



Immersion®

VirtualHand® for MotionBuilder

The VirtualHand for MotionBuilder plug-in is a premiere software solution for high-quality hand motion capture. Easily and quickly capture CyberGlove® II system motion in Autodesk's MotionBuilder software for use in movie, game, and animation productions.

Features

- Supplies high-quality hand motion capture in MotionBuilder software (Windows only)
- Supports accurate model mapping with fine CyberGlove II calibration
- Supports multiple, left, and right-handed CyberGlove II hardware
- Outputs 90 Hz calibrated kinematics
- Supports multiple CyberGlove II devices connected over TCP/IP using a client-server architecture
- Provides Immersion's DCU to manage sets of CyberGlove II devices on multiple networked computers
- Provides direct access to Immersion's glove calibration interface through both hierarchy and constraint (relations) models
- Supports remote connection of your CyberGlove II devices on Windows computers

About Immersion Corporation

Founded in 1993, Immersion Corporation develops software and hardware technologies that improve the way people interact with digital devices. Immersion's 3D interaction products include the VirtualHand line of hand-interaction software products and the CyberGlove line of whole-hand motion capture and haptic feedback hardware products that enable wearers to use their physical hands to interact with and manipulate 3D graphical objects.

For more information

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VirtualHand for MotionBuilder

Using an Immersion CyberGlove II device, easily capture detailed hand and finger movements in Autodesk's MotionBuilder software with Immersion's VirtualHand for MotionBuilder plug-in. This software offers high-level calibration capabilities through Immersion's Device Configuration Utility (DCU), enabling fine tuning of glove-to-model mapping.

MotionBuilder is a real-time capture system designed for capturing, editing, and blending motion data. With complete support for motion capture and a full suite of 3D character animation tools, MotionBuilder enables you to acquire live animation data from multiple and simultaneous motion capture and tracking devices.



Immersion's VirtualHand for MotionBuilder plug-in allows you to quickly capture detailed hand and finger movement from a CyberGlove II device into Autodesk's MotionBuilder software.

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