

NICON

VR

O R I G I N

EVOKE

Intelligent software for autonomous tracking in VR environments

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

www.originbyvicon.com

A RANGE OF MOTION CAPTURE TOOLS BY **NICON**

Intuitive software designed for Origin that brings together the best of Vicon tech to create unrivaled full-body immersive experiences.

Maximize 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 1.4

Object Evaluation – In real-time Evoke 1.4 identifies similar object marker patterns in the volume to reduce tracking misidentification.

Calibrate Selected Cameras – With Evoke 1.4 you can calibrate an individually selected camera into an already calibrated system, significantly reducing the time required to add or move cameras within a system.

System Panel Notifications – Improved system panel notifications keep device information in one place, making it more responsive and providing more helpful feedback at a glance, especially for large systems.

1.4.1

✓ Improved tracking quality when reconstruction data is noisy.

VICON

VR

Contact us to find
out more
[vicon.com/evoke](https://www.vicon.com/evoke)



© Copyright 2019 Vicon Motion Systems Limited. All rights reserved. Vicon® is a registered trademark of Oxford Metrics plc. Other product and company names herein may be the trademarks of their respective owners.

VICON DENVER
7388 S. Revere Parkway
Suite 901
Centennial
CO 80112, USA
T:+1.303.799.8686
F:+1.303.799.8690

VICON LA
9469 Jefferson Blvd
Suite 114, Culver City
CA 90232
USA
T:+1.310.437.4499

VICON OXFORD
6, Oxford Industrial Park
Yarnton
Oxford
OX5 1QU
T:+44.1865.261800