

# Animation & Virtual Reality

Create superior 3D character animations in a fraction of the time



## The full power of Cortex, streamlined for animation

Our powerful but easy-to-use motion capture solutions increase efficiency and profitability by equipping your team with technology that offers unparalleled quality, speed, and usability.

Accurate and expandable, our next-generation motion capture solutions allow for the fastest and most effective animation pipeline in the industry. Our technology enables real-time character animation for video games, VR, television, movies, simulation, and training.



*"We have been using Motion Analysis systems since our inception and are still very happy with their technology and support. Their next-generation cameras enable us to capture amazing volumes of high-quality data using under a hundred cameras."*

**Philip Stilgoe**

CEO, Centroid Motion Capture

## Key features of our animation software

- ✔ Powerful and easy to use.
- ✔ The inherently real-time system accelerates your workflow.
- ✔ Seamlessly integrated set up, calibration, identification and streaming of solved skeleton data.
- ✔ Readily integrated facial and hand animation, using markers, gloves or head tracking devices.
- ✔ Visualize skinned characters within Cortex or stream to external software.
- ✔ State-of-the-art marker identification enables minimal data clean up.
- ✔ SONIC Viewer allows for the solving of various characters in real-time across multiple computers.
- ✔ Compatible with different hardware, whether using our ultimate performance Raptor 12HS cameras, any of our Kestrel cameras, or a mix of these.

## Third-party integration

Cortex allows for segmental modelling and real-time streaming into all major animation packages. It integrates with a wide range of third-party tools including Unity, Unreal, Maya, MotionBuilder, VizRT, Piero, Ross, BrainStorm, 3ds Max, and many more.



3DS MAX

## CamTrak

The embedded CamTrak module is a feature unlike any other on the market. It can track people, objects and cameras in a broadcast studio for previz, augmented

reality, and live virtual graphics.

## Calcium Solver

One of the most powerful solving, skeletal creation, setup and motion-solving solutions on the market today. It allows you to easily solve captured marker data onto a skeleton. The marker data drives a pre-defined, hierarchical skeleton definition. The ability to change the degrees of freedom allowed for each joint, makes it highly flexible.

## Cameras

We provide high-quality, extremely accurate, low-latency digital tracking cameras. They're compact in design and offer robust performance. Our camera models are all "plug and play", field upgradeable, and compatible with our other cameras to meet your motion capture needs.



## Introducing BaSix Go, lightweight mocap software, built for animation

Our lightweight motion capture solution allows you to select your animated character, fit six LED BaSix active markers, and then stream live animation data directly to your animation package. This can all be done in under a minute, without the use of a mocap suit. Setup and calibration of the system are quick, and the software is easy to learn and use.

## About Motion Analysis

We have been the international industry leader in motion capture technology for over 35 years. Founded in Santa Rosa in 1982, we quickly established ourselves as an innovative force in the motion capture world. Since our company was formed, we've worked closely with renowned specialists to create continuously cutting-edge hardware and software solutions for a wide range of industries including animation, video game design, studio broadcasting, AR, VR, medical biomechanics, product development, robotics, and ergonomics.

Our constant product development ensures that our motion capture solutions remain the most accurate and advanced that the industry has to offer.

[Visit our website to learn more](#)