Qualisys VR Solution

Qualisys makes it possible for gaming studios, film and tv producers to perform high fidelity animations, and free-roaming immersive, virtual scenarios.

The 6 degrees of freedom tracking allows the system to capture multiple body parts, including hands and head tracking, multiple objects, and multiple players all in one space. The space is not limited to a specific size.

Qualisys offers gamers and developers a system that can manage tracking dozens of players precisely and reliably, with no drift and unnoticeable latency. Whether it is a few HMDs in a small room, or ten gamers battling it out in a large VR arcade Qualisys cameras are able to track all bodies in the same capture volume. Our software, Qualisys Track Manager (QTM), has integrations with various third party applications, including, but not limited to: Motion Builder, Unity, Unreal, EON Reality, WorldViz. Plus you can integrate your Qualisys system with any other devices like eye trackers or gun props.

FEATURES

- Multi person / object tracking
- Real time
- Extreme low latency
- Sub-milimeter precision
- Active and passive marker tracking
- 6 degrees of freedom (6DOF) tracking
- Large volume coverage
- Free-roaming VR experience
- High uptime
- Easy to install
- Open source game engine plugins like
- Unity and Unreal

UNLIMITED POSSIBILITIES IN OBJECT TRACKING!

Track any object, with passive or active markers. We offer the market's only system that can track both passive and active with the same system. Whether it comes to HMDs, weapons, controllers or scene elements, we can accommodate your needs.

VRPN

VRPN is commonly used in Virtual Reality applications. Qualisys Track Manager supports marker and rigid body data streaming via the VRPN protocol.

Real-time SDK

Real-time data streaming from Qualisys Track Manager is made via the Realtime Protocol. For the tech-savy, you can write your own real-time clients using the real-time SDK.

REST API

This API allows client applications to get and set data as well as control the motion capture system. Qualisys Track Manager comes with a built-in web server that exposes a REST API.

Unity

Qualisys Unity SDK lets you have a direct connection from the real world to the virtual world.

Unreal

QTM Connect for Unreal supports streaming of 3D and rigid body data.

Motion builder

QTM Connect for MotionBuilder lets you animate characters in MotionBuilder by streaming 3D data from QTM.