

Cortex

Motion Analysis announces the release of Cortex 1.0, the industry's first mocap tracking software tailored to both a 32-bit and a 64-bit operating system for use with high-throughput multi-processor environments. Cortex replaces the company's current core software, EVaRT. This next generation of 3D real-time motion capture software comprises tracking, editing, scripting and modeling functions in a *single integrated package*.

Cortex is built on Microsoft's .NET Framework. The .NET framework maximizes the productivity for our programmers, which translates into more features delivered at a faster rate to our customers. Due to the success and emulation of EVaRT's ease-of-use and customer familiarity, Cortex, by design, maintains a strong resemblance to the successful EVaRT user interface and functionality.

KinTools RT

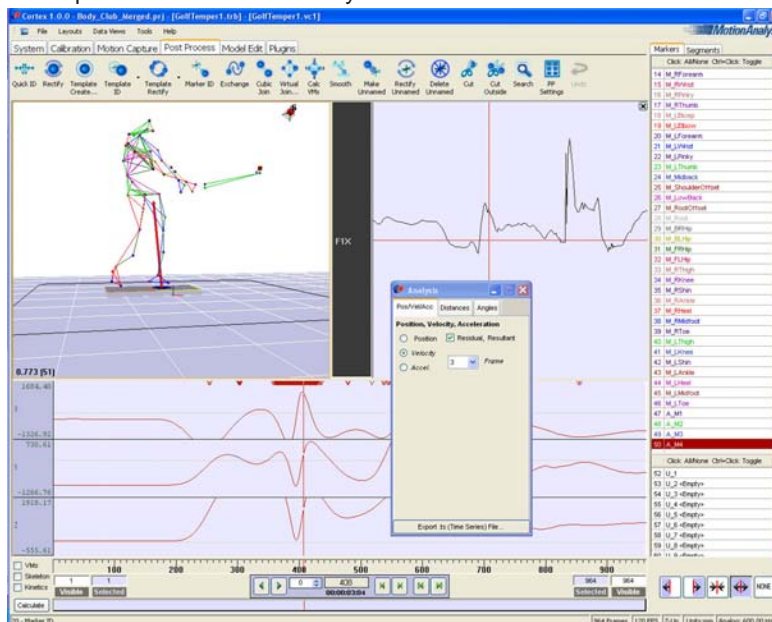
For biomechanics customers, Cortex features new kinematics and kinetics features, including user selectable bone axis and Euler angle sequence, linear and rotational velocities and accelerations for each segment. Cortex features a full-body, three-dimensional kinetics and kinematics analysis package called KinTools RT. KinTools RT is the industry's only self-contained kinetics and kinematics analysis package, capable of meeting the demanding analysis requirements from today's

researchers while maintaining the familiar 'ease of use' expected in Motion Analysis products.

Within KinTools RT, users can create custom models using one of two skeletal engines to perform a range of analyses, including segmental, joint, and full body kinetics and real-time kinematics. The graphical interface is one of the more impressive features of KinTools RT in that users can obtain a visual representation of the magnitudes of the calculations (e.g., joint moments, angles, etc.) from within the skeleton itself. Users can batch process data through KinTools RT using custom Sky files and export these data to an ASCII-friendly file for use in many analysis packages, including MATLAB and Microsoft Excel.

Camera Tracking

For video production and pre-viz customers, Cortex features the new Camera Tracking module, which automates the process of aligning the virtual scene coordinates with those of the production studio. Laborious surveying of the production studio is not required. The production studio camera is tracked along with the performers to provide a live stream of animation viewed precisely from the position of the production studio camera. The data, including the principal point information, can be simultaneously streamed animation software to provide the same special effect.



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Cortex runs under the Windows Vista and WinXP operating systems. Many of the tabular menu controls found in EVaRT have been replaced with more modern icons. The icon tool tray can be reconfigured to the user's preference, resulting in easier navigation and a 30% increase in screen display.

Cortex's installation is Windows registry independent, allowing cleaner side-by-side execution of different versions of Cortex. Cortex's internal plug-in architecture has been simplified through templates, making it easier for third party developers to create plug-ins to Cortex using free Microsoft Visual Studio express versions. Existing external software programs and plug-ins that use the MAC exclusive simultaneous-connection SDK2 environment will run without changes under Cortex.

Cortex contains a new embedded "Single Touch" Sky scripting interface with access to hundreds of pre-programmed scripts that can be quickly and easily modified for custom operation. Sky now has user definable buttons that can be conveniently placed on the interface. It also utilizes drag-and-drop editing, syntax highlighting, embedded function documentation, shared network folders for scripts and automatic startup scripts.

New Features in Cortex

- New tool tray with icons QuickFiles (file management for tracking shoot data) is improved and fully integrated into Cortex
- Wireless data triggering
- User configured for any mix of digital cameras from 2 to 250
- New profile manager for managing custom settings between different users
- Command-line mode for improved batch processing operations
- 2D zoom function
- Built in tutorials and videos
- Improved 3D calibration accuracy reporting
- Properties of links, markers and segments can be edited in groups instead of one at a time
- .NET architecture allows for users to write their own custom interfaces
- Sky scripting interface embedded in Cortex - hundreds of pre-made, customizable scripts available
- Improved hot-key functionality.
- Almost any task in Cortex can be assigned to a hot-key, including built-in or custom Sky scripts

