

Motion Capture System Comparison Table (2 of 3).

	IGS-MINI					
SYSTEM	IGS-50	IGS-50+	IGS-70	IGS-70+	IGS-120	IGS-120+
Software						
Magnetic Compensation	Standard	Advanced	Standard	Advanced	Standard	Advanced
Multi Person Recording	N/A	N/A	N/A	N/A	N/A	N/A
3D Character Attributes:						
Uniform scaling	Yes	Yes	Yes	Yes	Yes	Yes
Segment Scaling to Attain Accurate Positional Data as Well as Rotational	Yes	Yes	Yes	Yes	Yes	Yes
Modify After Capture	Yes	Yes	Yes	Yes	Yes	Yes
Drag n Drop Setup for Precise Segment Definition	Yes	Yes	Yes	Yes	Yes	Yes
Basic Calibration	1 Sec	1 Sec	1 Sec	1 Sec	1 Sec	1 Sec
Accelerometer Calibration	Not needed	Not needed	Not needed	Not needed	Not needed	Not needed
Remote Control & Viewing Via Internet	Yes	Yes	Yes	Yes	Yes	Yes
Real-Time Viewing	Any 5 Continuous Segments of 3D Scaled Character With 3D Kinematics, Orthogonal Views, Ethernet Streaming, Internet Streaming	Any 5 Continuous Segments of 3D Scaled Character With 3D Kinematics, Orthogonal Views, Ethernet Streaming, Internet Streaming	Any 7 Continuous Segments of 3D Scaled Character With 3D Kinematics, Orthogonal Views, Ethernet Streaming, Internet Streaming	Any 7 Continuous Segments of 3D Scaled Character With 3D Kinematics, Orthogonal Views, Ethernet Streaming, Internet Streaming	Any 12 Continuous Segments of 3D Scaled Character With 3D Kinematics, Orthogonal Views, Ethernet Streaming, Internet Streaming	Any 12 Continuous Segments of 3D Scaled Character With 3D Kinematics, Orthogonal Views, Ethernet Streaming, Internet Streaming
Post-Record View	Any 5 Continuous Segments of 3D Scaled Character With 3D Kinematics, Orthogonal Views, Ethernet Streaming, Internet Streaming	Any 5 Continuous Segments of 3D Scaled Character With 3D Kinematics, Orthogonal Views, Ethernet Streaming, Internet Streaming	Any 7 Continuous Segments of 3D Scaled Character With 3D Kinematics, Orthogonal Views, Ethernet Streaming, Internet Streaming	Any 7 Continuous Segments of 3D Scaled Character With 3D Kinematics, Orthogonal Views, Ethernet Streaming, Internet Streaming	Any 12 Continuous Segments of 3D Scaled Character With 3D Kinematics, Orthogonal Views, Ethernet Streaming, Internet Streaming	Any 12 Continuous Segments of 3D Scaled Character With 3D Kinematics, Orthogonal Views, Ethernet Streaming, Internet Streaming
Output	3D Kinematics of any 5 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	3D Kinematics of any 7 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	3D Kinematics of any 12 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

