

# Setup Rigid Body

## Marker Placement

Setup a rigid body with markers or use one of the preconfigured ones. A rigid body should:

- Have at **least 3 reflectors**
- Reflectors should **not** be placed symmetrical
- Reflectors should **not** be just in one line (i.e. like the wand)

## Create Rigid Body



Place the rigid body on the center of the trackingspace so that all markers can be seen by the cameras.

In Motive, go to Menu > Layout > Create.

**Select all reflectors** of the rigid body in the perspective view and **Right Click** on the Markers > Rigid Body > Create from selected markers.



Once created, give the body a **unique name** and choose a **unique Streaming ID**.

Adjust some additional properties if necessary:

- **Smoothing**: The higher the number, the smoother the movements - but also creates more latency
- **Max Deflection**: The maximum distance, in millimeters, that a marker may deviate from its expected position before it is not considered as a part of the rigid body. Lower values creating a more accurate solve but with a higher risk of gaps in the data. Higher deflection settings can allow for more continuous data, but with the potential for less accuracy in the rigid body tracking.

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

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Last update: **2019/08/22 07:35**

