

PERCEPTION NEURON UNITY HANDBOOK

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Perception Neuron Unity Integration 0.2.4
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September, 18th, 2015
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INTRODUCTION

This document should help you get familiar with real-time motion capture data reading inside the game engine Unity 3D. It explains how to install the motion capture streaming software Axis Neuron as well as how to load and use the real-time BVH data in Unity.

Keep in mind that this is the first release and a few things may be a little rough around the edges. We'll keep improving and adding features to the integration.

If you find bugs or need help, the official forums at <https://neuronmocap.com/forum> are a good starting point.

OVERVIEW

This chapter is intended to give you an overview of how Perception Neuron works and how we get the motion data into the game engine.

Perception Neuron is an inertial sensor based motion-capture system. That means each sensor, called Neuron, measures its own orientation and acceleration using a gyroscope, a magnetometer and an accelerometer. On top of this each Neuron also does its own drift correction. The measured data is then sent to the hub which gathers all the data from every connected Neuron. The hub then sends that data either over USB or Wi-Fi connection to a computer that is running the Axis Neuron software and that has established a connection with the hub. Axis Neuron in return does a few complex algorithms, data optimization and drift correction to reconstruct a human skeleton with 59 bones from the sensor data received by the Neurons. This skeleton data is then being broadcast over local network in binary float values. After this point is where the Unity integration comes into play as it will connect to the broadcast and turn the binary values into usable numbers for the game engine. This is basically how all the magic is happening.

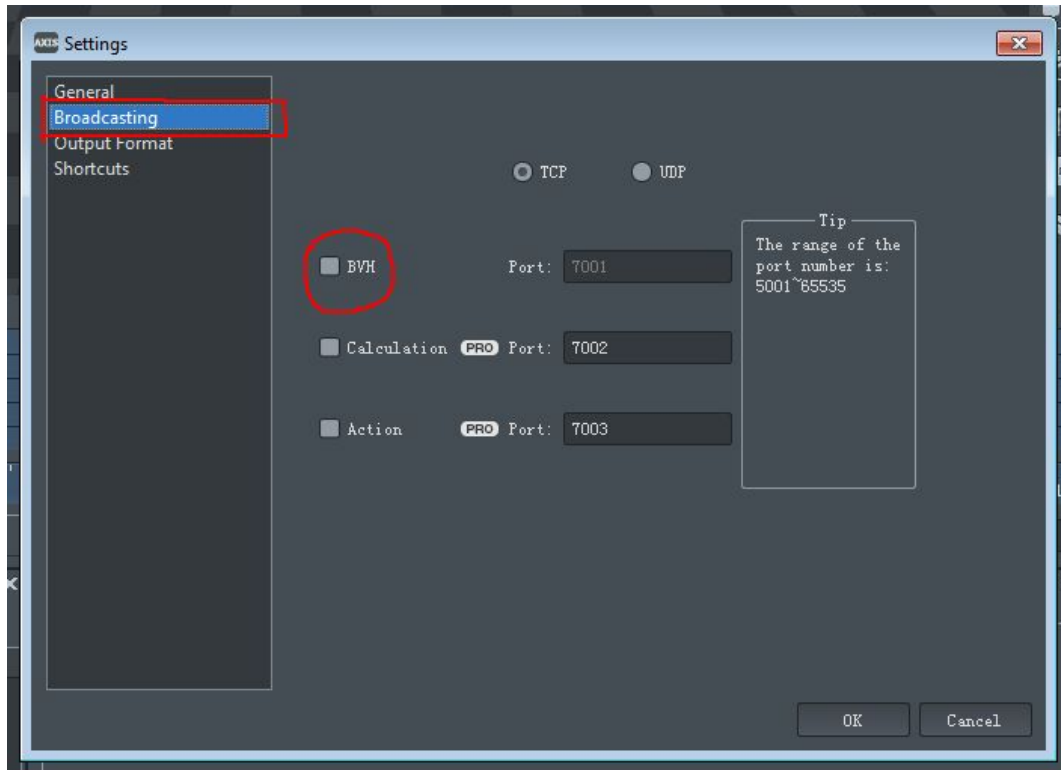
Here's some more interesting information:

- The data stream to the game engine is identical regardless if you use recorded or live motion data. This allows you to record certain actions and use them to test before putting on the full system and doing a live test.
- You can have multiple actors at the same time inside Axis Neuron and have them all streamed into Unity.
- The data stream is based on the BVH structure including header information and body dimension data is available from Axis Neuron via a command interface.
- Because motion-data is streamed over network the computer running Axis Neuron doesn't necessarily have to be the same computer running Unity.

The following chapters will help you getting started with using Perception Neuron in Unity.

INSTALLING AXIS NEURON

1. Start the installer of Axis Neuron for either x86 or x64 depending on your system.
2. After completing the installation start Axis Neuron.
3. Next we need to turn on the BVH data streaming. Go to the menu File and click on Settings. Then Click on the Broadcasting tab.



