EVOKE
Intelligent software for autonomous tracking in VR environments

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A RANGE OF MOTION CAPTURE TOOLS BY VICON

www.originbyvicon.com
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.

**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.

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