

EVOKE 1.3

Intelligent software for autonomous tracking in VR environments

C O N N E C T I N G
W O R L D S

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.



QUICK SET-UP

Automatically assign clusters to character limbs and quickly, intelligently create repeatable objects for fast set-up, all within Evoke.



SYSTEM AUTOHEAL

Automatically repairs camera calibration with active data for consistent and precise tracking, vastly reducing the need for operator input.

200

TRACK 200 OBJECTS AT VR-READY LATENCY AND BEYOND

Pattern-matching algorithmic capture of LED clusters for highly consistent frame-to-frame tracking.



SEAMLESS GAME ENGINE INTEGRATION

Comprehensive API offers seamless game engine integration with dedicated plugins for Unreal and Unity.



CHARACTERS FROM CLUSTERS

Unlimited full-body movement tracking of fully solved characters.

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
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