4. Click on BVH to turn on the BVH data streaming service.
5. That's it! Axis Neuron is set up to stream recorded or real-time motion data to Unity.

Note: If you get the error: "The program can't start because MSVCP110.dll is missing from your computer" when trying to start Axis Neuron, then download and install the Visual C++ Redistributable by Microsoft:

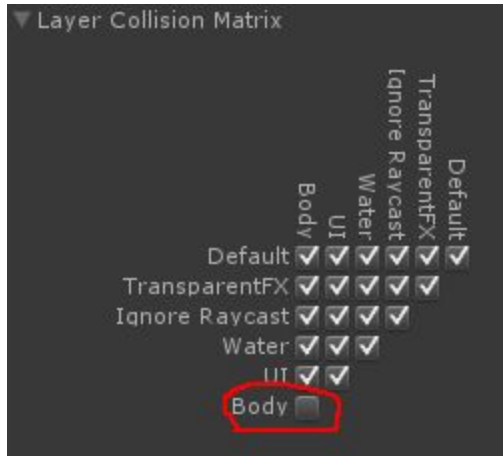
<http://www.microsoft.com/en-us/download/details.aspx?id=30679>

HOW TO GET THE INTEGRATION INTO UNITY

1. Start Unity and load your project in which you want to use Perception Neuron.
2. Load the file: "PerceptionNeuron_UnityIntegration.unitypackage" by double clicking it or going to the menu Assets -> Import Package and then click on "Custom Package...".
3. Click on Import.
4. You now have the integration in Unity.

The next step is to set up the layers and collision matrix. You can do this by either copying the included ProjectSettings folder into your Unity project folder and replacing your existing project settings (make sure to make a backup copy of them first!). Or you can edit the layers yourself by following these steps:

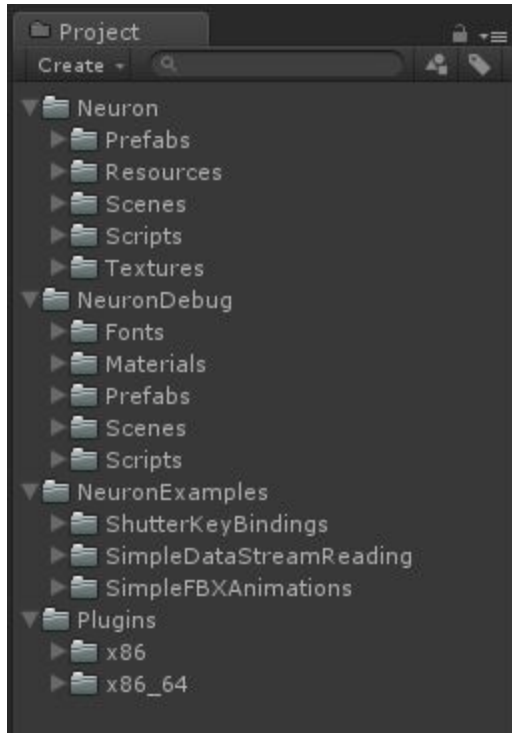
1. In Unity go to the menu Edit -> Project Settings -> Tags and Layers
2. Add a User Layer by typing the name "Body" into any of the empty slots below the Layers category. Note: you can also use any other name you like for this.
3. Go to menu Edit -> Project Settings -> Physics
4. Below the Layer Collisions Matrix tab toggle off the collisions between the layer you just created and itself. In our example this is Body/Body = no collisions:



The main reason for doing this is to prevent the colliders of the body from colliding with each other. This is explained in greater detail on chapter "A word about physics".

STRUCTURE OVERVIEW

The SDK package is divided into the following structure:



Neuron

The core scripts and components of the Perception Neuron Unity integration.

NeuronDebug

The source files for the Perception Neuron Debug Viewer.

NeuronExamples

ShutterKeyBindings - An example of which Keycodes are mapped to which button of the Shutter.

SimpleDataStreamReading - A very simple code example for how to use the data stream together with a humanoid skeleton.

SimpleFBXAnimations - A simple example of how to use exported animations from Axis Neuron directly inside Unity.

Plugins

The library files of the Perception Neuron data reader for both 32 and 64 bit architecture.

CORE SCRIPTS OVERVIEW

Assets/Neuron/Scripts/Mocap/BVHDataReader.cs

C# wrapper class for the BVHDataReader plugin. Includes a basic interface to connect or disconnect from Axis Neuron and callbacks when receiving motion data and mocap information (frequency, combination mode, etc.).

Assets/Neuron/Scripts/Mocap/NeuronConnection.cs

NeuronConnection manages connections with Axis Neuron using BVHDataReader.cs. You can connect to multiple instances of Axis Neuron and each connection will be mapped to a NeuronSource instance.

