



**iPi Motion Capture™** is a scalable markerless motion capture software tool that supports 1 to 4 depth sensors or 3 to 16 RGB cameras (Sony PS3 Eye / Logitech C922 / action cameras) to track 3D human body motions, transfer motion to 3D character and produce 3D animation.

*“iPi Mocap is an incredibly reliable production tool. Once we had accurate dimensions for our actors, the software gave us a good solve 98 percent of the time. The ability for one artist to handle the entire capture process — from performance and data management to processing — streamlined the workflow for us. It was cost effective, fast to capture and fast to process.*

**Dean Elliot**, Lead Animator at **Iloura** (merged with **Method Studios**), an award-winning global VFX company: <http://www.methodstudios.com>

With **iPi Motion Capture** you can:

- Record multi-camera / depth video in regular office / home environment
- Track 3D human motions of up to 3 actors right at your desktop / laptop and produce 3D animation
- Improve animation quality using integrated clean-up / keyframing / post-processing tools
- Transfer motions to 3D character and export 3D animation to most popular formats including FBX, BVH, DMX, SMD, Collada

**iPi Motion Capture** works with off-the-shelf equipment:

- 1 to 4 depth sensors (Kinect 1/2; Intel RealSense D400; Asus Xtion 1/2; Orbbec Astra/Astra Pro) or
- 3 to 16 RGB cameras (Sony PS3 Eye; Logitech C922; action cameras like GoPro, SJCAM, other)
- Runs on regular PC with gaming-class videocard

**iPi Motion Capture** is compatible with

- Autodesk 3DS Max, Maya
- Valve Source Engine, Unreal Engine, Unity
- CINEMA 4D, Lightwave
- Poser, DAZ3D, Blender and others

With **iPi Biomech Add-on** you can perform in-depth biomechanical analysis of human motions, visualize and export tracking data to various formats.

**iPi Automation Add-on** allows to control iPi Motion Capture software from external application, integrate it into bigger systems and automate complex workflows.



## Advantages:

- ✓ no need for expensive facility space with special lighting, background and the team of technicians
- ✓ no need for clumsy sensor suits with reflective markers
- ✓ portable system that can be packed in a backpack with as less as 20-30 minutes set-up and calibration time
- ✓ allow over 35 by 35 feet (10 by 10 meters) capture volume with minimum required space as small as 9 by 5 feet (3 by 1.5 meters)
- ✓ with integrated animation clean-up and motion transfer tools you do not necessarily need expensive 3D packages
- ✓ extremely affordable solution



**iPi Motion Capture™** is a markerless technology that literally puts motion capture at animator's desktop and brings a totally new workflow paradigm to

- filmmakers, CG animators, videogame developers, broadcast motion graphics designers and prosumers

Our customers are from:

- entertainment, 3D design, education, medical, military and other vertical markets

**iPi Motion Capture™** is available in 3 editions:

**Express Edition:**

- Entry-level configuration that works with one depth sensor
- Easy to use but applicable for not very complex motions without 360° rotations

**Basic Edition:**

- Includes all basic features needed for high accuracy motion capture, including real-time tracking / live feedback
- Supports capture with 2 depth sensors or 3 to 6 RGB cameras

**Pro Edition:**

- Includes all high-end features including multiple persons tracking, real-time tracking / live feedback
- Supports capture with up to 4 depth sensors or 3 to 16 RGB cameras

Features \ Edition	Trial	Express	Basic	Pro
Tracking	Markerless, offline (non-realtime)			
List Price* (perpetual)	Free	\$195	\$695	\$1 995
Support for Depth Sensors	The Same as Basic Edition	Yes only 1	Yes 1 or 2	Yes 1 to 4
Multi-Camera Support		No	Yes 3 to 6 cams	Yes 3 to 16 cams
Recommended Cameras		—	Sony PS3 Eye / Logitech C922	
Maximum Capture Area		7 by 7 feet (~ 2 by 2 m)	1 to 4 depth sensors: 7 by 7 ft (~ 2 by 2 m) Multi-Camera: 35 by 35 ft (~10 by 10 m)	
Minimum Required Space**		9 by 5 feet (~ 3.0 by 1.5 m)	1 to 4 depth sensors: 9 by 5 ft (~ 3.0 by 1.5 m) Multi-Camera: 13 by 13 ft (~ 4 by 4 m)	
Individual Body Parts Tracking		Yes	Yes	Yes
Real-time Tracking / Live Feedback		No	Yes	Yes
Props Tracking		Yes	Yes	Yes
Multiple Persons Tracking		No	No	Yes
Motion Transfer		Yes	Yes	Yes
Manual Clean-Up, Key-framing Tools	Yes	Yes	Yes	
Batch Processing, Dual-GPU Support	No	No	Yes	
Software Updates		Free updates within two-year prepaid support period for perpetual plan		
Technical Support	No	Email-based technical support		

\* Prices are subject to change. See up-to-date prices at <http://ipisoft.com/store/> \*\* Depends on camera FOV