VICON

Pegasus
Powered by IKinema

Connect.Stream.Visualize.
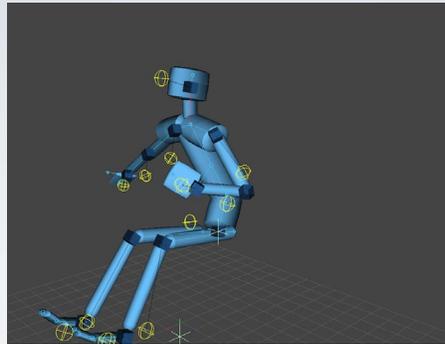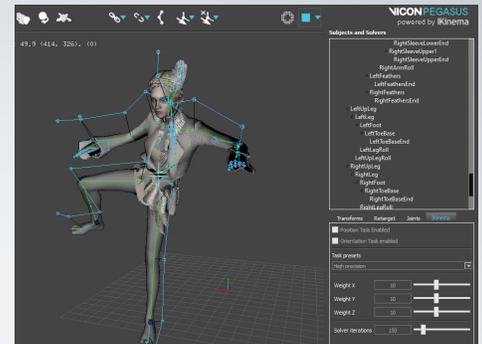
Pegasus
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Connect. Stream. Visualize.

Pegasus Advanced works with Siemens' Jack ergonomics software

Pegasus works with game engines such as Unreal Engine 4

Pegasus Powered by IKinema is a retargeting and solving tool for the motion capture industry. With Pegasus, anyone can take advantage of the beautifully dynamic environment of a game engine, or become fully immersed in one of the many industry leading ergonomic packages. What will you create?

INTRODUCING PEGASUS
Pegasus is a first of its kind, off-the-shelf retargeter that simplifies the process of streaming real-time motion capture data from Vicon Blade and Shōgun onto game assets in engines like Unity or Unreal Engine (UE4).

Game engines accessible to everyone
Vicon is dedicated to making motion capture more accessible for everyone. Pegasus will allow anyone with a Vicon motion capture system to stream their data straight into a game engine, out of the

box. Previously, users would have to spend time and money on developing their own bespoke software to access this dynamic environment.

Working directly with game engines enables directors and developers to work with environments displaying effects such as wind and gravity, as well as with high-quality, dynamic lighting and texturing effects.

INTRODUCING PEGASUS ADVANCED
With all the benefits of Pegasus, Pegasus Advanced solves joints to rigid body data and streams from Vicon Tracker.

Solving for Jack and Dassault Systèmes'
Users can take advantage of the Pegasus Advanced solver and stream data into ubiquitous ergonomic packages such as Siemens' Jack software or Dassault Systèmes' Live Motion standard V1, as well as flawless integration with Unreal and Unity.

Pegasus Advanced enables engineering customers to fully visualize themselves in

a virtual environment when working with products like Oculus Rift and Vicon Apex – helping them feel more immersed and making the experience more believable.

It is the first product of its kind to allow tracking data from rigid bodies to drive custom avatars or manikins in a wide variety of platforms. Users can easily drive their own models in applications they are familiar with, and place markers where the task demands, rather than being hamstrung by fixed marker sets or suffering poor data quality due to occlusion.

Compatibility
Pegasus and Pegasus Advanced have been fully tested to work with Windows 7, 64 bit and OpenGL 2.1.

Pegasus streams from Vicon's Blade and Shōgun software and Pegasus Advanced from Vicon's Tracker software.

"Customers of all sizes can now stream their data into game engines, opening up this exciting, dynamic environment to a host of new customers. Nothing else like this exists in the market today - Pegasus is truly unique."
Tim Doubleday, Entertainment Product Manager, Vicon.

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