Assets/Neuron/Scripts/Mocap/NeuronSource.cs

NeuronSource manages instances of NeuronActor with two dictionaries called activeActors and suspendedActors. NeuronSource monitors the latest timestamp update inside NeuronActor in the OnUpdate method and use a threshold to judge if any actor is lost (number of actors in Axis Neuron has changed or the connection was lost completely). When this happens NeuronSource will add or remove actors between the two dictionaries and notify NeuronActor.

Assets/Neuron/Scripts/Mocap/NeuronActor.cs

Data class to store only the most recent motion data frame, also provides methods to parse the received motion data which is received as float values from the network. NeuronActor also saves mocap info and provides methods to register callbacks when it was resumed or suspended by NeuronSource.

Assets/Neuron/Scripts/Mocap/NeuronInstance.cs

Base class for all kinds of instances for receiving motion data. Inherits from UnityEngine.MonoBehaviour. NeuronInstance provides callbacks for state changes and the receiving of mocap info from a NeuronActor instance which was bound to this instance by connect or other methods. This class is not intended to be used directly, but can be inherited to provide custom methods to apply motion data, handle states change and mocap info.

Assets/Neuron/Scripts/Mocap/NeuronAnimatorInstance.cs

Inherited from NeuronInstance. Provides custom methods to apply Neuron motion data to the transform components of the bones bound in the Unity animator component. Needs a humanoid skeleton setup to work properly.

Assets/Neuron/Scripts/Mocap/NeuronAnimatorPhysicalReference.cs

Data class for initialization and cleanup of a reference skeleton used for motions based upon Unity's rigidbody component. Used by NeuronAnimatorInstance if physics toggle is enabled.

Assets/Neuron/Scripts/Mocap/NeuronTransformsInstance.cs

Inherited from NeuronInstance. Provides custom methods to apply Neuron motion data directly to transform components. Use this for non-humanoid skeletons or skeletons with more bones than the default setup used in Unity.

Assets/Neuron/Scripts/Mocap/NeuronTransformsPhysicalReference.cs

Data class for initialization and cleanup of a reference skeleton used for motions based upon Unity's rigidbody component. Used by NeuronTransformsInstance if physics toggle is enabled.

Assets/Neuron/Scripts/Mocap/NeuronHelper.cs

Contains definitions for Neuron bones and several helper functions.

Assets/Neuron/Scripts/Mocap/NeuronInstancesManager.cs

For each NeuronActor, NeuronInstancesManager keep exactly one NeuronAnimatorInstance. Used in NeuronDebugViewer.

Assets/Neuron/Scripts/Mocap/BoneColliders.cs

Utility class for Neuron editor to add or remove colliders.

Assets/Neuron/Scripts/Mocap/BoneLine.cs

Utility class using a line renderer to draw bone lines.

Assets/Neuron/Scripts/Mocap/BoneLines.cs

Utility class for Neuron editor to add or remove BoneLines.

Assets/Neuron/Scripts/Mocap/BoneRigidbody.cs

Utility class for Neuron editor to add or remove Rigidbodies.

Assets/Neuron/Scripts/Mocap/FPSCounter.cs

Utility class to calculate the FPS (Frames-Per-Second).

Assets/Neuron/Scripts/Mocap/CustomAnimatorDriver.cs

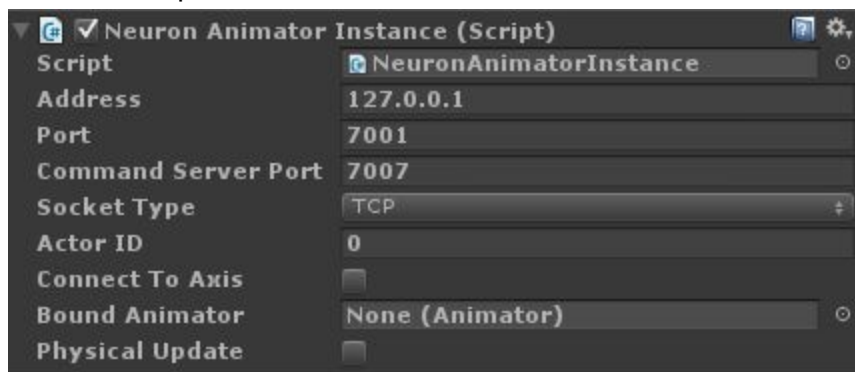
A sample script explaining how to drive a model with Neuron motion data with just a few lines of code.

USAGE EXAMPLE

The motion data from Perception Neuron works best when paired with an animator component. You will need a humanoid skeleton and you need to make sure your rig is defined as humanoid in the import settings of the model. Also make sure your avatar mapping is correct. *Hint: if you rigged your model with our skeleton example, there is a bone mapping template you can use to get the correct mapping. It can be found in: [Neuron/Resources/NeuronSkeletonMapping.ht](#)*

The next step is to attach the NeuronAnimatorInstance.cs script on the model. You can use your own code and functions for this. The NeuronAnimatorInstance just serves as a good example. If you want to use the complete bone structure you should use NeuronTransformInstance.cs instead. The reason there are two different scripts is explained in greater detail in the next chapter.

