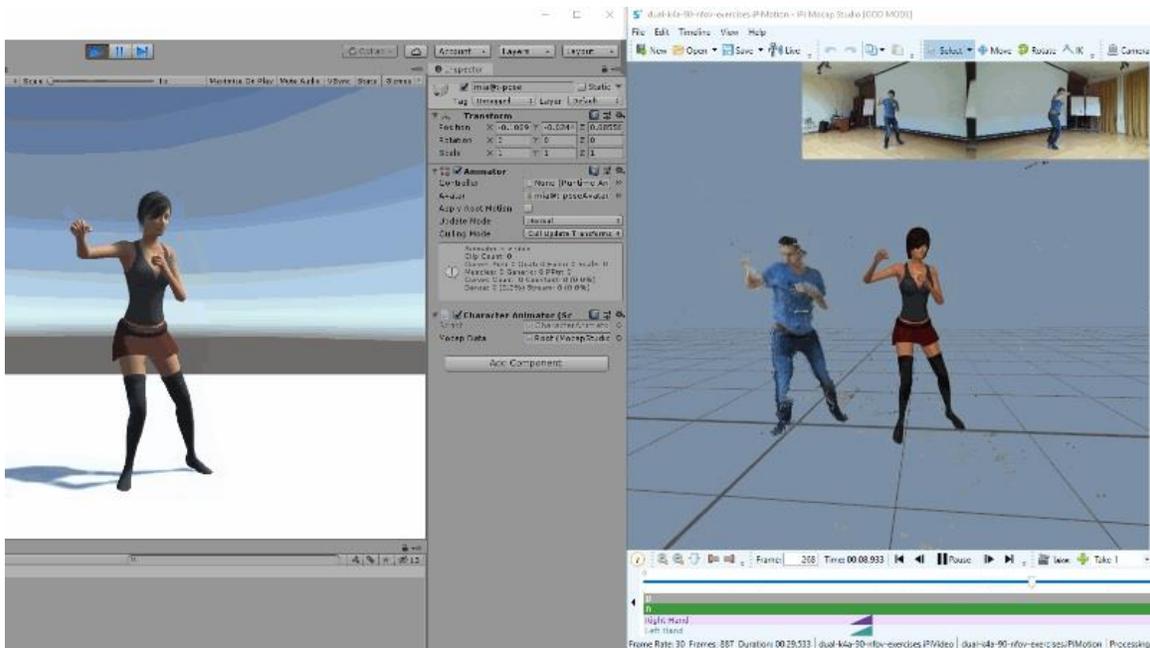




iPi Soft Advances Capabilities For iPi Motion Capture

Live Feedback And Integration With Unity Game Engine Among Latest Improvements; 30% Discount Available Through Holidays



MOSCOW, RUSSIA -- Nov 20, 2019 -- **iPi Soft, LLC**, developers of the marker-less motion capture technology **iPi Motion Capture**, announced enhancements to its *iPi Recorder 4.4.4* and *iPi Mocap Studio 4.3.0* software. New features include improved live feedback and foot tracking for depth sensors, further integration with the Unity gaming engine, as well as support for Azure Kinect sensors. iPi Soft is also offering a 30 percent discount on iPi Motion Capture throughout the holidays.

“The live feedback improvements are key capabilities that will accelerate the motion capture workflow for game designers and visual effects artists,” **Michael Nikonov**, Founder and Chief Technology Architect of iPi Soft, says. “Tighter integration with the Unity real-time game engine is a huge benefit that will provide content creators increased flexibility to create projects quickly and with more accurate results.”

Improved Live Feedback:

The new version of iPi Mocap supports higher resolution in tracking mode providing more motion capture accuracy with lower jitter, while the smoothing filter can now remove visual jitter during live feedback tracking. Users can also change target 3D characters for motion transfer without the need to stop and restart live feedback. Recent live tracking settings are now stored thus eliminating the need to reset every time live tracking feature is used.

Integration with Unity:

Closer integration with the Unity gaming engine gives users the ability to stream tracking results to Unity, in both live feedback and offline tracking mode, allowing them to see how the motion will look in a 3D setting. Animation can also be post processed in real-time via Unity.

Support For Azure Kinect Sensors:

Azure Kinect sensors recently released by Microsoft are a new generation of popular Kinect depth sensors that have better depth quality, wide field of view mode and other advantages over Xbox 360 and Xbox One Kinects. iPi Motion Capture now supports Azure Kinect giving customers improved tracking quality and the ability to use the system in spaces as small as 7-feet by 5-feet. (Depth sensors comparison is available [here](#).)

Pricing and Availability:

For the holidays, iPi Soft is currently offering a 30-percent discount for orders placed before *December 31, 2019* (please use coupon code **NY2020**). This includes a discount off of iPi Soft's perpetual license that includes two years of full support and software updates, as well as its subscription-based pricing model.

iPi Motion Capture Version 4 is available as perpetual license or subscription-based model. Prices range from \$165 to \$1995 depending on the version of software (Express, Basic, Pro) and duration of subscription. Additional information on iPi Soft pricing is available [here](#).

About iPi Soft:

Moscow-based developer, iPi Soft, LLC, develops powerful markerless motion capture software technology that uses sophisticated image processing and computer vision algorithms to recognize and track the human body. The company's software is used by creative professionals and prosumers around the world to digitize the movement of a human skeleton, rendering it expressive in 3D characters for video games, computer generated films, as well as for medical, military and other applications. For additional information, on iPi Soft, product pricing, configurations or a 30-day free trial please visit <http://www.ipisoft.com>.

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