

Accessible to Software



Unreal



Unity 3D



Motion Builder



Cinema 4D



Maya



Softimage CSI

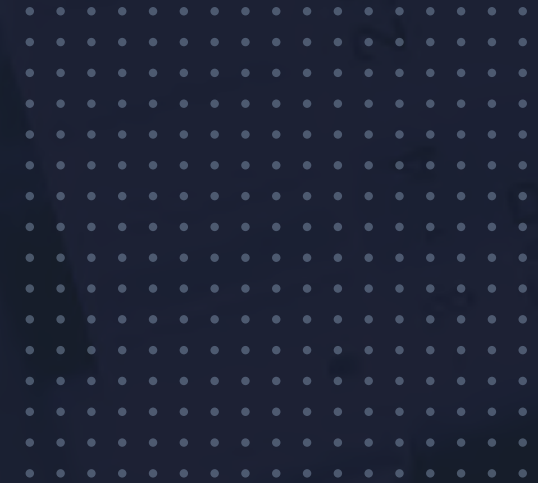


3D Max

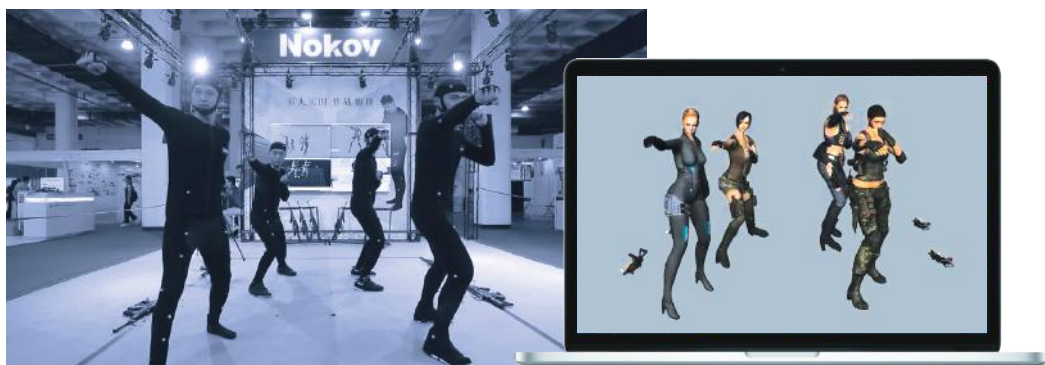


NOKOV

Applications in Entertainment



Case Studies



- 1** Chinese Defense Information Equipment & Technology Exhibition, Beijing
Real-time animation of four people

System Functions

- Capture 1-10 person(s) perfectly
- Applicable to game CG, game animation, 3D animation, movie and TV scenes with special effects, and advertising
- Capture objects including people, props, or animals (e.g. horses, monkeys, sheep, etc.)
- Capture motions including running, jumping, tumbling, fighting and any other complex motions
- Unlimited number of cameras for the System

MARS Series Motion Capture Camera

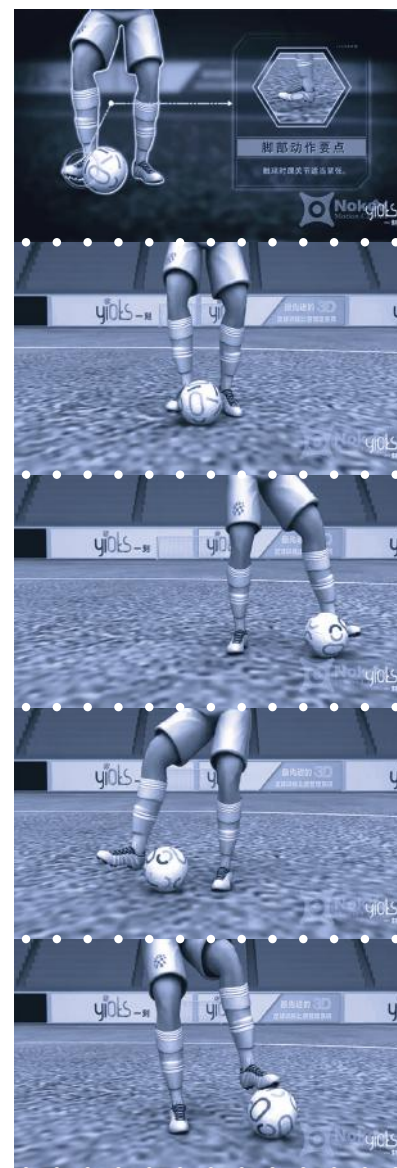
Model	Resolution	No. of Pixels	Frame Rate	Latency	FOV	Interface
Mars 1.3H	1280×1024	1.3 MP	240 Hz	4.0 ms	57°×44°	GigE/PoE
Mars 2H	2048×1088	2.2 MP	380 Hz	2.4 ms	69°×40°	GigE/PoE
Mars 4H	2048×2048	4.1 MP	180 Hz	5.2 ms	52°×52°	GigE/PoE
Mars 12H	4096×3072	12 MP	300 Hz	3.0 ms	67°×52°	GigE/PoE

We also offer customized models, please email us for more information.

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- 2** Guangzhou Sport University
Football Teaching Animation



NOKOV Motion Capture System
Applications in Entertainment



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