Here are the public variables of the NeuronAnimatorInstance script explained:



Address is the IP address of the machine running Axis Neuron. If its the same computer the address should be 127.0.0.1. You can use this stream motion data from any other computer in the same network. In this case change the address accordingly.

Port is the port number associated with the BVH data stream output setting in Axis Neuron. No need to change this if you didn't change it inside Axis Neuron.

Command Server Port is the port number to listen for commands. This is used to request bone size settings from Axis Neuron. Note that this feature is not yet fully implemented in this version of the Unity integration.

Socket Type is the socket type to be used for that data stream. This should be identical to your setting in Axis Neuron.

Actor ID is the id number for the actor you want to use. If you have more than one actor connected in Axis Neuron this id number will increase. Default is 0 which is the first actor.

Connect To Axis means the script will connect to Axis Neuron and apply the motion data. You can use this toggle to starts/stop the data stream.

Bound Animator the Animator component this instance should use for the received motion data. You can use this if you don't want to keep the script on the same GameObject as the animator component.

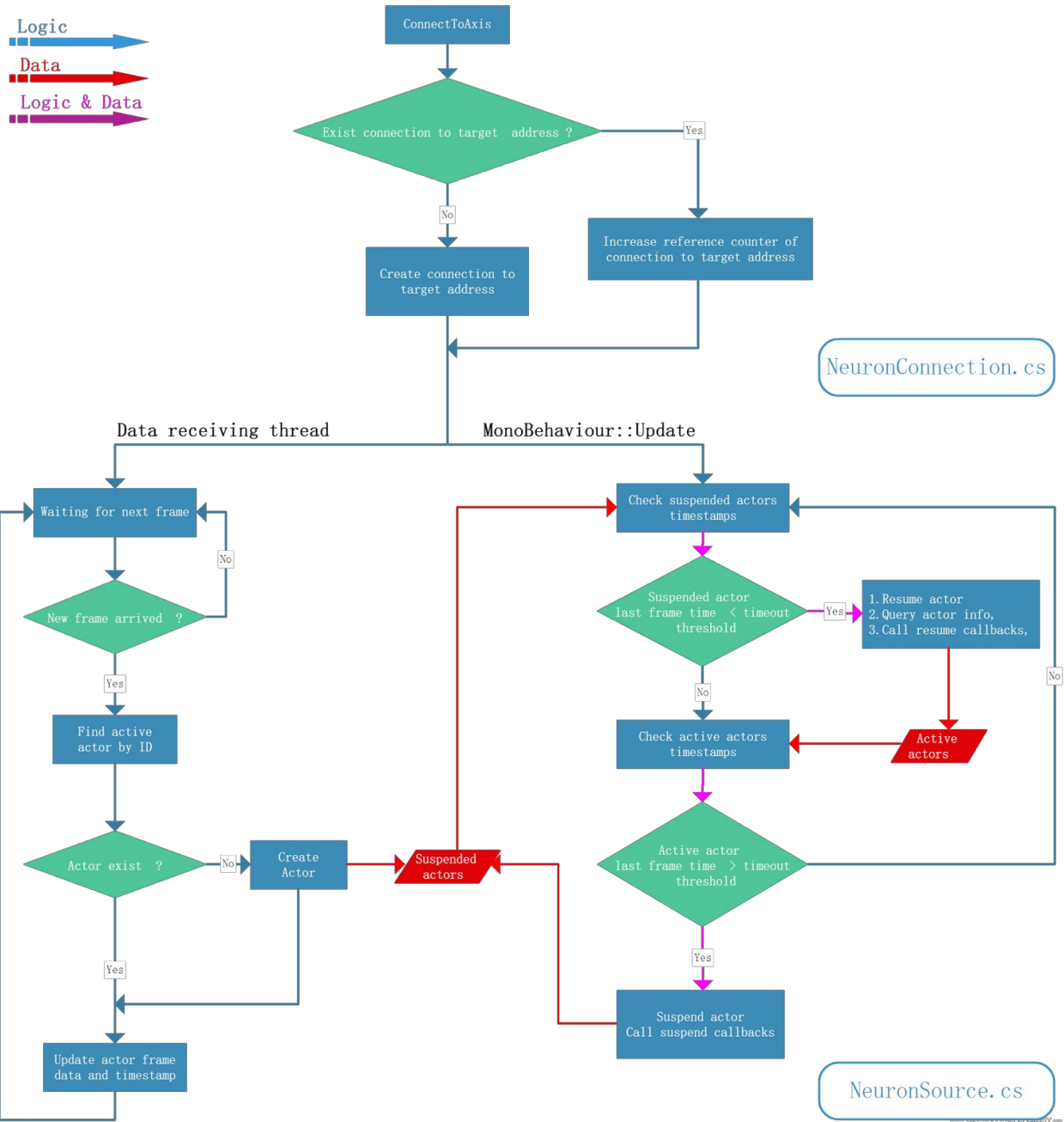
Physical Update tells the instance if it should use rigidbody functions provided by Unity to move and rotate each bone. The default method is to apply the received float values directly to the transform components of each bone.

