

# MANUS Core Recording

1. At this time, please ensure your settings correspond to the images provided below unless instructed otherwise. These default settings are typically the ones to use.

Hands View

Scene View

Settings

General

UI Scale

100%

Render to VR headset

Scale Skeleton

Render when unfocused

MANUS Core Connection

Open

Hardware

Force firmware update

Automatic channel optimization

Glove

Prime series thumb IMU data

Prime series finger IMU data

Quantum pinch correction

Hand rotation

Tracking

Keep tracker position

Tracker timeout

Tracker timeout time

30

Tracking Systems

ART

Updates per second

90

port

5000

OpenVR (SteamVR)

Updates per second

90

Recording

Motive trigger

Motive port

1515

PeelCapture trigger

PeelCapture port

1212

Vicon Shogun trigger

Recording

Motive trigger

Motive port

1515

PeelCapture trigger

PeelCapture port

1212

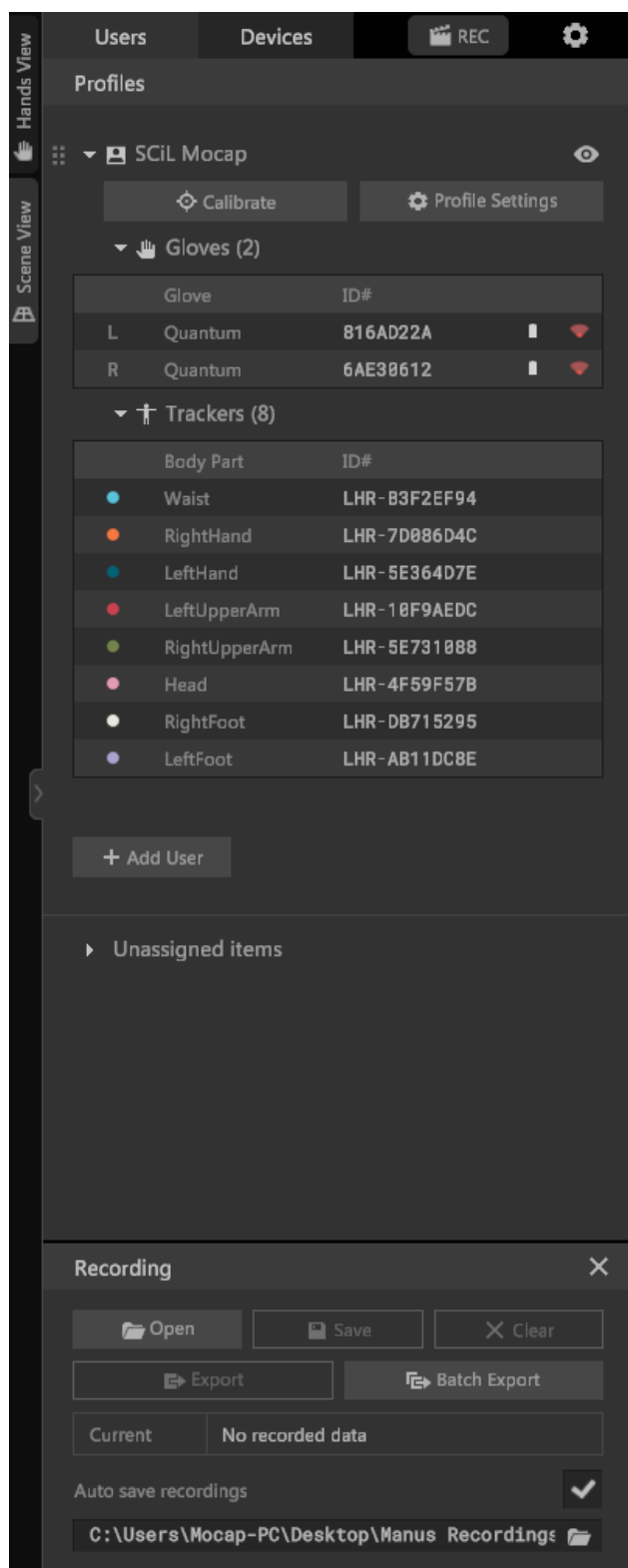
Vicon Shogun trigger

Vicon Shogun port

30

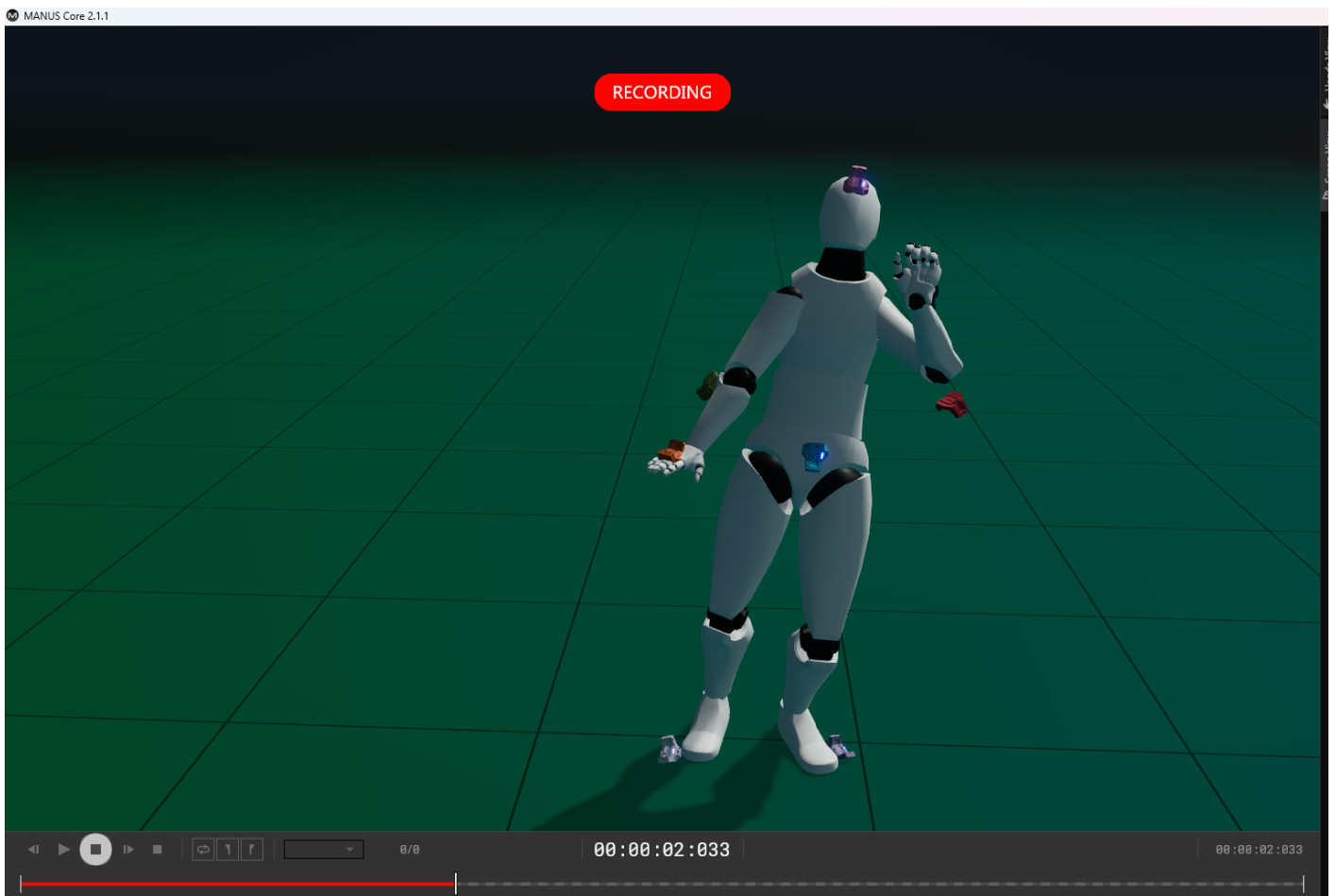
Qualisys trigger

2. Having confirmed that your settings are accurate, navigate to the upper right of the tabs and click on 'REC'. Following this action, a recording menu set should emerge at the bottom of your scene view.



