MOTION ANALYSIS
POWERED BY CORTEX™

BaSix© Go

Lightweight motion capture software for animation

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Create 3D characters in a fraction of the time

BaSix Go is a lightweight motion capture software that allows you to select your animated character, equip our BaSix active markers, and then stream live animation data directly to your animation package. This can all be done in under a minute, without the use of a mocap suit.

While many optical motion capture systems contain features that allow for a range of mocap applications, Basix Go is specifically designed with animation studios, game developers, and previsualization in mind.

BaSix Go simplifies and speeds up the animation and previz process. Setup and calibration of the system are quick, and the software is extremely easy to learn and use.

Key features

- A simple, intuitive user interface.

- Ability to immerse subjects within minutes.

- Only requires the use of six BaSix active markers per subject.

- World's most powerful skeleton solver.

- Built-in 22 segment skeleton.

- Remap to your custom character.

- A single BaSix active marker can be used to track a prop.

- Compatible with all Motion Analysis motion capture cameras.

- Compatible with all major animation packages, including Maya, Motion Builder, Unreal and Unity.

- FBX skinning is supported.

Integrates with BaSix© suitless markers - fitted in under 60 seconds

BaSix Go integrates with our suitless full-body active marker system, which includes six active markers that are easily secured using comfortable gloves, a visor, a belt, and foot straps. These can be put on in under 60 seconds.

About BaSix© markers

- Six simple yet robust LED markers.

- The markers are self-contained units, so they don't require a base station.

- With a long battery life, each marker can typically perform all day on a single charge.

- Six degrees of freedom each.

- No mocap suit required.

- All tracking is done optically with our world-leading camera technology.
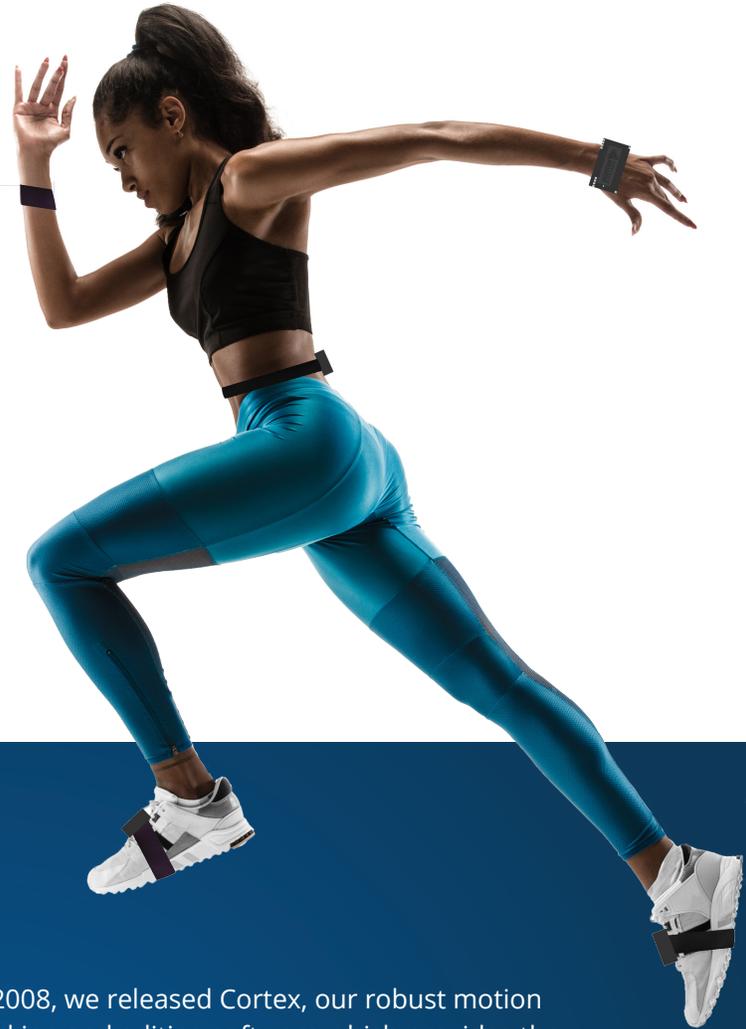
About Motion Analysis

We have been the international industry leader in motion capture technology for over 35 years. Founded in Santa Rosa in 1982, we quickly established ourselves as an innovative force in the motion capture world. Since our company was formed, we've worked closely with renowned specialists to create continuously cutting-edge hardware and software solutions for a wide range of industries including video game design, studio broadcasting, AR, VR, medical biomechanics, product development, robotics, and ergonomics.

In 2008, we released Cortex, our robust motion tracking and editing software which provides the most complete set of visualization tools in the industry. Cortex has since become our standout innovation, and is used at hundreds of sites around the world to capture, process, measure, and produce reliable data. Our constant product development ensures that our motion capture solutions remain the most accurate and advanced that the industry has to offer.

Visit our website to learn more