For the NeuronTransformInstance its basically the same script with two differences. Since we can't use the Humanbodybones references provided by Unity's humanoid skeleton system to get the transform components we have to traverse and find them ourselves. For this we use the **Root** and **Prefix** variables. Root is the parent transform component of the hip bone. Prefix is the starting naming convention for each bone. In our skeleton setup the prefix is "Robot_" because all our bone names start with "Robot_". The script will then search for Robot_Hips, Robot_RightUpLeg, Robot_LeftUpLeg and so on.

Regardless of whether you use the transform or animator instance method the motion data pipeline always works the same way:

1. Axis Neuron will broadcast the motion data when BVH output is turned on in the settings. In this case it doesn't matter if its a recorded raw file or real-time. We recommend you to do recordings of your intended real-time interactions and play them back as this will help greatly with development.
2. Once Unity is running and we've established a successful connection to the data stream, with the address and port specified, the integration will always make the most recent motion values available.
3. If we're not using physics to move the bones we'll update each bone on every new frame being rendered with the currently available data.
4. If we're using physics update the bone updates will happen inside Unity's FixedUpdate loop to stay consistent with Unity's physics system.

See the following flow-chart for a more detailed overview:



A WORD ABOUT PHYSICS

There are two methods to use the received motion data in Unity. The first method is to use the received values as and apply them directly to the corresponding transform component of each bone. This is similar to stop-motion or movie frames where every new received frame is another position/rotation of each bone. This is happening so fast that you can't see the steps in between. Similar as how movies are perceived as motion even though they're just a series of images.

While this method works well it does not give you accurate physical interactions. As we jump from one position/rotation to the next between updates (frames) Unity has trouble figuring out what to do if there is a collision. Usually Unity's physics engine will simply try to prevent any penetrations from happening and will move colliders away from each other if the penetration is above a certain threshold. The result of this is that, lets say you want to kick a ball, that the ball will simply move itself out of the collider of the feet between each update. So it will not really get kicked away as you would expect from real life.

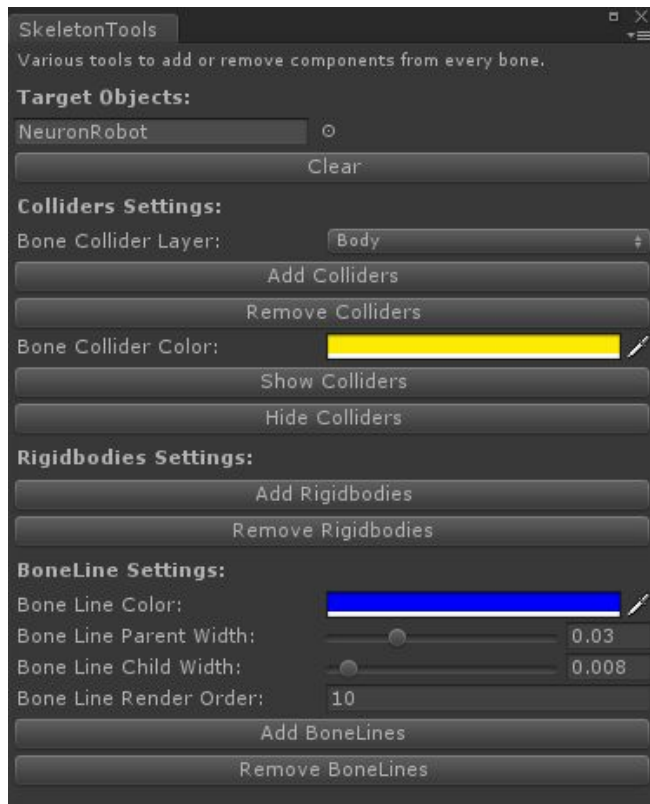
This leads us to the second method you can use the motion data: Unity's physics engine provides us with two functions to solve exactly these problems. They're called `Rigidbody.MovePosition()` and `Rigidbody.MoveRotation()`. By using these functions Unity will calculate the steps between every update and will have any collision react accordingly. So between each `FixedUpdate` cycle Unity will interpolate from the current position/rotation to the next one instead of jumping directly to it. This method gives you more accurate physical interactions.

To prevent the colliders of our own body from interacting with each other we need to make sure the collision matrix and layers are configured correctly. See the chapter "How to get the integration into Unity" for how to do this. Additionally you need to aware of the following conditions:

1. The rigidbody components of all the bones you are moving have to be set to kinematic. Otherwise the physics movement function by Unity will not work as intended.
2. You can only use global position and rotation values to move the bones. We instantiate a shadow skeleton that is used as a target reference for this.
3. Unity's rigidbody functions will not work properly with childrens. Thats why we need to kill the hierarchy of the bones.