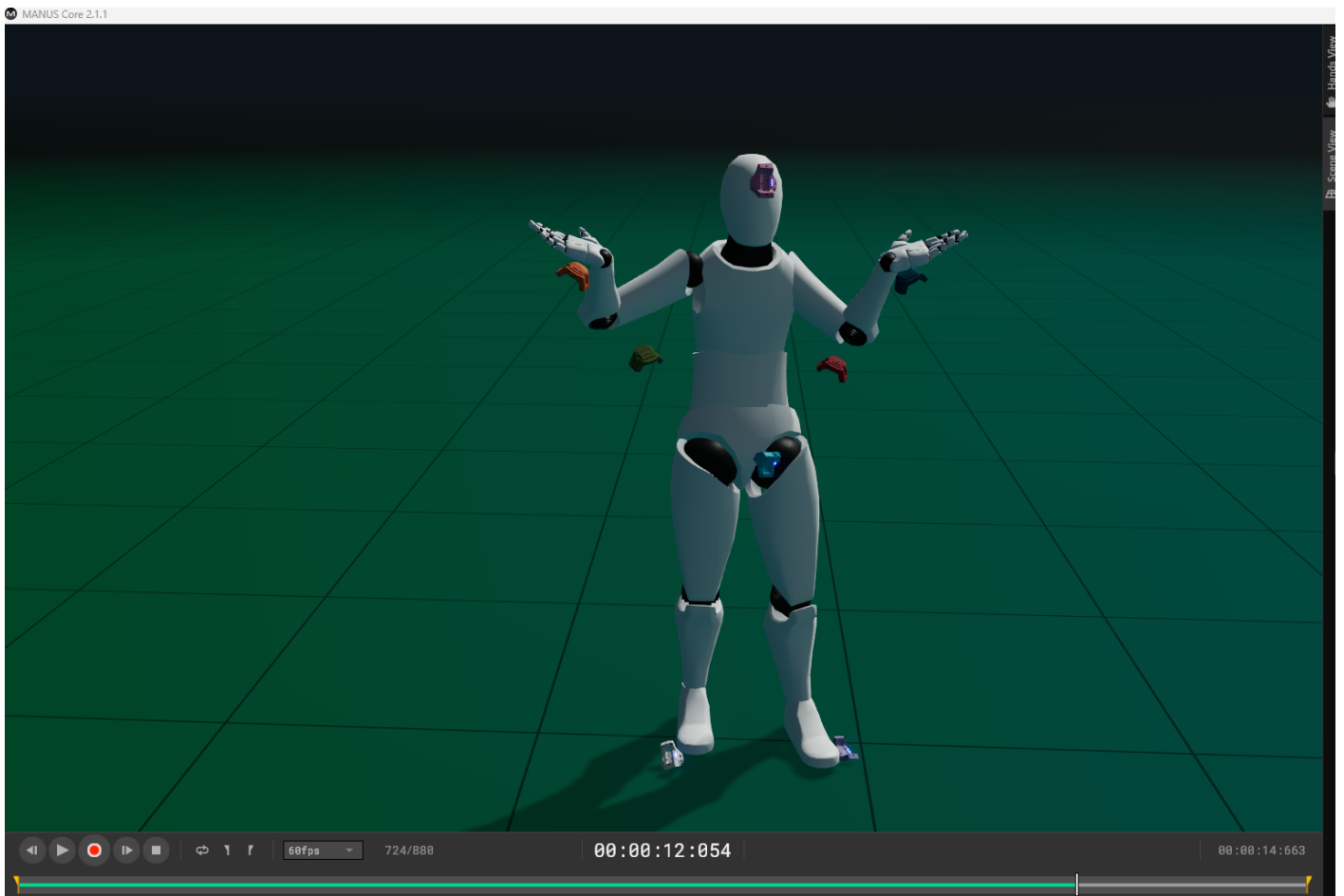


3. To commence the recording of the actor's performance, click on the red 'Record' button

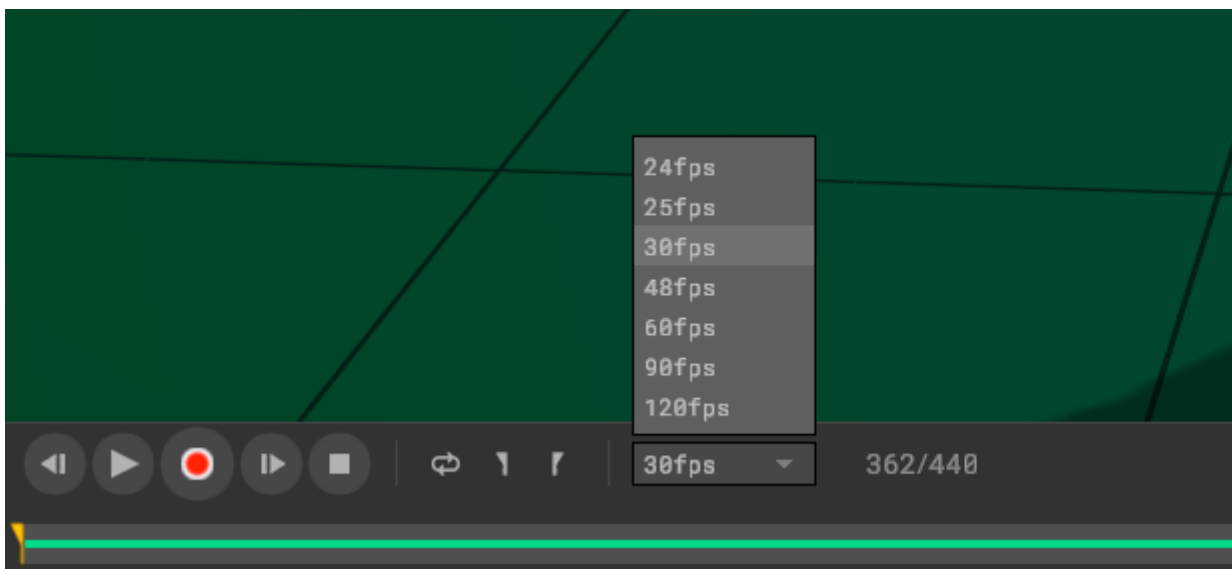


5. Once the recording concludes, click the 'Record' button again to halt the process. Post-recording, you have the option to review the clip and adjust the beginning or end as necessary by moving the two yellow indicators on the timeline.

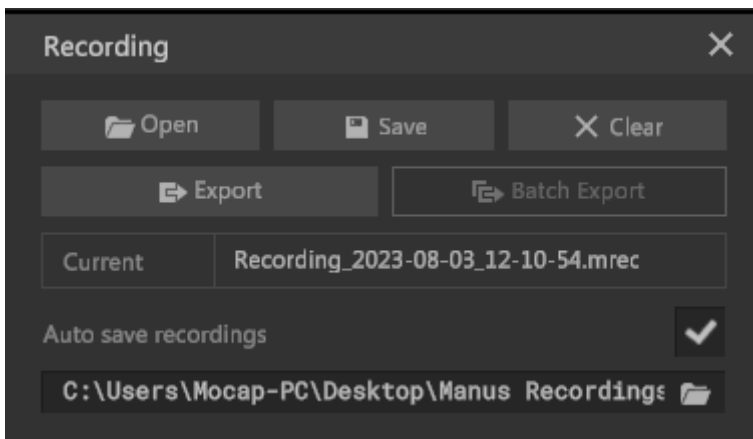
Note: The software will only display the animation clip and not the live actions of the actor until the clip is cleared for another recording.



