

Create a rigid body

Motive > Menu > Layout > Create

Setup a rigid body. A rigid body should

- have at least 3 reflectors
- NOT be a symmetrical
- NOT be just one line (i.e. like the wand)

Place the rigid body on the center of the trackingspace.

Select the reflectors of this body



rightClick > rigid body > create from selected marker



once created, give the body a unique name and choose a streaming ID.

adjust some additional properties:



Smoothing - the higher the number, the smoother the tracking - but also creates more latency.

From:

<https://wiki.zhdk.ch/IASpace/> - **immersive art space**

Permanent link:

https://wiki.zhdk.ch/IASpace/doku.php?id=motive_rigidbody&rev=1522162562

Last update: **2018/03/27 16:56**