NEURON SKELETON TOOLS

We programmed a nifty tool to help you with configuring and making changes to your avatar. Its called Skeleton Tools and can be found in the menu Neuron -> Skeleton Tools.



First thing to make sure is that you select your GameObject that either has a NeuronAnimatorInstance or NeuronTransformInstance script attached to it. This will provide the tools script with the right interface to work with.

The following settings allow you to various things such as:

- Adding/removing a default collider setup to the skeleton.
- Showing/hiding the colliders for debugging/adjustments,
- Adding/removing of rigidbody components.
- Adding/removing of bone lines. (Bone lines are a great tool for debugging and can also be added to instantiated reference skeleton, when using physics update, during runtime). The render order setting defines which line to render ontop of eachother if you have multiple bone lines.

HOW TO CONFIGURE A NEW SKELETON

The following is a guide for how to configure a new character model to receive real-time motion data by Perception Neuron. Before we start you need to be aware of a few things:

1. Your model needs to be rigged on a humanoid skeleton.
2. The bones of your rig can not have any existing rotations in them and their axis orientation needs to be identical with Unity's axis system.
3. Your model needs to be rigged in a T-Pose.
4. If you're model is not rigged with our skeleton setup you can only use real-time motion data without displacement for now.

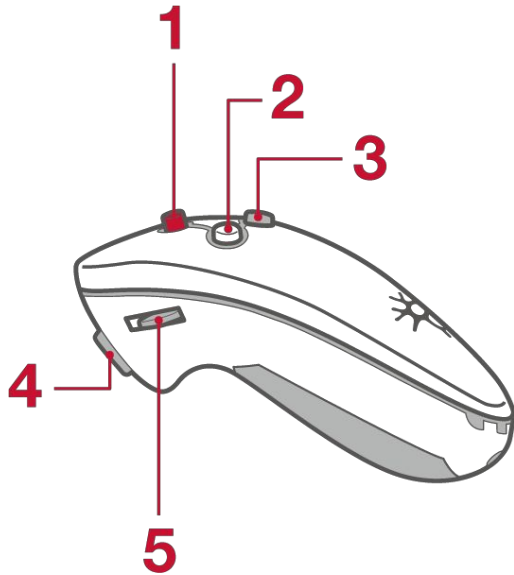
If you don't consider the points mentioned above the applied motion from the integration will look wrong. Please make sure to correct those issues. Worst case suggestion is to rig your model on the included skeleton template found at: [Neuron/Resources/Models/Template Bone Structure.fbx](#)

1. Import your model into Unity.
2. In the Project tab in Unity click on your model and then click on the Rig tab in the inspector windows.
3. Set your Animation Type to Humanoid, then click on Apply.
4. Next click on Configure to check the bone mapping. Usually Unity will find the right bone references for almost all the humanoid skeleton so its good check them.
5. If your model is using our skeleton setup go to step 6, otherwise go to step 7.
6. Click on Mapping and then click on Load to load our template file that fixes the mapping for you.
 - a. In the new window navigate to [Neuron/Resources](#) and load the file [NeuronSkeletonMapping.ht](#).
(Hint: see the appendix for an example of the correct configuration.)
7. Make sure you have all the right bones mapped to the correct body segments inside each of the tabs for Body, Head, Left and Right Hand.
8. Click on Apply and then on Done.
9. Load the scene you want to use your model in.
10. Click and drag your model into the Hierarchy tab to load it into the scene.
11. Select your model in the Hierarchy tab and click on Add Component in the inspector window.
12. In the search field type "Neuron Anim" and select the script "Neuron Animator Instance".

13. Adjust the settings of the Neuron Animator Script according to your own setup. To make the script to automatically connect to Neuron Axis when you hit Play then enable the toggle “Connect To Axis”.
14. Make sure you have Neuron Axis running and playing a recorded animation in loop or a live actor connected to it. Also make sure you turned on BVH data streaming in the Neuron Axis settings.
15. Click on Play in Unity to see the motion being applied to your new model.

SHUTTER KEY MAPPINGS

The shutter buttons function just like a keyboard. Here are the key bindings for each button:



1. The Red Button
 - Press upwards = Alternating between ESC and SHIFT+CTRL+S
 - Press downwards = B
 - Press to the left = RETURN
 - Press to the right = TAB
 - Hold to the right = Alt-Tab
2. The Laser Button
 - No key mapped. Will turn the laser pointer on when held down.
3. The R Button
 - UpArrow Key
4. The L Button
 - DownArrow Key
5. The Scrollwheel
 - Not mapped to any keys.

NEURON DEBUG VIEWER

The Neuron Debug Viewer serves both as a tool to test the data stream inside Unity and as an example how to use the integration. Its a great tool to measure the connection to Axis Neuron on local as well as over Wi-Fi/Lan connections. The following section explains its functions and how to use them.



