iPi Soft Delivers Dual-Kinect Support For Its Scalable Desktop Markerless Motion Capture Software

Breakthrough Solution Gives Animation Professionals The Power To Create Complex Character Motion With 360-Degree Perspective

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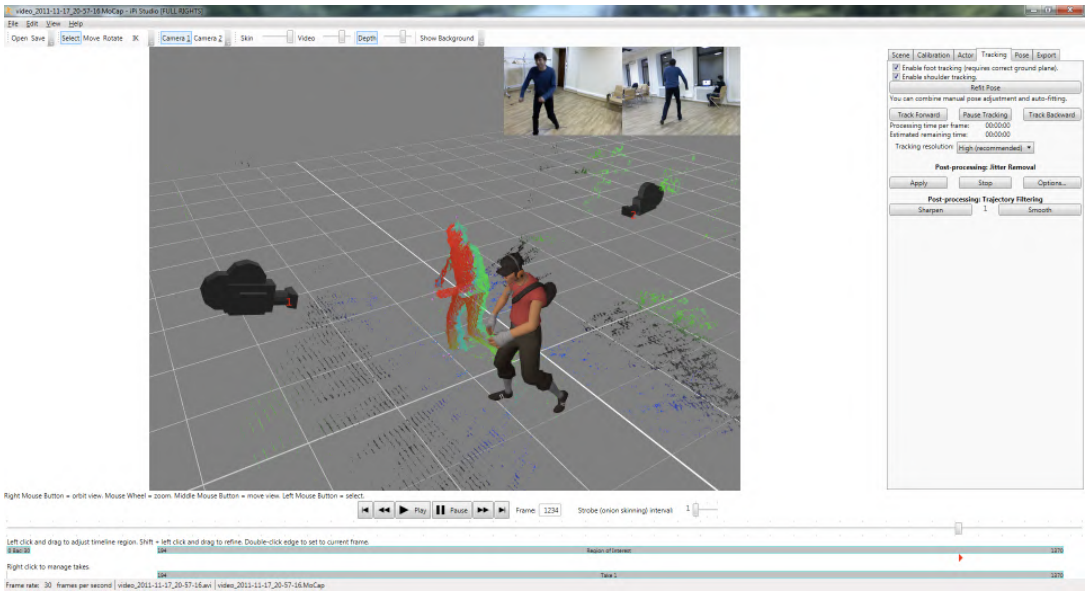

MOSCOW, RUSSIA – **iPi Soft** (www.ipisoft.com), developer of the **iPi Soft Desktop Motion Capture™** line of markerless motion capture technology, has announced the breakthrough support for two Kinect sensors. The new dual-Kinect configuration marks the first time in history that users can have two of the popular game devices working at the same time on the same PC to capture complex human motions, including 360-degrees turns – a huge boon to filmmakers, CG animators, broadcast motion graphics designers, videogame developers and prosumers in entertainment, military, medical and other vertical markets.

Click here to view the iPi Soft dual-Kinect motion capture demo: http://youtu.be/msRtIZX529Q.

Michael Nikonov, iPi Soft's Founder and Chief Technology Architect, explains that previous versions of the iPi Soft Mocap software included support for a single Kinect device or multiple PlayStation Eye cameras only. The new upgrade makes it possible to use two Kinect sensors giving digital storytellers – especially game developers who are challenged to create realistic human characters – the power of a multi-camera system, and eliminating the need for expensive marker suits and green-screen stage shoots.

"The new dual-Kinect feature is an important upgrade that delivers on iPi Soft's commitment to give users the most accurate, easy-to-use and affordable motion capture tools to create believable humanoid motion characters," Nikonov says. "The software combines depth information from two Kinect sensors simultaneously for amazing coverage and accuracy. The 360-degrees turns provide a true workflow advantage."

Thus far the upgrade has been met with overwhelmingly positive feedback from beta testers in the animation community. Artists **Greenlaw** and **Alisa Loren Klein** of **Little Green Dog** (littlegreendog.com) used the new dual-Kinect setup for their short film 'Happy Box' (http://youtu.be/gy3hSz7_zb8).

"Incredibly, we were able to record the motions of three characters for seventeen shots in just a couple of hours, and that included setup time and rehearsals," noted Greenlaw. "The results are far superior to the data we were getting using a single Kinect sensor. We plan on using iPi Desktop Motion Capture and Kinect for many more films."

For Nikonov, this latest innovation represents the company's mission toward bringing markerless motion capture beyond the hands of creative professionals and prosumers, and to a level of ubiquity among general consumers.

“I believe in the future people will get used to easily creating motion capture, the same way consumers got used to digital video cameras,” Nikonov notes. “We will be using the same devices for playing video games and as well as creating content for them. I would compare older mocap solutions to antiquated mainframe computers.”

Pricing and Availability

Support for two Kinect sensors is included in both the Basic and Standard editions of iPi Desktop Motion Capture software and comes at no additional cost. Users who purchased Basic or Standard editions of the software can download a free update from iPi Soft’s website. For the remainder of December, iPi Soft is offering a 30% pricing discount on its full line of scalable markerless motion capture products. For additional information, please visit, www.ipisoft.com.

About iPi Soft Desktop Markerless Motion Capture Software:

iPi Soft Desktop Motion Capture is a markerless motion capture software tool that uses sophisticated image processing and computer vision algorithms to recognize and track the human body. Introduced last year, the scalable system now supports dual Kinect cameras working at the same time on the same PC capturing complex motions, including 360-degrees turns. It also supports other inexpensive off-the-shelf equipment such as PlayStation Eye cameras and webcams.

An affordable professional solution for capturing accurate animation data without the need for expensive facility space, clumsy sensor suits with reflective markers or a team of technicians, iPi Soft Desktop Motion Capture brings a totally new workflow paradigm to filmmakers, CG animator broadcast motion graphics designers, videogame developers and prosumers in entertainment, military and other vertical markets. Captured animations do not exhibit artifacts like jitter or foot skate and can be exported in popular animation formats including FBX, BVH and COLLADA. The software is compatible with many leading game engines, 3D software applications and animation rigs, including MAXON CINEMA 4D, Autodesk Maya, Autodesk 3D Studio Max, DAZ 3D DAZ Studio, Poser, Valve Source Engine, Unreal Engine, Unity and others. It also includes an integrated motion transfer engine and supports accurate motion retargeting for custom rigs. For more information, click here: http://ipisoft.com/products.php

About iPi Soft:

Launched in 2008 by CEO and Chief Technology Architect Michael Nikonov, iPi Soft, LLC is the Moscow-based developer of iPi Desktop Motion Capture™, a markerless motion capture software tool that uses sophisticated image processing and computer vision algorithms to recognize and track the human body. The company's breakthrough technology digitizes the movement of a human skeleton, rendering it in expressive 3D characters for video games or computer generated films. iPi Soft products are available directly from the web site and its worldwide distribution channel. For additional information, on iPi Soft, product pricing or a 30-day free trial please visit, *http://www.ipisoft.com*.

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