# Memo Tech

# Links

Installation of vive pro: <https://www.vive.com/eu/setup/vive-pro-hmd/>

Detail of Azure Kinect installation: <https://ratemt.com/k4adocs/HowtoRun.html>

Doc motion capture plugin: <https://ratemt.com/k4adocs/Introduction.html>

# Scripts

|  |  |
| --- | --- |
| AudienceMemberReaction | Run audience animations |
| AvatarPosition | Place the avatar of the user and calibrate Kinect when no headset is used |
| BodyPositionRecorder | Write the body position in a file when the user is presenting and read this file when the record is played |
| HeadSetPosition | Place the user as part of the audience when the record is played |
| EventManager (Folder) // Do not modify except AllEvents | All the necessary code to raise and listen to events |
| AllEvents | Definition of all event that the game can raise |
| DirectoryManager | Manage all path related action and user creation |
| MenuManager | Manage the menu apparition |
| RecorderKinect (Folder) // Do not modify | Record the body data from the Kinect Manager in a file |
| DataAnalysis | Mock analysis of the data in order to give a mock feedback |
| ScoreManager | Use to set threshold or scores and to do small display of the score |
| ScoreRecorder | Write the score in a file when the user is presenting and read this file when the record is played |
| AudioVoiceRecorder | Record the wav file from the microphone input |
| SavWav | Allow to save wav file (sound file) |
| VoiceRecognizer | Transcription of the microphone input to text |
| VoiceRecorder | Write the transcription in a file when the user is presenting |
| GazeRayRenderer | Render the green line of the gaze |
| GazeRayRecorder | Write the ray coordinates in a file when the user is presenting and read this file when the record is played |
| VideoManager | Record videos of the scene from dedicated camera |
| MultiDisplay | Allow the use of 2 screens if 2 screens are available |
| PresentationManager | Control all VR controller events, the slide management and all basics control of the presentation |
| SlidesRecorder | Write the slide uses in a file when the user is presenting and read this file when the record is played |

# Mixamo

Auto rigger (import character 3d)  
Follow the steps to put the joints in the good positions  
Download the model (T pose, fbx format)  
Import to unity  
Extract texture from fbx: click on the asset, on the inspector go to Materials and Extract textures

