XSENS

MVN Animate

Motion Capture for 3D
Character Animation

MVN Link

Version
Lycra suit

Trackers
17 wired trackers

Data
Production quality

Setup
Fast

Latency
20 ms

Data link
One Access Point
for Multiple actors

Battery management
One battery

Battery life
10 hours

Wireless range
Indoor: 50 m/150 ft
Outdoor: 150 m/450 ft

On-body recording
Yes

On-body buffering
10 min

Internal sampling rate
1000 Hz

Output rate
240 Hz

Finger tracking
Natively supports
Manus VR Glove

MVN Awinda

Version
Strap-based

Trackers
17 wireless trackers

Data
Production quality

Setup
Even faster

Latency
30 ms

Data link
One Awinda station
per actor

Battery management
17 batteries

Battery life
6 hours

Wireless range
Indoor: 20 m/60 ft
Outdoor: 50 m/150 ft

On-body recording
No

On-body buffering
2 min

Internal sampling rate
1000 Hz

Output rate
60 Hz (Full body)
100 HZ (Lower body)

Finger tracking
Natively supports
Manus VR Glove

MVN Animate (Software)

Feature	MVN Animate	MVN Animate Pro
Multi Person	Yes	Yes
Network Streamer (for plug-ins)	No	Yes, all major 3D packages
Advanced Configurations	Full Body, Upper Body en Lower Body	Full Body, Upper Body en Lower Body
Advanced Scenarios	No	Yes
Reference Camera support	No	Yes
Export as movie	No	Yes
Time code & remote control	No	Yes
Batch export	No	Yes
Remote On-Body Recording (ROBR)	No	Yes
Positional Aiding with GNSS	No	Yes
Positional Aiding with HTC Vive	No	Yes
Object Tracking with HTC Vive	No	Yes

Animate Engine

Real-time solver	Yes	Yes
HD Reprocessor	Yes	Yes

HD Reprocessor

After recording your data, you can process the data using the HD Reprocessor. The Animate Engine then upgrades the data and gives you the most accurate data possible.

The HD Reprocessor raises the data to the unprecedented production quality motion capture data Xsens is known for in the market. It does so by extracting more information from the same data set. It enables MVN Animate to process data over a larger time window to get the best quality out of your mocap shoot.

ABOUT XSENS

Xsens is the leading innovator in 3D motion tracking technology and products. Its sensor fusion technologies enable a seamless interaction between the physical and the digital world in applications such as industrial control and stabilization, health, sports and 3D character animation. Clients and partners include Electronic Arts, NBC Universal, Daimler, Autodesk, ABB, Siemens and various other leading institutes and companies throughout the world. Xsens is part of mCube, the provider of the world's smallest MEMS motion sensors, key enablers for the Internet of Moving Things. Xsens has offices in Enschede, Los Angeles and Hong Kong.

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