### **MotionVenus Docs**

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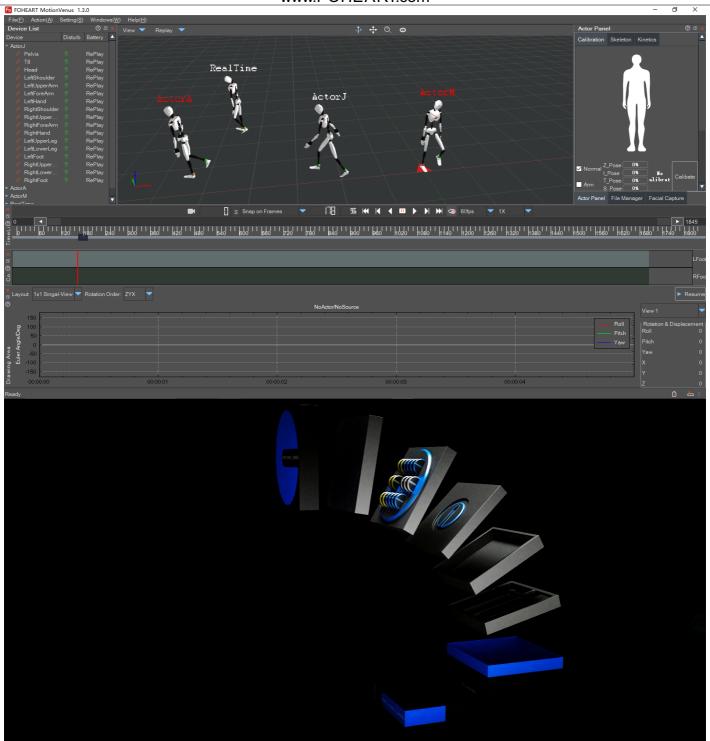
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# **MotionVenus**





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# 简介

MotionVenus是<u>FOHEART C1</u>动作捕捉套装的PC客户端。它主要功能是录制动捕数据,并将数据导出为BVH、FBX等通用数据格式,另外它还可以将表演者的动作数据流实时(或离线文件)的发送到<u>Unity3D</u>或 <u>Unreal Engine 4</u>等3D引擎中,驱动任意虚拟动画人物运动。

- 0. 首次使用/快速开始
- 1. 驱动安装
- 2. 硬件穿戴
- 3. 传感器节点校准
- 4. 软件功能区
- 4.1 设备列表栏
- 4.2 3D人物显示窗口
- 4.3 校准管理
- 4.4 身体参数设置
- 4.5 动力学

- 4.6 制图
- 4.7 时间轴
- 4.8 库
- 4.9 接触点编辑
- 4.10 同步视频捕捉
- <u>5. 常见问题</u>
- 6. 其它
- 6.1 坐标系定义

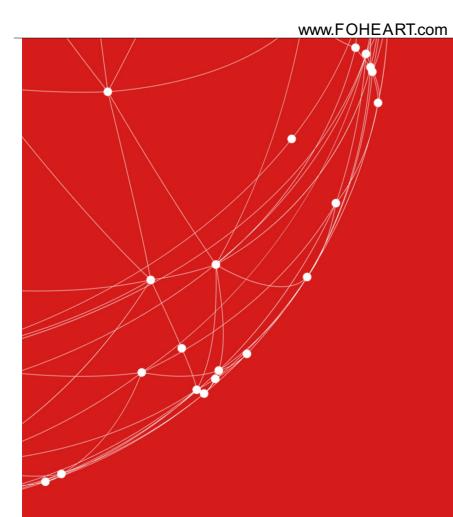
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## Introduction

MotionVenus is a desktop client for <u>FOHEART C1</u> Motion Capture Suits. It manages record&export motion capture files, it can also export realtime data stream(or local data files) to drive any virtual characters movement in <u>Unity3D</u> and <u>Unreal Engine 4</u>.

- **0. Quick Start Guide**
- 1. Driver Installation
- 2. Preparing Hardware
- 3. Sensor Calibration
- 4. Software Features
- 4.1 Device List
- **4.2 Avatar View**
- **4.3 Body Calibration**
- **4.4 Body Parameter**

- 4.5 Skeleton&Joints
- **4.6 Realtime Curves**
- 4.7 TimeLine
- 4.8 Library
- 4.9 Contact Edit
- **4.10 Synchronized Video Capture**
- 5. Q&A
- 6. Others
- **6.1 Coordinate System**





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