**Shimmer IMU Impact and Rotation Research Project**

**Introduction**

Investigate gathering real time data from Shimmer3 IMU device for use with 3D model rotation and data analysis from player movement in a training scenario. This project targets Rugby specifically, and is intended for use by a coach for assisting players to perform, learn and practice safe tackling in a training environment.

**System Requirements**

* PC, Laptop, Mac.
* Windows 10, Mac OS 10.13 or later.
* Minimum 1 human to interact with the application.
* Shimmer3 IMU and strap.

**User Perspective**

A user manual has been produced to guide the User through the UI of the application. The application is intended for use by coaches who wish to record live data from the movement of their players during training sessions.

Specifically, this application targets *Rugby* tackling and a means to prevent injury by correcting the angle of attack of a player during a tackle. The User will be able to record a specific set of data while the player performs a tackle, and review this post tackle with the player, to gain valuable perspective and correct any bad habits or a potentially damaging approach.

The application will record the angle and rotation of the players spine during the tackle for post analysis with the coach. This can be replayed again immediately, saved for a later review, and saved as a log of a player’s progress through training, which can be reviewed conveniently by loading the session into the replay feature of the application.

What the User sees is a 3D model representing the player’s spine. In this application we represent the spine with a straight line, this model can be updated during any further development. Once the Shimmer device is streaming data to the application, the 3D model will rotate in real time via Bluetooth connection (range 30ft). Recording the data as outlined in the User manual, will record until stopped and can be saved and replayed conveniently. The replay feature will play back the session which has just been recorded, with an option to load a previously saved session from a players training file etc.

**Developer Perspective**

The application is developed with Unity3D community edition and C#. During the development we used the SDK which came with the Shimmer devices which handles streaming data from the IMU devices to the Unity application.

<http://www.shimmersensing.com/>

ADD DETAILS – a concise version of the architecture ?

**Development Cycle**

As part of the research it was important to investigate different approaches to the project. There were multiple approaches to the project during the early stages of development. These gave us a clear idea of the requirements and to some extent, the limitations (see Limitations and Bugs section) of this project.

**Shimmer C# SDK**

The initial stage of development involved working with the SDK and configuring the devices with the included software applications. This was a few weeks of trial and error which lead us to investigate some other options as the included software did not have the features we would need to build a prototype application for the training sessions. We did however make our own stripped down version of the Shimmer library, for use with the other projects.

Github Repository – Shimmer Library: <https://github.com/SerjiVutinss/ShimmerRT_Library>

**Unity Research**

The Shimmer SDK provided us with the means to stream and read the data from the IMU device. Next step was to bring it into Unity and move an object. This stage fleshed out the use of the gyroscope, accelerometer and quaternion data from the device to manipulate an object in a 3D environment.

Github Repository – Unity Prototype: <https://github.com/SerjiVutinss/ShimmerRT_Unity>

**Thalmic Labs**

Further development in rotating objects with gyroscopes and quaternions lead us to research the Thalmic MYO’s gesture control armband and SDK. We had access to an armband through college and the development kit is a free download:

<https://developerblog.myo.com/author/thalmic-labs/>

This was a valuable undertaking as we could analyze and understand another approach to rotating a 3D Model using Quaternions.

We used Unity3D as our platform, the MYO example included in the SDK was also in Unity3D. We interrogated the MYO SDK and developed a unity scene to test our rotation and data gathering with the Shimmer3 IMU.

This version contains the most testing and is the platform which was used to develop the current version of the project. We experimented with a simple 3D model and a simple humanoid rig imported from Blender. This returned good results in terms of accurate rotation and highlighted some issues with the model drifting after the device comes to a stop.

*HOW DID WE FIX THIS, WAS IT CALIBRATION OR CODE BASED, CANT REMEMBER*

Github Repository: <https://github.com/d-gallagher/Myo_Shimmer_Research>

**Blender**

We built a simple humaniod rig in Blender for this application and tested the rig as a possible model for the application. With the armatures from the rig it is possible to map the shimmer to a specific bone rotation like the spine, arm or a leg for example. The box model is the primary feedback for the UI. It works better as a simple display. The rig is a bit more complicated to implement how we would like it so it will remain dormant in the project for future development.

**WPF Application**

We looked at a stand-alone C# application using WPF to build out the GUI. This was successful as we had rotations working and some UI feedback for the user to show axes current rotation. We approached it from a design perspective at first, building out the 3d model in xaml and rotating with some C# code snippets. We later decided to build the model using C# as it was easier to colour the sides on the model that way, and hence to see the model rotating.

