

Unity real-time plugin

Get real-time mocap data from QTM in Unity.



The Unity real-time plugin enables any object to be animated in Unity. You can stream both marker and 6DOF body data in order to drive characters and rigid bodies. The plugin works with both pre-recorded mocap data or in real-time.

The Unity real-time plugin can be used together with FinalIK for human character animation.

FEATURES

- Stream markers & bones
- Stream 6DOF bodies
- Animate characters with IK¹
- Works with multiple marker sets

¹ FinalIK is sold separately and available on the Unity Asset store.