



QUICK START GUIDE

MOVE PRO SETUP GUIDE

Processing with Move Pro 2.0

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Downloading the Desktop App

Cloud Processing:

- Click this [knowledge base article](#) to install Move Pro 2.0

Local Processing:

- Click this [knowledge base article](#) to install Move Pro 2.0

Logging in to the Desktop App

Cloud Processing:

- Upon creating a project, or by heading to the File menu at any time, click the Login button to open the sign-in page.
- The green status light and your email address will be shown in the bottom left corner of the Application when the account is connected.
- To log out, head to the File menu at any time and click Logout.

Local Processing:

- Accept the license invitation from Move AI
 - You should receive a link to activate your license. Ensure this is accepted on the device which will run Move Pro using the Chrome or Firefox browser
 - Contact support@move.ai if you haven't received this invitation.



Renaming 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.

Creating a project

- Enter the Project Name.
- Select the camera model & resolution that was used.
- Select the number of cameras that were used.
- Select the processing method for your subscription.
- Click Ok to proceed.

Importing videos

- Click the Import Folder button.
- Locate and open the desired folder containing the videos
- For the takes you'd like to import, ensure the correct Take type is assigned (Calibration/Action), then click the + button at the top to import all available Takes into the project.
- If you'd like to preview the videos before importing them, click on the take, then select the desired video to watch it.



Process Your Calibration

- Enter the clap times:
 - If your videos are already synced, untick the 'sync using claps' button; otherwise, watch the video and note down the following timestamps:
 - The time the actor begins clapping.
 - The time the actor finishes clapping.
- Enter the action times:
 - The time the actor begins the Y-pose.
 - The footage will now be in sync, so enter the time from the earliest camera.
 - The time the actor finishes the Y-pose.
 - Again, enter the time from the earliest camera.
- Enter the actor's height in meters, excluding footwear.
- Click **Start**



Process an Action Take

- Enter the clap times:
 - If your videos are already synced, untick the 'sync using claps' button; otherwise, watch the video and note down the following timestamps:
 - The time the actor begins clapping.
 - The time the actor finishes clapping.
- Enter the action times:
 - The time the actor begins the T-pose.
 - The footage will now be in sync, so enter the time from the earliest camera.
 - The time the actor finishes the T-pose.
 - Again, enter the time from the earliest camera.
- Select the number of actors.
- Select the desired rig, if not the default **Move Mo** rig.
- Click **Start** on the desired Take. It will begin to start processing as soon as the calibration has been successful.

Viewing animation outputs

- To access the animation output files, click the output button to the right of the start button on each Action Take. (Open Results will appear when hovering over this button).