

[MAGIC Motion Capture Lab \(MSS-3152\) Onboarding](#)

Andrew Sevigny - 2025-06-10 - Virtual Production & Motion Capture

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The MAGIC Motion Capture Lab is a resource available to those working on MAGIC or SOFA projects or research in the many forms of mocap, tracking, testing of stairwell content and possible research projects at the discretion of the MAGIC team. It should be noted that the current setup is designed for animation workflows, marked and markerless capture as well as a testing environment for the MAGIC Stairwell art. The lab consists of a workstation as well as:

Hardware

- [10-camera Vicon system \(marker-based\)](#)
- [\(1\) Perception Neuron \(IMU-based\)](#)
- (1) XBox One Kinect
- [\(3\) Azure Kinect](#)
- (2) Epson Projectors (ceiling-mounted)
- [\(1\) ZED 2 camera](#)
- [\(1\) Rokoko Headcam](#)

Software:

- [Shogun Live 1.14](#)
- [Shogun Post 1.14](#)
- [Unreal Engine](#)
- [Pixera](#)
- [Touch Designer \(Non-Commercial\)](#)

Warning

Access to the VR Lab is a privilege. We extend you our trust when we grant you access to this space. Any abuse or neglect of policies, procedures, or equipment will result in removal

of access to the space. **Propping doors or providing access to those who do not have approval to be in the facility will result in loss of access.**

The equipment in this lab is extremely fragile and precise. Any tampering with the base setup will result in loss of access and violators will be billed for damages.

Facility Rules & Etiquette

1. All users inside the Motion Capture Lab must have approval to be in the space. You may not prop doors or allow access to either facility to unapproved users. **Your access can and will be revoked if we find you propping doors or providing access to unapproved users.**
2. For additional software or hardware needs other than what's included in the lab, submit a [helpdesk ticket](#) specifying your request and how it relates to your project. While we try to accommodate requests, support is not guaranteed.
3. **Do not store personal or project data directly on the Motion Capture Lab machines!** Stored data will take up space and slow down the machines, impacting other user's projects. MAGIC will delete any personal data as needed.
4. Professionalism is expected. Clean up and shut down the lab after each use following proper procedures.
5. We consider this a "living lab." Please share your feedback, requests, or concerns by submitting a [helpdesk ticket](#). We want to hear from you and make this space the best that it can be!

Access Info & Requirements

1. All users must be affiliated with MAGIC or SOFA and must receive approval—additional training may be required depending on the project.
2. Student names and RIT UIDs must be provided in order for MAGIC to grant access to the space.
3. Access is granted based on formal requests submitted via helpdesk.magic.rit.edu, see "How to Request Access" below.
4. Once access is granted, reservations for lab use can be made at reserve.rit.edu.

5. Due to facility constraints, MAGIC may limit the number of users per project who are granted access.

How to Request Access

1. You can begin a Motion Capture Lab access request by navigation to helpdesk.magic.rit.edu to submit a ticket.
2. Be sure the department is set to **"MAGIC Spell Studios"** and the **"Support Type"** is set to **"Facilities Support."**
3. In the subject line, include **MAGIC Motion Capture Lab Access Request.**
4. Include the following information in the **"Message"** field:
 1. Name and brief description of student project/research team
 2. Brief description of how the student team will be using the lab (what equipment and software needs do you anticipate, etc)
 3. Names and RIT UIDs of student team members (MAGIC may limit the size of the student team based on facility usage.)

Once your Request is Submitted:

1. MAGIC may respond via email if more information is required - this may include a project intake form.
2. MAGIC will email the student team members and request a meeting time to go over facility rules and etiquette. The faculty sponsor will be CCed in this email.
3. Once students have received an overview of facility rules, 24/7 access will be granted to the space.
4. This process must be repeated every semester to renew student access.

Note

This access request must be filled out by everyone requesting access to the lab but it is intended to mainly be used for 3D animation motion capture, markerless motion capture, and other media. Other requests for research or requiring additional labor or extensive

reconfiguration of the basic setup will of course be considered but extra costs will apply and you or your team will be billed.