



QUICK START GUIDE

MOVE PRO SETUP GUIDE

Processing with Move Pro 1.0

WHAT'S INSIDE

<u>Prepare Your Footage</u>	2-3
<u>Process Your Calibration</u>	3
<u>Process Your Action Takes</u>	4
<u>Creating & Using Actor Profiles</u>	5



Prepare Your Footage

Renaming your Files

- Separate each camera file into individual folders with respect to the camera they were recorded on: cam01, cam02, cam03 and so on. This naming convention is essential.
- Each camera folder contains the same number of files (so you know each file matches across the different camera folders).
- The files must be named consistently according to the following convention:
 - camX_takename
- Click [here](#) to learn more about our automated renaming tool.

Create a project & session:

Navigate to app.move.ai to create your project & session.

- Click "Projects" found on the left-hand side of the screen.
 - Click "+Project".
 - Give your project a title.
 - Click "Save Project"
 - After the project is created, it is time to create the session.
- Click on the created project.
 - Click the "+Session"
 - Choose your Session settings relevant to your shoot.
 - Give the session a title
- Choose your camera type.
- Choose the number of cameras in your setup
- Select the environment (indoors or outdoors)
- Select the small area option
- Press **"Save Session"**



Uploading

- You can batch-upload the videos from your PC to the session you've created. The file upload section can be found at the bottom of the session page.
- Select a batch, less than **5GB** in total.
 - To help prevent bandwidth issues, ensure that no more than 5GB of concurrent uploads are being done from one device.

Process Your Calibration

Create a calibration

- Select the '+ **Calibration**' icon
- Note down the start & end times for your claps and for your calibration sequence (beginning in the Y-pose)
- Click Next
- Title: Give your calibration a title

Calibration Settings

- **Calibration Actor Height:** Enter height in metres (e.g., 1.88 m) without footwear. This is required to extract bone lengths and is saved after the first entry.
- **Time Sync Clapping Starts/Ends:** Mark the start and end times of the clapping during calibration.
- **Time Calibration Sequence Starts/Ends:** Mark the start (Y-pose) and end times of the calibration sequence.
- Hit 'run' and you'll be notified when your calibration is done.
- While this is processing, you can queue up your action takes, and Enterprise users can queue up their actor profiles to be created.



Process Your Action Takes:

- Within your session, click the “+ **Take**” icon and select the video of the desired action take.
- Note the start and end times for both the claps and the action sequence (beginning in the T-pose), then click **Next**.
- **Scene:** Create a new scene or select an existing one.
- **Title:** Name your take.
- **Actor Number:** Specify the number of actors to ensure accurate tracking.
- **Prop:** Select if a prop is used. Currently, only a single football is supported.
- **Time Sync Clapping Start/End:** Enter the clap time window.
- **Time Take Action Starts:** Mark when the action begins—actors must be clearly visible, in T-pose, and not occluding each other.
- **Time Take Action Ends:** Mark when the action ends or when animation output should stop.
- Click **Save**.
- Enterprise users can optionally apply an actor profile at this stage. If you haven't created one yet, do so before processing.
- Select the calibration corresponding to the same camera setup as the take.
- **Fingers:** Toggle ON or OFF (ON increases processing time).
- **Rigs:** Choose the target rig. For retargeting elsewhere, use Move_Mo or Move_Ve to preserve bone lengths.



Creating an Actor Profile

Creating an actor profile is completely optional.

- Once you've recorded your videos and uploaded them to a session.
- Process the calibration as usual
- Process the actor profile according to the steps below:
 - Hit the + Actor button within your session
 - Select the correct take containing your actor profile movement sequence
 - Note down the clap window (the time you begin and end the claps) and the movement sequence time window (the times you begin and end the movements).
 - Click Next
 - Enter the times you have noted down, alongside the name of the actor
 - Click Next
 - Choose the respective calibration to be used for this take
 - Click Run

Using an Actor Profile

- Begin processing your action take as usual, then, when you reach Step 3 of creating an action take:
- Draw a bounding box around the desired actor(s) in one camera (whichever has a clear view of the actor), ensuring no other actors are visible within the bounding box.
- Select the actor profile you'd like to use for each of the actors you've drawn bounding boxes around.
- Click Next and continue processing the action take as usual.