This iteration of the project was inspired by the following project which was developed for the MYO armband: <https://elbruno.com/2016/07/28/myo-working-with-the-orientation-and-gyroscope-in-c/>

While we had accurate rotation from our model in the WPF application, a decision was made to pursue the Unity 3D further as it supports importing models from Blender to use in scenes. It became clear during a meeting that during future development, a human 3D model might be well suited to the playback feature and perhaps the real time streaming view of the shimmer device. Unity 3D offers a lot of UI features and a physics engine also which were added bonuses for menu development.

Github Repository: <https://github.com/d-gallagher/ShimmerRT_WPF>

**Hololens Unity/UWP Application**

We considered deploying to the Hololens as a part of our project. From our research we realized a substantial portion of the source code would have to be refactored and re-written. Building the Shimmer SDK as a UWP class library for example.

System.IO.Ports is unlikely to work on UWP due to app sandboxing restrictions, this is important as our shimmer device depends on this class to function.

An alternative SerialCommunication Class:

<https://docs.microsoft.com/en-us/uwp/api/windows.devices.serialcommunication>

has been recommended on various forums as a work-around. Additionally, all Threaded code would have to be swapped out for Tasks as System.Threading is unavailable in the UWP platform. We investigated these workaround options and decided that given the short time span of our project and the work required to adapt everything for the Hololens, our time would be better spent focusing on the windows-based application.

We believe the Hololens, or an Augmented Reality compatible version of the unity application is viable for future development and would be a suitable implementation for the mobile requirements of both the coach and players partaking in the training sessions.

**Uduino Research**

We looked at an Arduino solution to a similar project to ours. There wasn’t enough time to set up a build and test the actual Arduino device but this was an interesting project which implemented 6 degrees of freedom rotation from a small device to a 3D model. In the example project we looked at, the device was using a wired connection which would not suit the training sessions we were working towards.

**Architecture of the Solution**

Fill in details here

MVVM, Class Hierarchy,

**Testing**

Testing has been conducted constantly to determine if our device was reading data, rotating in the correct axes, replaying data from memory and saved files, saving data to a file, testing buttons in the UI to ensure they do what they’re designed to. We have worn the device to test the distance of operation, it’s accurate while in Bluetooth range and will disconnect at about 30 feet. We have not had a chance to bring the device to a training centre for more testing in a tackling scenario.

**Limitations and Known Bugs**

**Bluetooth range**

* Range is ~30ft which is a minor limitation with regard to tracking players during a real match. However for the context of this project, where the coach will be within 30ft of the player this is not expected to cause any serious issues.
* This is expected behaviour and was a known limitation from the beginning of the project.

**Lag from the device to the Shimmer Capture application.**

* We noticed a lot of lag (about 7 seconds), when using the shimmer rotation example provided with the capture software. This would be a critical failure however in our Unity application there is no latency or lag so the data stream is accurate and is not causing any issues.

**Drift in 3D Model after Device Stops**

* As mentioned in the Thalmic Labs section, we had unexpected behaviour from the 3D model while streaming the data. *HOW DID WE FIX THIS, WAS IT CALIBRATION OR CODE BASED, CANT REMEMBER*

**Hololens, Serial Ports and Project Scope.**

* During the Hololens project we discovered some difficulties in using serial ports. This would entail refactoring the project and ultimately it was decided to table this for future development as it would be a long and involved task. The following points document this discovery.
* <https://forum.unity.com/threads/hololens-bluetooth-ports.497320/>
* <https://answers.unity.com/questions/1467623/type-or-namespace-not-found-in-namespace-systemio.html>
* <https://stackoverflow.com/questions/36380925/how-to-write-serial-data-to-com-ports-with-universal-windows-application>

**Recommendations for future Development**

Developing the application for Microsoft Hololens or other Augmented Reality / Mixed Reality headsets is possible with more time and planning, and would be a viable implementation of this project. As a mobile solution this would suit the training environment and with future developments in smart glasses and powerful smart phones it’s reasonable to consider this project as a mobile app rendering on smart glasses.

With our research into using a humanoid rig and mapping a player’s movements onto the rig, we believe there is promise here. Our deadline didn’t allow us to test multiple shimmer devices but this would lend its self nicely to the blender rig concept. We discussed the possibility of having a player wear multiple devices, mapped to the joints of the blender rig and returning a visual representation of a players body. This leads to further questions however with a player wearing multiple devices which could be damaged Where a player is tackling in a training scenario it might work but it is unlikely to scale well for a real match playing scenario.

**Conclusions**

It is clear that further research, planning and development will be necessary to fully realize the potential of the shimmer devices. We have been able to demonstrate in a rudimentary way that the project is promising and can be used to track the angle of incline and the rotation of a player’s spine.