- The first input field is the IP address followed by the field for the port number. Adjust these for whatever settings you use inside Axis Neuron or which ever IP you want to connect to. (Hint: 127.0.0.1 is the local IP address.)
- The next checkbox is used to determine whether to use UDP or TCP (default) socket method.
- Actor [+] will create a new actor who will try to connect to the IP address and port specified above. You can use this to connect to multiple computers running Axis Neuron. If there are more than one actors connected within Axis Neuron, these actors will also be created inside Unity.
- Actor [-] button will remove the last connected actor.
- [Clear] button will remove all connections and actors.
- VSync toggle will turn enable/disable VSync.

The text below the buttons will display some information about the received data.
Top left corner will display the current frame rate.
The text at the bottom left will show the last 10 console messages from Unity.

Camera controls:

- Left-Click will move the camera relative to the current rotation.
- Right-Click will rotate the camera around the current center.
- Mouse-Wheel will zoom in or out.

The keybindings are as follows:

- C = Toggle ViewMode
There are two view modes: One camera or split-screen with two additional cameras fixed to each hand. This is useful to debug finger movements.
- T = Switch Between Instances
If there are more than one actor in the scene you can switch the camera target using this key.
- L = Toggle Motion Trails
Motion Trails are used to visualize the movement of the limbs. These are very helpful to see jitter and lag in the received data. There are three modes:
 1. No trails are shown.
 2. Trails for hand and feet are shown.
 3. Trails for all the fingers are shown.
- G = Show/Hide Vertical Grid
This will show/hide the vertical Grid.
- H = Follow/Unfollow Actor
This will make the camera follow or stop following the current actor.
- F = Toggle FPS display
- SPACE = Show/Hide this info
Show or hide the whole UI.
- BACKSPACE = Reset camera position
This will reset the camera position and rotation.

HMD INTEGRATION

Getting any HMD synced up with the Perception Neuron integration can be a bit tricky. Here is how we got it done and what we found out to be working the best. There are three core rules worth mentioning:

1. The rotation tracker of the HMD should always have priority. Don't overwrite its rotation values with something else and don't use the head rotation values from the Perception Neuron system.
2. Don't use the positional tracking of the HMD.
3. Never parent the HMD cameras or GameObjects to the skeleton setup.

Inside the examples folder there is an example called: **OVRExample**. It contains a simple script and a scene showing you how to combine our system with the Oculus Rift HMD. The example script works in the following ways:

- On every new frame we position the OVR Camera Rig to the same position as the head target object.
- This target object is an empty GameObject inside the Head skeleton hierarchy. We use the target object to provide an easy way to define an offset and to set the correct position on the head.
- Since we never change the rotation of the OVR Rig you need to reset its tracker once you have the HMD on your head. This way the rig will be aligned correctly with your virtual body. Make sure you're facing forward when resetting the Oculus tracker. (Note: you need to code the reference to the OVRManager yourself in order to reset the OVR pose).

Before using the OVR example make sure you turn on VR support in your Unity player settings or import the OVR integration if you're using Unity 4.x.

KNOWN BUGS

If you use a bone setup where the rotation of each bone pivot is not zeroed out the motion from Perception Axis will be incorrect. You have to use a rigged model with all bone pivots pointing in the same direction and without any rotation values on the bones. If this isn't the case with the model you want to use the best and simplest solution is to reskin your model on the bone setup provided in the FBX file: **Robot Bone Structure.fbx**

For some unknown reason the position of one upper leg bone can get corrupted when using imported FBX files to drive another model via the Animation Controller. If this happens configure the avatar of the model you're using and click on Reset below the Pose editing menu.

You can not change the names of the bones inside Unity if you're using the Animator component to drive the skeleton. If you want to change the names of the bones you have to do it in your modelling software and export the model again.

If you find any other bugs or problems please report them to me at: tobias@noitom.com

Thank you!

APPENDIX A: NEURON SKELETON MAPPING

▼ Body		
● Hips	Robot_Hips	○
● Spine	Robot_Spine	○
● Chest	Robot_Spine3	○
▼ Left Arm		
● Shoulder	Robot_LeftShoulder	○
● Upper Arm	Robot_LeftArm	○
● Lower Arm	Robot_LeftForeArm	○
● Hand	Robot_LeftHand	○
▼ Right Arm		
● Shoulder	Robot_RightShoulder	○
● Upper Arm	Robot_RightArm	○
● Lower Arm	Robot_RightForeArm	○
● Hand	Robot_RightHand	○
▼ Left Leg		
● Upper Leg	Robot_LeftUpLeg	○
● Lower Leg	Robot_LeftLeg	○
● Foot	Robot_LeftFoot	○
● Toes	Robot_LeftToeBase	○
▼ Right Leg		
● Upper Leg	Robot_RightUpLeg	○
● Lower Leg	Robot_RightLeg	○
● Foot	Robot_RightFoot	○
● Toes	Robot_RightToeBase	○
▼ Head		
● Neck	Robot_Neck	○
● Head	Robot_Head	○
○ Left Eye	None (Transform)	○
○ Right Eye	None (Transform)	○
○ Jaw	None (Transform)	○

