

**animazoo**  
**GYPSY 7**

The Future Has Arrived

# GYPSY 7

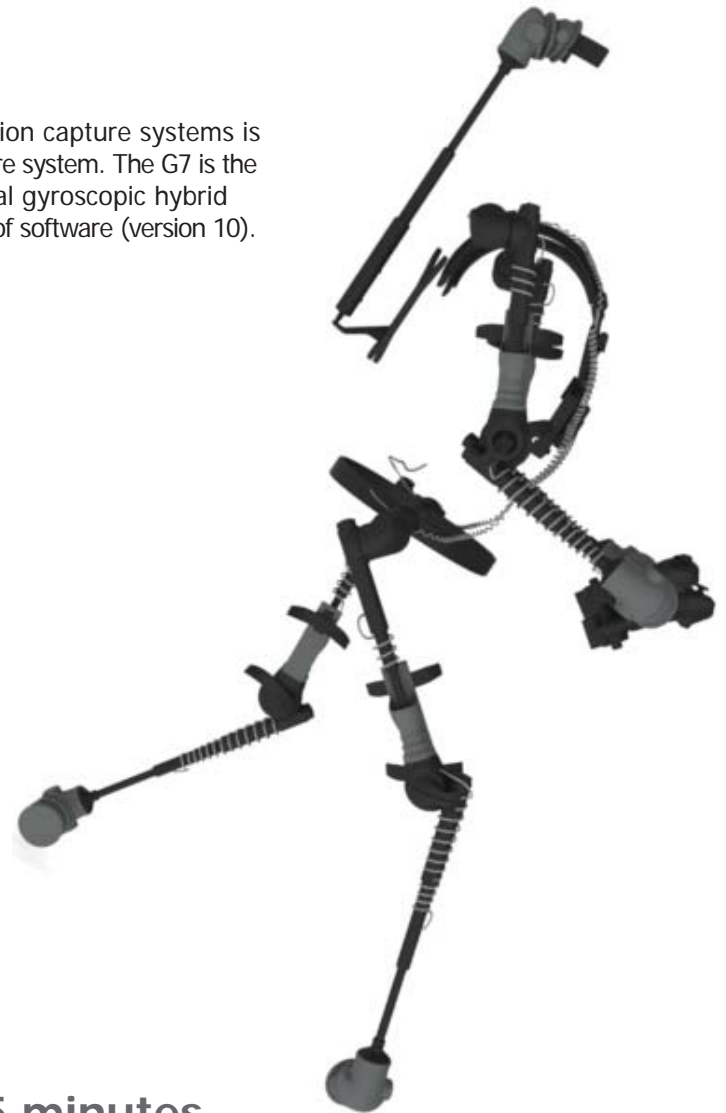
Animazoo, the world's leading manufacturer of inertial motion capture systems is proud to announce the GYPSY 7 professional motion capture system. The G7 is the latest incarnation of Animazoo's state of the art exo-skeletal gyroscopic hybrid technology coupled with its robust unified motion capture suite of software (version 10).

## A Powerful Tool for Pro Motion Capture

G7 with its military grade gyroscopes and no lag, no noise joint sensors is ideal for any motion capture environment. Coupled with its comprehensive suite of software it provides all the elements required for professional motion capture.

In addition to providing standard BVH output, G7 provides 18 new non-mocap control triggers (buttons and thumbsticks) that add triggering capabilities which can be captured as well as two rumble motors for feedback. This provides for unprecedented event control.

This new Extended Event Control (EEC) will prove indispensable for real-time animation, online streaming, bio-mechanical, robotics, medical and computer game development applications.

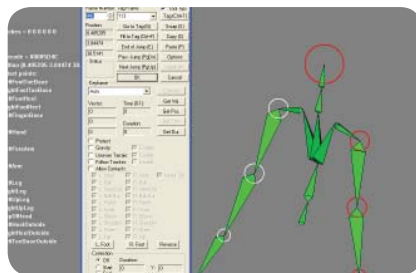


## Out of the box to final BVH in 5 minutes



### Animation

BVH data from the G7 can be imported into MotionBuilder, 3DS, Maya, XSI, Lightwave and others with real-time drivers for MotionBuilder to enable easy teaching of pre-viz pipelines.



### Engineering

The Animazoo SDK allows seamless integration with custom made software. Use G7 switches to augment collected research data for biomechanics, robotics, internet streaming and simulation.



### Game Development

Create in-game animations for ordinary games or create a mocap game for the upcoming eMove Mocap-suit launching mid 2011. Developer kit comes with real-time drivers for Panda 3D, Unity and Unreal 3D game engines. Also ideal for internet streaming and simulation.

## Mature, Robust, Comprehensive Software Suite

The latest v10 software for G7 is now the same across all our high end professional systems. Modules Include:

**AutoCal:** drag-n-drop markers onto a photo of the actor to create a correct stick figure for the actor.

**On-line streaming:** watch what the suit's doing in real-time, thousands of miles away.

**Multi actor syncing:** see up to 4 systems interact in real-time during capture.

**Skeleton Joint outer parameter simulation system:** making better sense of the skeleton during shoots.

**Key Frame Editor:** data cleaning software specially made for G7.

**Dynamic Capture:** enables altering of the actor's skeleton after the mocap data has been recorded.

	G6 (Discontinued)	G7
<b>Full Body Prices</b>	USD \$25,000	USD \$8,000
<b>From box to capture</b>	20 min	5 min
<b>Gyroscopes</b>	IMU-400 x 2*	IMU-400 x 2*
<b>Telescopic Shaft Play</b>	Up to 12 degrees	Up to 3 degrees
<b>Weight</b>	6Kg (13lbs.)	4kg (9lbs.)
<b>Joint Sensors</b>	Analog	Analog/Digital
<b>Interface</b>	Serial	USB
<b>External Power</b>	AC or batteries	Unnecessary (USB)
<b>Tether</b>	Serial	USB
<b>Protective Sensor Housing</b>	No	Yes
<b>Control Center</b>	On the back (Second person required)	On the front (Self Access)
<b>Telescopic shafts</b>	Static Friction	Precision Ball Bearings
<b>Self wearing</b>	Difficult	Very easy
<b>Fastening straps</b>	Required Everywhere	Required on Hips and Thighs
<b>System jitter</b>	Possible	Eliminated
<b>Non-BVH triggers</b>	6 (optional)	18 (joysticks included)
<b>Warranty included</b>	12 months	24 months
<b>Self Diagnostic</b>	No	Yes
<b>BVH Recording Software</b>		Included
<b>AutoCal Calibration Software</b>		Included
<b>Inertial Based Keyframe Editor</b>		Included
<b>Online Data Streaming</b>		Included
<b>Extended Event Control</b>		Included
<b>Post-Production Skeleton Editing</b>		Yes

## Packages

### G7 Pro Mocap Package

G7 Full Body Motion Capture Suit  
BVH Capturing Software  
AutoCal Calibration Software  
Inertial Keyframe Editor

**USD \$8,000**

### G7 Gaming Dev Package

G7 Pro Mocap Package  
eMove Gaming Mocapsuit  
Animazoo SDK  
MotionBuilder Driver  
Unreal, Unity, Panda 3D  
Driver Package

**USD \$12,000**

## Software

### Animazoo SDK

USD \$1,000

### MotionBuilder Driver

USD \$1,000

### Unreal, Unity, Panda 3D Drivers

USD \$2,100

# GYPSY 7

## Joint Sensors:

- 14 joint sensors
- Accuracy (0.125 degrees resolution)
- Independent digital processing at every joint
- No data noise
- No data disruption and dropped frames
- Factory calibrated

## Software:

- Internet streaming software
- 30, 60 or 120 Frames per second
- No-lag real-time viewing
- On the fly software calibration
- Inertial mocap data cleaning s/w included

## System:

- Limitless capture area / inertial
- No cameras so every limb always detected
- No swapping or disappearing markers
- USB powered - no batteries needed
- No scientist needed to operate
- 4 Kg (9 lbs.)

## Exo-skeleton:

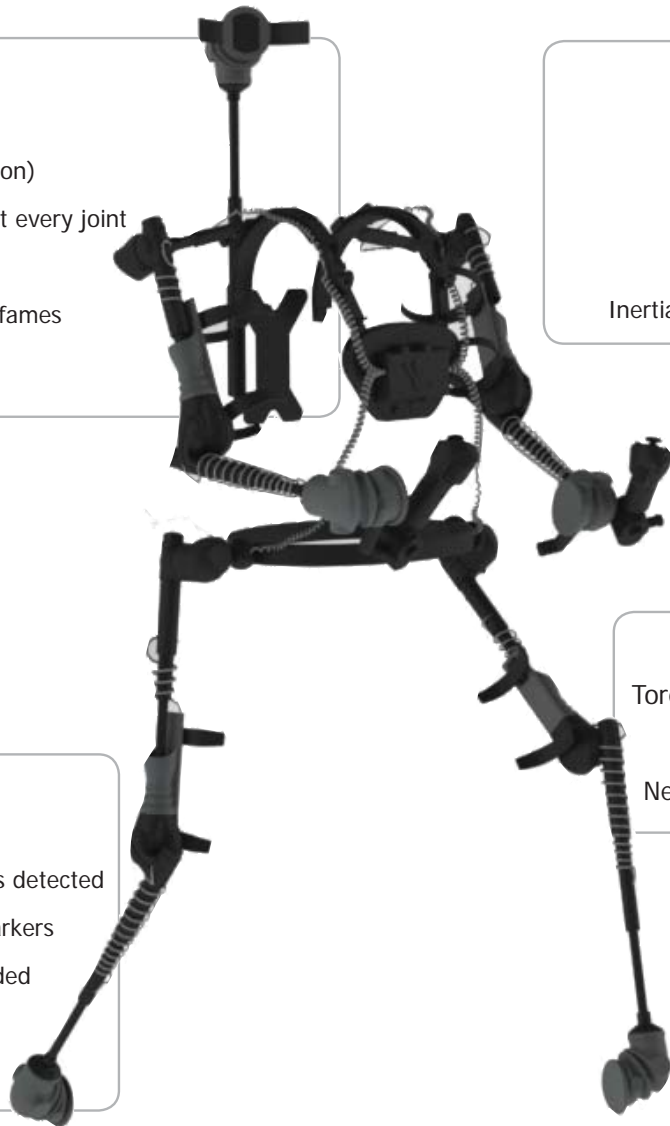
- Torque transmitting telescopic shafts
- Shaft play of 3 degrees max
- New smooth ball bearing mechanism

## Joystick features:

- Integrated rumble motor
- 5-way analog thumb-stick
- 3 buttons & trigger
- 18 joystick controls

## Main Processing Unit (MPU):

- Military-grade gyroscopes for chest & coccyx
- Integrated mic & headphone jacks



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