

NICONBLADE

WORK HOW YOU WANT.

PROCESS HIGH DEFINITION HAND, BODY, AND FACIAL DATA FOR MULTIPLE CHARACTERS WITH ULTRA FAST SPEED AND ACCURACY.

USE BLADE RIGHT OUT THE BOX OR CUSTOMIZE IT FOR YOUR WORKFLOW.

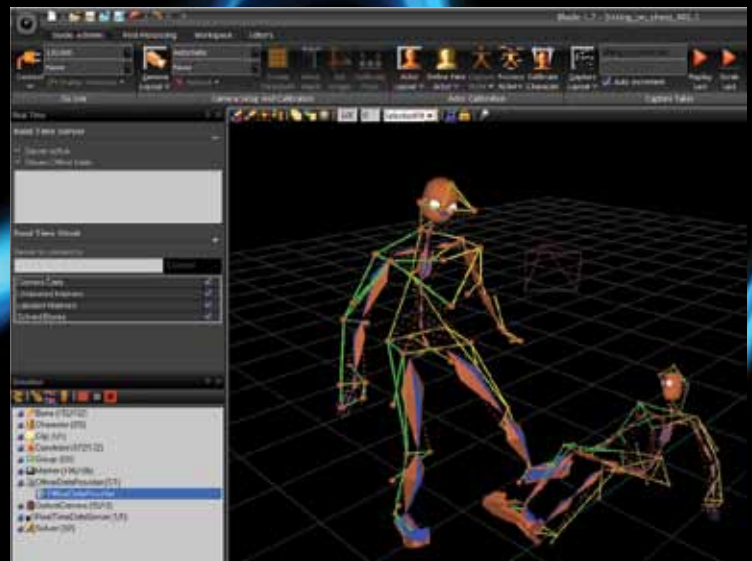
GET PRECISE AND CONTROLLABLE RESULTS WITH SKELETON SOLVING.



VICONBLADE

'I CAN'T BELIEVE WE WERE WASTING SO MUCH TIME BEFORE WE STARTED USING BLADE. IT'S SUCH A POWERFUL TOOL; WE CAN DO SO MUCH WITH IT.'

MARC PURNELL
MOTION CAPTURE STUDIO TECHNICIAN
SEGA AUSTRALIA



Vicon Blade includes all the crucial elements needed for motion capture, simplifying everything from system configuration to actor setup and delivering mocap data of the highest accuracy. Aimed at film, game, broadcast and post studios, Blade ensures what you capture is what you deliver.

KILLER KINEMATIC SOLVER

Blade's optimized kinematic solver provides ruthlessly fast and controllable results that are an accurate representation of your captured performances.

COMPLETELY CUSTOMIZABLE

Open architecture, configurable UI and a fully scriptable workflow within Blade enables complete customization so you can always work how you want. You're guaranteed as your motion capture needs change and grow, Blade grows with them.

NATIVE 3D VISUALIZATION

See every detail of your performance with Blade's native real-time visualization engine and virtual camera before working on your captured data offline.

END TO END SCALABILITY

Distribute your capture load and speed up your pipeline by running multiple instances of Blade simultaneously. Capture in one, real-time solve in another and process captured data offline in multiple copies, all at the same time. Blade has real-time data transfer capabilities, on-set and offline tools for the whole, end to end mocap process.

ON-SET TOOLS

Blade includes on-set playback, on-set visualization and a virtual camera so you can always check the quality of your performances.

FULL PERFORMANCE CAPTURE

To support the growing needs of performance capture Blade includes tools for multi-pass reconstruction, modeling, kinematically assisted labelling and multiple configurable solvers to handle the most complex data, consistently and accurately.

CREATIVE CONTROL

Generally larger systems require tools for setup and monitoring while real-time requires constant system optimization. Blade includes tools for both setups ensuring you're always in control of your system.

WHAT ELSE CAN BLADE DO?

- _Distributed batch processing
- _Import and export includes FBX and C3D
- _Real-time data streaming into Autodesk® MotionBuilder®
- _Batch import plug-ins for Maya and 3DS Max
- _Data editing and filtering
- _Character creation and manipulation
- _Multiple clip support
- _Non-linear clip editing
- _Database support
- _SDK for streamed real-time data

BLADE 1.7 NEW FEATURES

- _SUPPORT FOR WINDOWS 7
- _SUPPORT FOR BONITA CAMERAS
- _NEW RECONSTRUCTION OPTIONS
- _SCRUB LAST TOOL
- _STREAM OFFLINE DATA
- _NEW PIPELINES

'BLADE IS ROBUST, RELIABLE AND PACKED WITH GREAT FEATURES. THE ABILITY TO EASILY CUSTOMIZE OUR PIPELINES HAS OPENED UP A WORLD OF POSSIBILITIES. WE KNOW THAT WITH BLADE, WE CAN CONCENTRATE ON DELIVERING RESULTS THAT REALLY ARE WITHOUT COMPROMISE.'

ANDREW HUTCHINSON
MOTION CAPTURE SUPERVISOR
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