

Motion Capture System Comparison Table (1 of 2).

	IGS-FULL BODY			
SYSTEM	IGS-150	IGS-150w	IGS-180w	IGS-180i
Hardware				
Gyro Type	OSV1	OSV1	OSV3	OSV3
Main Processing Unit (MPU)	1	1	1	1
Battery lasting	N/A	2.5	2	1.5
Number of Gyro	15	15	18	18
Wireless	No	Yes	Yes	Yes
Practical Roaming Range	30 Meters	30 Meters	30 Meters	50-80 Meters
Outdoor Capture	Easy	Easy	Easy	Easy
Occlusion -free	Yes	Yes	Yes	Yes
Marker Swapping free	Yes	Yes	Yes	Yes
Hardware Calibration	Factory	Factory	Factory	Factory
Space Calibration	Not needed	Not needed	Not needed	Not needed
Data cleaning	Minimal	Minimal	Minimal	Minimal
Data Processing	Not needed	Not needed	Not needed	Not needed
Distortion by various artefacts	Minimal	Minimal	Minimal	Minimal
Sensor placement routine	Sensors in Lycra suit or straps	Sensors in Lycra suit or straps	Sensors in Lycra suit or straps	Sensors in Lycra suit or straps
Sensor placement	Rigid body	Rigid body	Rigid body	Rigid body
Solo operation	Simple	Simple	Simple	Simple
Real-time events system	Ideal	Ideal	Ideal	Ideal
Rig worn under clothing	Yes	Yes	Yes	Yes
Integration with other hardware - (cyber glove, HMD etc)	Yes	Yes	Yes	Yes
Set up Time	7 mins.	7 mins.	7 mins.	7 mins.
Suit or Strap	Suit	Suit	Suit	Both
Water Proofing Option	Yes	Yes	Yes	Yes
Heavy Duty Cable & Gyro Case	Available	Available	Available	Available

Motion Capture System Comparison Table (2 of 2).

	IGS-FULL BODY			
SYSTEM	IGS-150	IGS-150w	IGS-180w	IGS-180i
Software				
Magnetic Compensation	Standard	Standard	Standard	Advanced
Multi Person Recording	Yes	Yes	Yes	Yes
3D Character Attributes:				
Uniform scaling	Yes	Yes	Yes	Yes
Segment Scaling to Attain Accurate Positional Data as Well as Rotational	Yes	Yes	Yes	Yes
Modify After Capture	Yes	Yes	Yes	Yes
Drag n Drop Setup for Precise Segment Definition	Yes	Yes	Yes	Yes
Basic Calibration	1 Sec	1 Sec	1 Sec	1 Sec
Accelerometer Calibration	Not needed	Not needed	Not needed	Not needed
Remote Control & Viewing Via Internet	Yes	Yes	Yes	Yes
Real-Time Viewing	3D Scaled Character With 3D Kinematics, Orthogonal Views, Ethernet Streaming, Internet Streaming	3D Scaled Character With 3D Kinematics, Orthogonal Views, Ethernet Streaming, Internet Streaming	3D Scaled Character With 3D Kinematics, Orthogonal Views, Ethernet Streaming, Internet Streaming	3D Scaled Character With 3D Kinematics, Orthogonal Views, Ethernet Streaming, Internet Streaming
Post-Record View	3D Scaled Character With 3D Kinematics, Orthogonal Views, Ethernet Streaming, Internet Streaming	3D Scaled Character With 3D Kinematics, Orthogonal Views, Ethernet Streaming, Internet Streaming	3D Scaled Character With 3D Kinematics, Orthogonal Views, Ethernet Streaming, Internet Streaming	3D Scaled Character With 3D Kinematics, Orthogonal Views, Ethernet Streaming, Internet Streaming
Output	3D Kinematics of any 20 body segments, Position, Orientation, Quaternion, Euler	3D Kinematics of any 20 body segments, Position, Orientation, Quaternion, Euler	3D Kinematics of any 20 body segments, Position, Orientation, Quaternion, Euler	3D Kinematics of any 20 body segments, Raw Data Accels, Mags, Quaternion, Yaw Pitch Roll, Fused Data Position, Orientation, Euler, Local to Global Converter, Linear Acceleration, Angular Acceleration, Linear Velocity and Angular Velocity, Earth Magnetic Field, Synced & Separate Raw & Fused Data Recording, Temperature
Export Formats	bvh, txt, mtb, fbx	bvh, txt, mtb, fbx	bvh, txt, mtb, fbx	bvh, txt, mtb, fbx
Software Development Kit (SDK)	Real-time data streaming, Offline visualization of data, txt, API, DLL, C/C++ examples	Real-time data streaming, Offline visualization of data, txt, API, DLL, C/C++ examples	Real-time data streaming, Offline visualization of data, txt, API, DLL, C/C++ examples	Real-time data streaming, Offline visualization of data, txt, API, DLL, C/C++ examples
Real-time Drivers	Unity, UDK, Midi, Panda3D, Siemens Jack, MotionBuilder	Unity, UDK, Midi, Panda3D, Siemens Jack, MotionBuilder	Unity, UDK, Midi, Panda3D, Siemens Jack, MotionBuilder	Unity, UDK, Midi, Panda3D, Siemens Jack, MotionBuilder