

July 2024 Progress Report

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VR Motion Capture with Full-Body IK

Thanks to the new IK improvements, I can finally implement some things I've been itching to get around to for quite a while, one of them being full-body motion capture with VR:

(Please ignore the clipping issues in the video, they should be resolved with the new IK pole targets (see below).)

It's still a work-in-progress, but once fully implemented, you'll be able to use a VR headset + controllers for motion capture for almost any humanoid character model without having to set up anything manually.

There's also a first-person view:

IK Pole Targets

One more addition to the new IK system improvements: Pole Targets

Pole targets are special IK controls that give you some control over the bend direction of limbs (e.g. the knees or elbows).

They can be used to avoid clipping issues (e.g. elbows clipping into the body) and to make sure joints are bending in a more natural manner.

This was the last component needed to finalize the new IK system. There's still room for performance improvements and optimizations, but in terms of features it is now complete ☐.

New Camera Controls

On request, I've added some new Blender-style camera control methods:

- You can rotate the camera around the pivot point by pressing the middle mouse button
- You can pan the camera by holding shift at the same time
- You can change the distance to the pivot position using the mouse wheel

The old FPS-style controls are still there of course, these are just in addition to the old system.

Explorer List View

All asset explorer windows now have an additional list view as an alternative to the icon view:

In the list view, assets can be sorted by column, and you can get an icon preview by hovering over the asset names.

Revision #7

Created 2024-07-21 09:04:30 UTC by Silverlan

Updated 2025-01-19 14:13:14 UTC by Silverlan