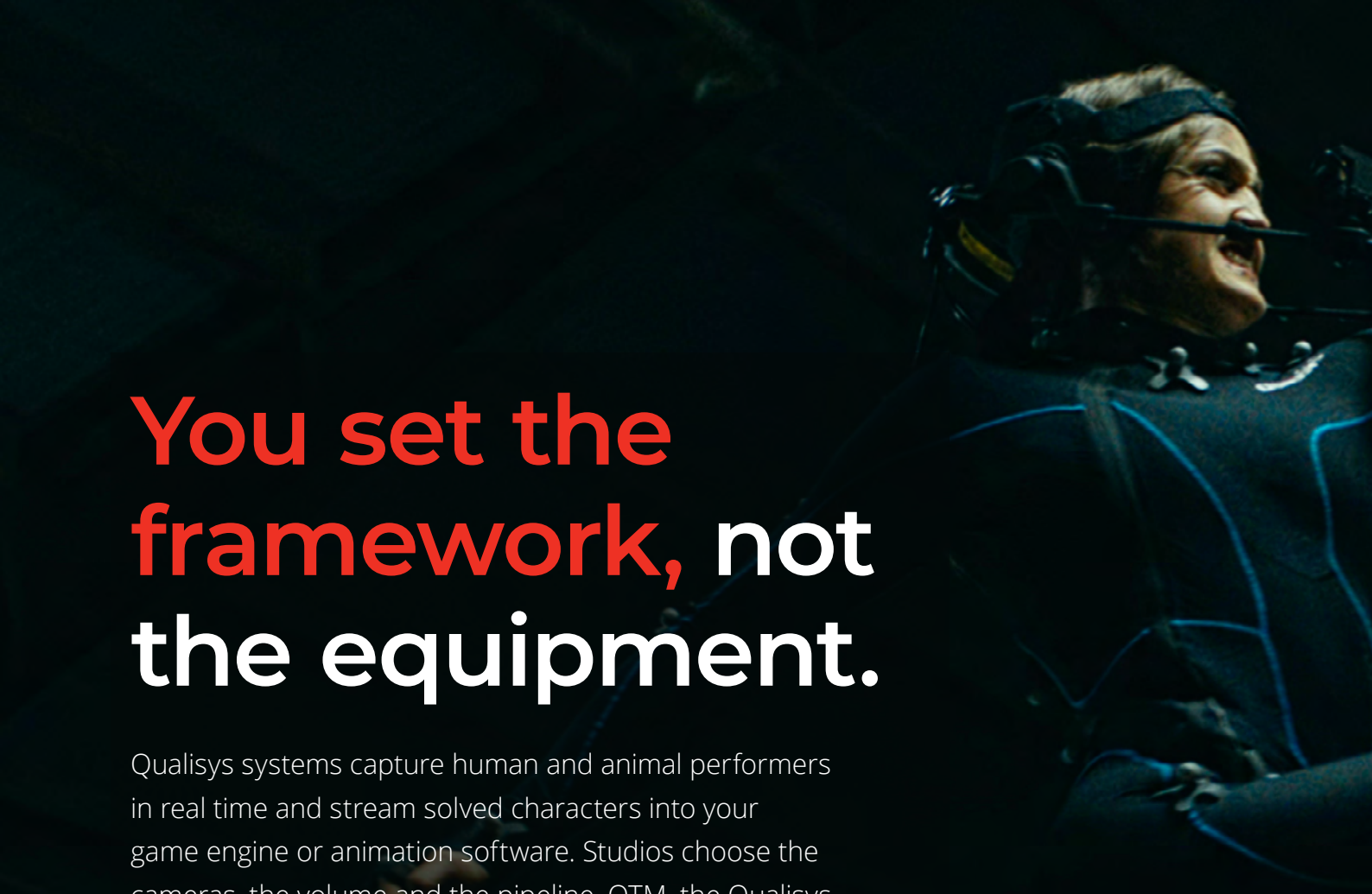
QUALISYS
Motion Capture Systems

ANIMATION

Take control of your animation.

Real-time character performance capture, from the stage to your engine.





You set the framework, not the equipment.

Qualisys systems capture human and animal performers in real time and stream solved characters into your game engine or animation software. Studios choose the cameras, the volume and the pipeline. QTM, the Qualisys Track Manager software, runs it all on one license that covers every computer on site.

REAL-TIME STREAMING

QTM tracks and solves while you capture, so the director sees the character during the take. Solved skeletons stream to Unreal Engine, Unity, MotionBuilder, Maya and other clients.

AUTOMATIC IDENTIFICATION OF MARKERS

AIM labels trajectories from the angles and distances between markers. Train it on your own takes, and it keeps labels apart in multi-actor scenes.

SKELETON ASSISTED LABELING

When markers are occluded, the solved skeleton identifies them again, so fewer gaps reach cleanup.

CUSTOM SKELETON SOLVING

Solve several skeletons at once, humans and animals, and stream them live. Any character that can be described as a segment hierarchy can be solved in QTM.

SKELETUNE

Skip the retarget. Skeletune builds the solver model on the character you deliver, with your own markerset, and QTM solves straight onto that skeleton.

SITE LICENSE

Install QTM on every computer in the studio, including laptops used for post-processing and animation.

Mocap Cameras for Animation



MIQUS

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



ARQUS

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



UNDERWATER
Both camera platforms offer an underwater model suitable for your aquatic animations.

WEATHERPROOF MOTION CAPTURE

Protected camera models track in challenging environments. Outdoors, in dust, heat or cold, the hardware keeps capturing.

UNDERWATER MOTION CAPTURE

Qualisys underwater cameras are pressure tested to a depth of 40 m (130 ft) and synchronize with external hardware. Use them for realistic movement in aquatic animation.

OPEN SOURCE

Most full-featured plugins are open source and can be downloaded from the Qualisys GitHub page or qualisys.com. QTM Connect for Unreal connects through Unreal's Live Link system.

FEATURES

- **Tracking of complex, multi-actor movement**
- **Labeling tools: AIM and Skeleton Assisted Labeling, and QTM Scripting Interface**
- **Real-time skeleton solving and streaming**
- **Real-time 6DOF tracking of props and cameras**
- **Large volume coverage, resolution up to 26 MP**
- **Indoor, outdoor and underwater tracking**
- **Passive and active marker support**
- **Manus and StretchSense glove integrations**

QUALISYS
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Tried. Tested. Trusted.

"We needed to find reliable hardware that could withstand our rigorous demands. [...] Qualisys hardware is simply superior to any other option."

GRAHAM QUALLY, PRESIDENT
Beyond Capture

"For GBK, it is super important that we have a company like Qualisys to support us in our mission of striving towards quality, quicker turnarounds, and make sure that the uptimes in the studio are as high as it can be."

ANTON SÖDERHÄLL, EXECUTIVE PRODUCER
Goodbye Kansas Studios

For more information visit
our website or contact us.
qualisys.com | sales@qualisys.com

Supports real-time streaming into:

iClone, Unreal Engine, Unity, Warudo, Maya, MoBu, Blender, Houdini 3D Animation Tools