EVOKE 1.3
Intelligent software for autonomous tracking in VR environments
Intuitive software designed for Origin that brings together the best of Vicon tech to create unrivaled full-body immersive experiences.

Maximise uptime, user throughput and revenue with Evoke’s autoheal camera technology and newly-introduced cluster assignment features to calibrate more objects faster than ever.

Evoke offers high-precision real-time tracking coupled with quick player turnaround. With accurate movement and positional tracking working seamlessly within the virtual world, Origin delivers a frictionless user experience for operators and participants alike.

The highly-automated platform also makes it easy to interface with custom-built host applications thanks to its ‘Headless Mode’ and a fully-featured command and control API.

The Origin system is truly end-to-end, providing solving into game engines without the need for third-party software, or offering customers the option to deliver their own solving should they prefer.

NEW TO EVOKE 1.3

Each cluster is now assigned to a participant’s limb based on its relation to a single player-identifying object (i.e. the headset), enabling users to begin their experience more quickly than ever.

Proximity grouping of clusters means that cluster patterns are tied to a fixed object, with Evoke’s pattern-matching algorithms ensuring consistency from frame to frame. This means that patterns can be repeated, allowing 200 objects to be tracked without interruption at VR-suitable latency and beyond.

Other enhancements:
- Adaptive cluster calibration to adjust inconsistent placement
- Camera Health metrics available via API
- Better Pulsar firmware support for improved connection reliability
Contact us to find out more
vicon.com/evoke