NOKOV

Motion Capture System

⟨ Entertainment ⟩

Virtual Production

CG Animation

VTubing
/ Live Performance

SYNC

Highlights of NOKOV

High Precision Real-Time Motion Capture
Ideal for capturing individuals simultaneously within the same space with sub-millimeter accuracy and low latency.

Powerful Anti-Occlusion
Even in cases of partial overlap or marker occlusion of the capture objects, stability of the skeleton can still be ensured.

Finger & Facial Capture
NOKOV Mocap System can capture the movements of both hands and face, with capabilities to rapidly and auto-matically create skeletons.Supports other finger tracking or facial capture kit, allowing for the synchronization within the software.

Data Synchronization – NOKOV Sync Unit
NOKOV mocap cameras can be synced to external sources such as video Genlock signal. User can stamp recorded and streamed motion capture data with SMPTE Time Code for integrating with other media and data in post.

Plugins

OpenVR   Aximmetry   Hecoos   Disguise

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CG Animation

VTubing / Live Performance

User Cases

Real-time Motion Capture for up to 44 Individuals

Sub-millimeter Accuracy, Stable Skeleton

Stable skeleton

- Each actor has 53 reflective markers attached. Within an area of 15m×20m×6m, we can capture 2332 reflective markers simultaneously, even under occluded conditions. Additionally, the software can quickly map the actors to their respective human models.

Real-time Motion Capture Performance

Millisecond-level Latency

- The system captures the actions of two motion capture actors and transmits them to Unreal Engine with millisecond-level latency. This stage design allows the audience to simultaneously appreciate both the actions of the actors and the resulting models.

Products and Solutions

Model	P/N	Pixels MP	Resolution	Frame Rate FPS	Latency ms	3D Accuracy mm	Capture Distance m	FOV
MARS 1.3H	Mars 1.3H-INTL	1.3	1280×1024	240	4.0	±0.2	11*	56°×46°
	Mars 1.3HW-INTL	1.3	1280×1024	240	4.0	±0.3	6*	95°×74°
MARS 2H	Mars 2H	2.2	2048×1088	380	2.4	±0.15	21*	70°×40°
	Mars 2HW	2.2	2048×1088	380	2.4	±0.25	15*	104°×55°
MARS 4H	Mars 4H	4	2048×2048	180	5.2	±0.1	32*	52°×52°
	Mars 4HW	4	2048×2048	180	5.2	±0.25	20*	90°×90°
MARS 9H	Mars 9H	9	4250×2160	300	3.0	±0.05	28*	68°×37°
	Mars 9HW	9	4250×2160	300	3.0	±0.2	16*	98°×50°
MARS 18H	Mars 18H	18	4508×4096	139	5.0	±0.04	28*	52°×47°
	Mars 18HW	18	4508×4096	139	5.0	±0.15	18*	90°×82°
MARS 26H	Mars 26H	26	5120×5120	150	4.0	±0.03	30*	56°×56°
	Mars 26HW	26	5120×5120	150	4.0	±0.1	20*	105°×105°

Using 15mm passive marker.

Expertise Bundle — Unleashing Digital Realism

Cameras NOKOV Mocap Cameras × 8

Finger Tracking MANUS™
Manus Prime 3

Facial Capture YANIS
Yanus

Accessories Includes necessary accessories for mocap.

Mocap Software YING

Support
- 1-year Warranty and technical support
- User guides & tutorial

◦ Customizable upon request. Contact us for more details.

Markerless

High flexibility	No markers or specialized hardware required, adaptable to various indoor and outdoor environments
Excellent real-time performance	Achieves low-latency real-time 3D human reconstruction
Multi-person analysis	Identifies and captures multiple people in the space simultaneously
Supports hybrid capture	Compatible with both optical mocap and AI mocap
Real-time model driving	Supports real-time driving plugins for Unreal, Unity, MotionBuilder, Maya, etc.

NOKOV

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