Xsens Motion Capture MVN Animate Software Options



MVN Record



MVN Animate Plus



MVN Animate

Record MVN files	⊘	⊘	\bigcirc
Replay recorded files	⊘	⊘	\bigcirc
Xsens Live Engine data quality	⊘	⊘	⊘
Xsens HD Reprocessing Engine data quality	Enabled through MotionCloud subscription	Enabled through MotionCloud subscription	\bigcirc
Full magnetic immunity	⊘	⊘	⊘
Number of actors supported	1 Actor	Up to 2 Actors	Multiple (max 4) (unlimited with on-body recording)
Upload files to Xsens MotionCloud	\bigcirc	\bigcirc	⊘
Exporting	Enabled through MotionCloud subscription Formats: MVNX (position.orientation), FBX, BVH	Enabled through MotionCloud subscription Formats: MVNX (position.orientation), FBX, BVH	Available in software Formats: MVNX, FBX, BVH, C3D, MP4 (movie)
Finger tracking	Xsens Metagloves by Manus Xsens Gloves by Manus Manus Prime II	Xsens Metagloves by Manus Xsens Gloves by Manus Manus Prime II StretchSense gloves	Xsens Metagloves by Manus Xsens Gloves by Manus Manus Prime II StretchSense gloves



	MVN Record	MVN Animate Plus	MVN Animate Pro
Live streaming: - Quaternian & Euler - Position & Orientation	X	Unity, Unreal Engine, Maya, MotionBuilder, iClone, Houdini	Unity, Unreal Engine, Maya, MotionBuilder, iClone, Houdini
Extended live stream- ing: - Virtual optical marker set	×	X	⊘
Stream recorded files	×	⊘	⊘
Plug-ins and 3rd party compatibility	×	Unreal Engine Unity3D Autodesk + various others	Unreal Engine Unity3D Autodesk + various others
Remote control	×	⊘	\bigcirc
MVN Remote app	X	⊘	⊘
Soft Access Point	×	⊘	⊘
3D Positional Aiding with GNSS (GPS)	×	×	⊘
Network sync	×	×	⊘
Time code	X	X	⊘
On-body recording (OBR)	×	×	⊘
Suit configuration: Full body Lower body Upper body lower body plus sternum	⊘	⊘	⊘
Scenarios	• Single level • Multi level • No level	• Single level • Multi level • No level	⊘

