Motion capture & Unity

The OptiTrack Unity3D Plugin allows you to stream real-time Rigid Body, Skeleton, and HMD tracking data from Motive into Unity. Using the streamed data, objects and characters in the scene can be animated.

All the information and plugins you need can be found here:

https://docs.optitrack.com/plugins/optitrack-unity-plugin

Mind also these settings which are not so clear through the website stated above:

Settings for Motive & Unity

Connect both pc's with HKU netwerk Wifi or ethernet
Put mocap & Unity pc in SVlan: ask blackbox employe to help, Restart connectios to make sure.
Ip range should be 10.3.4.xx (not 10.3.**40**.xx) (3rd number is location based, 4 = IBB)

Disconnect all firewalls on both pc's! (Mocap pc is already disconnected)

Motive > view > Datastreaming Pane > Local interface: ip adres from wifi or ethernet verbinding
Transmission type: Unicast

Open Unity file
client optitrack (asset/game obj) connection settings:
Server adress: adres from mocap pc
local address: Unity pc

In Unity adjust Rigid Body ID, > Motive:
Assets > properties > Streaming ID

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