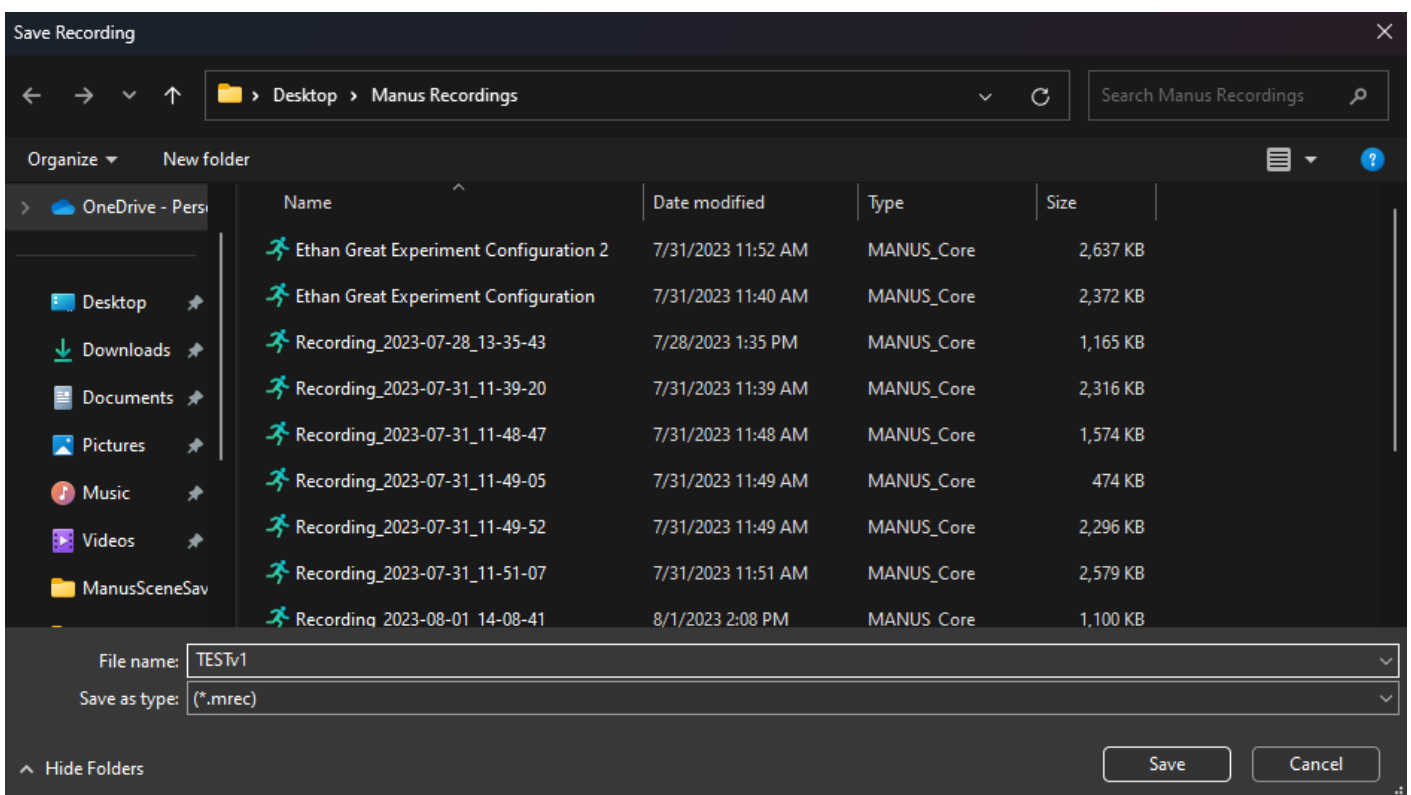
You can also adjust the framerate at which the performance is viewed



6. To save the animation clip, navigate to the lower right-hand side of the software and select 'Save'.



7. At this point, you're preserving the MANUS Core scene, and it is generally advised to consistently save your scenes. You will be prompted to designate a name and location for the scene. Once satisfied with the details, click 'Save'.



8. After you saved the scene select the export button. Here you will rename and assign a location too. Then for the skeleton select Mixamo and then X Bot.

