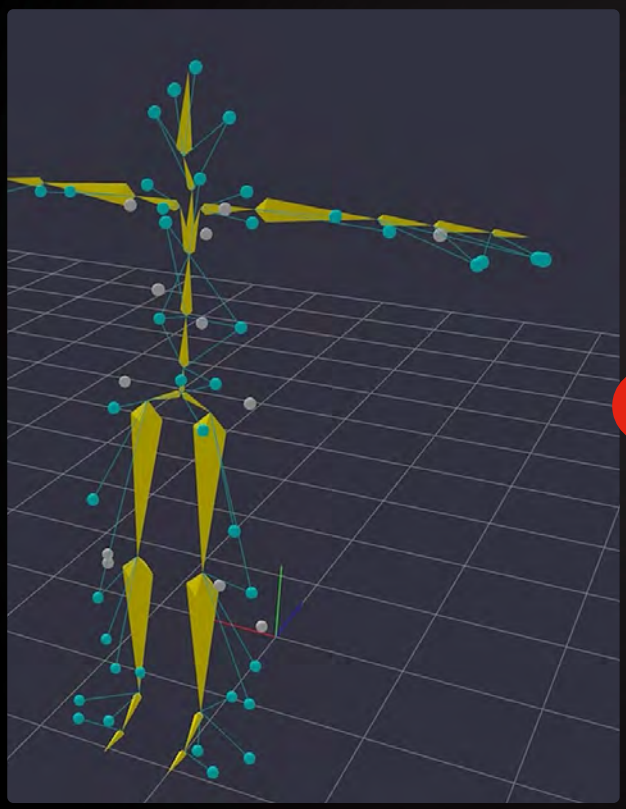
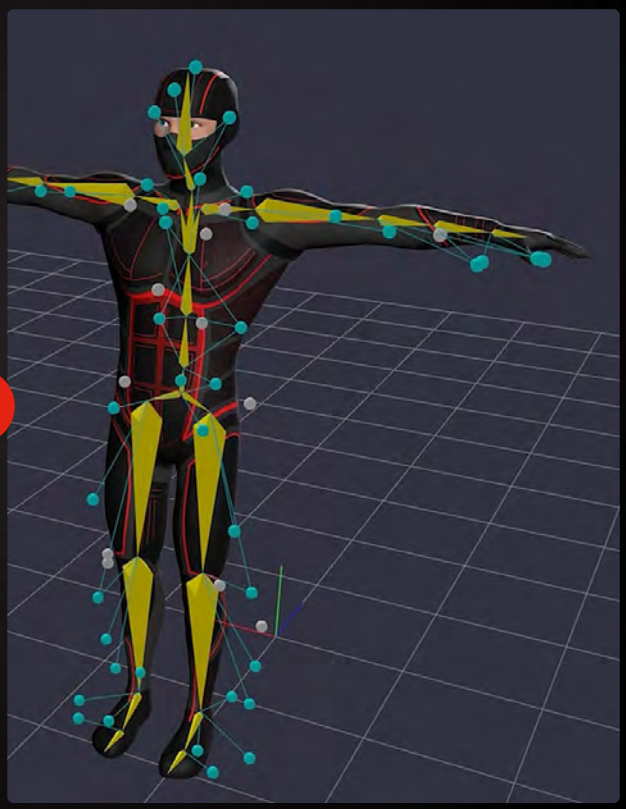
QUALISYS
Motion Capture Systems

SKELETUNE

Solve to your skeleton



Skeleton, markers and attachments



The same model fitted on the character's skin

Skeletune is a skeleton definition editor for the QTM solver. It builds the solver model on the character your art team delivers, so QTM solves any performer straight onto that character.

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

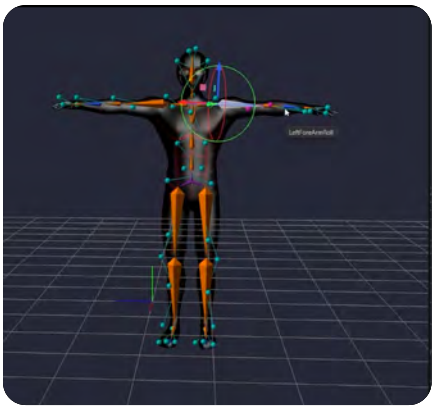
04
Set DOFs & attachments in the Bone Editor

05
Fit the model pose with the skin on screen

06
Push the solver model to your QTM project

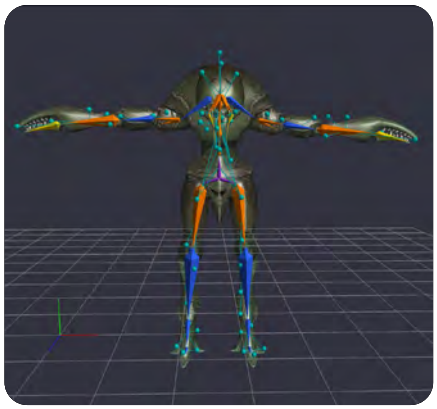
07
Stream live or recorded data to check it

08
Save a .tune project next to the character



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 rig, creatures included

Set DOFs, couplings, attachments and weights per bone. Bones without markers, such as tails, can stay out of the solve. There is no bone limit.



Check before the session

Stream live data onto the character, or scrub a recorded, solved take frame by frame. Stop, adjust, push and stream again.

SPECIFICATIONS

Format	FBX and USD
Solver models	.tune, XML, Cortex .mars
Requirements	Windows 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