

StretchSense MoCap Pro Glove Production Ready Checklist

Here is a list of things you should test before moving to full production on a shoot. This list is not exhaustive and your needs may vary depending on your goals. Contact mcpsupport@stretchsense.com if you have any questions.

- Have you tested everything?
- Have you charged the gloves and do you have a charging station / place to charge them?
- Have you turned the gloves on, paired each glove with its own USB Dongle connected to the capture PC, and identified what COM port has been assigned to each Dongle (if using wireless connection)?
- Have you connected each glove to the capture PC with a microUSB cable, installed the COM port drivers, and identified what COM port has been assigned to each glove (if using tethered USB connection)?
- Have you connected all the gloves you need for the shoot and confirmed you can stream data from all of them simultaneously into Hand Engine/MoBu?
- Have you confirmed you can stream data from Hand Engine over the network used for the shoot, you can run the software on the capture computers you will have at the shoot, and that there are no special IT permissions required?
- Are all the gloves washed (if needed) and line dried from your last shoot and do you have a washing and drying plan?
- Have you confirmed the wireless range of the USB Dongles gives you full coverage of your capture volume?
- Have you confirmed you do not have any interference from any other wireless devices that will be running during your shoot?
- Have you decided if you are going to use blend mode or pose detection and what settings?
- Have you chosen the pose library that is best for your needs? (e.g. fast setup, performance, specific props, specific asset, non-human hand etc)
- Have you streamed the data into the final environment (e.g. Unity/Unreal) and confirmed it looks good there?
- Have you confirmed you can retarget the glove output onto the final asset, and that that looks good and the end client likes it?
- Have you tested how to record data, replay recorded animations, recover and/or reprocess a take using a specific calibration profile, and post-process the recorded data to achieve the standard you require?
- Have you tested the integration of the gloves with your timecode setup?
- Have you tested the gloves on a fully equipped actor, e.g. with your desired optical marker / tape setup?
- Have you practiced teaching actors/talent how to put on and do their ROMS to calibrate the glove and do you have a workflow in place to fix this if it goes wrong?
- Have you set aside enough time to teach the talent on shoot day how to use the gloves and do their ROMS? (depends on how complex your asset / pose list is)
- Have you practiced teaching talent how to behave while wearing the gloves (don't adjust or move them) and how to recover and put a glove back into place if it has been moved, knocked or taken off and put on again?
- Have you practiced what to do if the gloves disconnect (out of range, battery dead, circuit knocked out)?
- Have you confirmed you have the right sizes of gloves for the talent you will have on the day?
- Have you tested merging glove data with other mocap systems (e.g. body and face data) and confirmed it looks good on the final asset and there are no offsets required?
- Have you trained all technicians that will be running the gloves in these above points before shoot day?