Export

✕

Filename

Test1.fbx

Location

C:\Users\Mocap-PC\Desktop\Manus Recordings\

Browse

Skeleton

Mixamo

Settings

MANUS

Autodesk

XSens

Unreal 4

Unreal 5

Metahuman

Mixamo

Include SMPTE timecode signal

☐

Include meshes

☐

Use wrist rotation

☒

Export hands individually

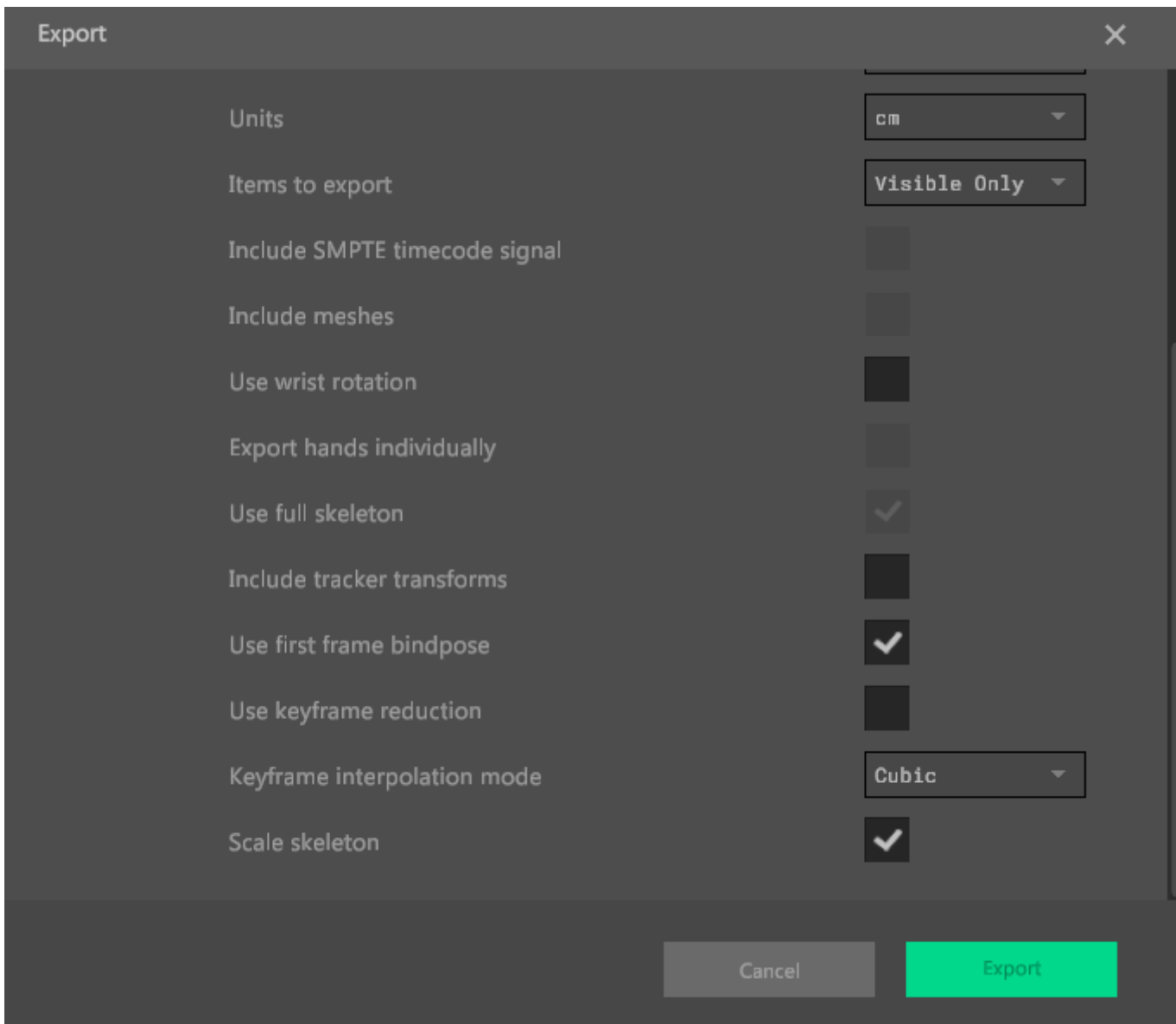
☐

Cancel

Export

The following are the additional settings that I've found to yield the best results.





9. Now, a file of type FBX should be present in the location you specified.

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Revision #2

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