Create a rigid body

Motive > Menu > Layout > Create

Setup a rigid body. A rigid body should

- have at least 3 reflectors
- NOT be a symetrical
- 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

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rightClick > rigid body > create from selected marker

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

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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=1522162601

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