

Santos® Motion Capture

In addition to various capabilities for physics-based prediction of dynamic human motion and posture, SantosHuman Inc. (SHI) is also providing new solutions for easily processing motion-capture data.

One of the most significant deficiencies for displaying motion-capture results is the amount of end-user interaction required. SHI is working to address this by automating the entire process and is currently focusing on inertial systems.

New capabilities are now available for automatically reading in motion-capture results and imposing them on Santos®-compatible avatars, allowing our end-users to leverage underlying objective, literature-based analysis capabilities within the Santos® Environment.

One of the greatest challenges in providing biomechanically accurate results with motion-capture is the accurate scaling of the avatar to match the original motion capture subject. SHI is working closely with the University of Iowa Virtual Soldier Research (VSR) group to address this issue. This same team is also developing new algorithms for automatically identifying the task that was captured and then analyzing that task using metrics for “mobility”.

Universities, keep up to date for the developments of this upcoming university program with our social media platforms.

The focus on automation and ease of use requires compatibility with any motion capture system and any marker protocol. To this end, SHI is now fully compatible with both X-sense and Animazoo/Synertial.