Start with vanilla blender

A screenshot of a computer

Description automatically generated

Delete the default cube to show, then click scripting workspace tab.

A screenshot of a computer

Description automatically generated

Copy the script from this link:

<https://github.com/StudioGalt/Sign-Language-Mocap-Archive/blob/main/Scripts/1)%20Importer%20Rokoko%2030fps>

Paste it in the text editor.

A screenshot of a computer

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Go to line 14, and update your working directory.

I have downloaded two set of free mocap from the rokoko site.

A screenshot of a computer

Description automatically generated

Unzip them and move them have them in working folder.

It should look something like this.

A screenshot of a computer

Description automatically generated

In your working folders, right click, then click on properties.

A screenshot of a computer

Description automatically generated

Take copy the highlighted information.

A screenshot of a computer

Description automatically generated

Now back in blender, make sure our working folder matches, where the script is looking, adding a double blackslash

C:\Users\Courtland\Desktop\Rokoko becomes this

RenderSpace=( C:\\Users\\Courtland\\Desktop\\Rokoko)

Now run the test script.

Expected result:

If all goes well you should have your armature imported, given a locator.

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Under pose mode, the locator bone under custom properties there are some custom properties.

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Description automatically generated

The custom properties, tell you when started the final, what is the source motion, and which version of blender you were using.

The file should be in 60 fps, as well the scene being set to 60 fps.

A computer screen shot of a black screen

Description automatically generated

In your working folder you should have a folder matching the file name.

A close-up of a phone number

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A screenshot of a computer

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In the folder you will have your current blender file, saved to match the file name, and original file.