

# Raptor-4S Digital RealTime System



The Raptor series of motion capture systems allow our customers to capture motion outdoors as well as indoors without changing any of the hardware or software on the system. Motion Analysis has developed an exclusive new proprietary image processing software which is embedded in the Raptor cameras. The Raptor cameras have twenty times the processing power of our previous generations of cameras to accomplish all of the required image processing computations. This new software addresses the various challenges of working outdoors in direct sunlight as well as indoor environments where reflections and lighting conditions can also affect a capture, while maintaining extreme accuracy and real-time capabilities.

## Raptor-4S Digital RealTime System

The Raptor-4S Digital RealTime System consists of Raptor-4S digital cameras and Cortex software, which captures complex motion with extreme accuracy. Real-time capabilities allow our customers to see capture results at the same instant as the subject is performing a specific task. Post processing data this

clean is minimal, if at all, and Sky Scripting can be used to quickly process results and do batch processing.

## Raptor-4S Digital Camera

The Raptor-4S operates up to 200 fps at a full resolution of 2048 x 2048 pixels (4MP) and a FOV of 48 x 48 degrees at 12.5mm fixed. As with other MAC digital cameras, the Raptor-4S is field upgradeable via email, compatible with other MAC digital cameras and supported with Cortex software.

## Cortex Software

Cortex software captures complex motion with extreme accuracy. Real-time capabilities allow our customers to see capture results at the same instant as the subject is performing a specific task.

Cortex has a revolutionary way of handling motion capture data. File management is controlled by a single capture (.cap) file, whereby all files associated with a capture are referenced in a single location. This process simplifies file loading and saving, allowing the user to only manage a single file rather than separate project files and multiple data files. When transferring data, Cortex will package all files associated with a given capture. The file structure can be specified by users to best fit their needs.