▼ Left Fingers		
● Thumb Proximal	Robot_LeftHandThumb1	○
● Thumb Intermedi	Robot_LeftHandThumb2	○
● Thumb Distal	Robot_LeftHandThumb3	○
● Index Proximal	Robot_LeftHandIndex1	○
● Index Intermedi	Robot_LeftHandIndex2	○
● Index Distal	Robot_LeftHandIndex3	○
● Middle Proximal	Robot_LeftHandMiddle1	○
● Middle Intermedi	Robot_LeftHandMiddle2	○
● Middle Distal	Robot_LeftHandMiddle3	○
● Ring Proximal	Robot_LeftHandRing1	○
● Ring Intermediat	Robot_LeftHandRing2	○
● Ring Distal	Robot_LeftHandRing3	○
● Little Proximal	Robot_LeftHandPinky1	○
● Little Intermediat	Robot_LeftHandPinky2	○
● Little Distal	Robot_LeftHandPinky3	○
▼ Right Fingers		
● Thumb Proximal	Robot_RightHandThumb1	○
● Thumb Intermedi	Robot_RightHandThumb2	○
● Thumb Distal	Robot_RightHandThumb3	○
● Index Proximal	Robot_RightHandIndex1	○
● Index Intermedi	Robot_RightHandIndex2	○
● Index Distal	Robot_RightHandIndex3	○
● Middle Proximal	Robot_RightHandMiddle1	○
● Middle Intermedi	Robot_RightHandMiddle2	○
● Middle Distal	Robot_RightHandMiddle3	○
● Ring Proximal	Robot_RightHandRing1	○
● Ring Intermediat	Robot_RightHandRing2	○
● Ring Distal	Robot_RightHandRing3	○
● Little Proximal	Robot_RightHandPinky1	○
● Little Intermediat	Robot_RightHandPinky2	○
● Little Distal	Robot_RightHandPinky3	○

APPENDIX B: SKELETON BONES

The skeleton setup we use consist of the following 59 bones:

- | | | | |
|-----|-------------------|-----|------------------|
| 1. | Hips | 31. | RightHandRing2 |
| 2. | RightUpLeg | 32. | RightHandRing3 |
| 3. | RightLeg | 33. | RightInHandPinky |
| 4. | RightFoot | 34. | RightHandPinky1 |
| 5. | LeftUpLeg | 35. | RightHandPinky2 |
| 6. | LeftLeg | 36. | RightHandPinky3 |
| 7. | LeftFoot | 37. | LeftShoulder |
| 8. | Spine | 38. | LeftArm |
| 9. | Spine1 | 39. | LeftForeArm |
| 10. | Spine2 | 40. | LeftHand |
| 11. | Spine3 | 41. | LeftHandThumb1 |
| 12. | Neck | 42. | LeftHandThumb2 |
| 13. | Head | 43. | LeftHandThumb3 |
| 14. | RightShoulder | 44. | LeftInHandIndex |
| 15. | RightArm | 45. | LeftHandIndex1 |
| 16. | RightForeArm | 46. | LeftHandIndex2 |
| 17. | RightHand | 47. | LeftHandIndex3 |
| 18. | RightHandThumb1 | 48. | LeftInHandMiddle |
| 19. | RightHandThumb2 | 49. | LeftHandMiddle1 |
| 20. | RightHandThumb3 | 50. | LeftHandMiddle2 |
| 21. | RightInHandIndex | 51. | LeftHandMiddle3 |
| 22. | RightHandIndex1 | 52. | LeftInHandRing |
| 23. | RightHandIndex2 | 53. | LeftHandRing1 |
| 24. | RightHandIndex3 | 54. | LeftHandRing2 |
| 25. | RightInHandMiddle | 55. | LeftHandRing3 |
| 26. | RightHandMiddle1 | 56. | LeftInHandPinky |
| 27. | RightHandMiddle2 | 57. | LeftHandPinky1 |
| 28. | RightHandMiddle3 | 58. | LeftHandPinky2 |
| 29. | RightInHandRing | 59. | LeftHandPinky3 |
| 30. | RightHandRing1 | | |

This is the complete structure of our skeleton model. If we use the humanoid skeleton in Unity we skip some of them resulting in 51 bones remaining. However we need to include the data of the bones we skip in the following bones for the correct values. We skip all the InHand bones and two of the spine bones.

APPENDIX C: DATA STREAM HEADER

Each frame package of the data stream is accompanied by a header package containing the following data:

```
// Header format of BVH data
typedef struct _BvhDataHeader
{
    UINT16 HeaderToken1;    // Package start token: 0xDDFF
    BVH_DATA_VER DataVersion; // Version of community data format. e.g.: 1.0.0.2
    UINT32 DataCount;       // Values count, 180 for without disp data
    BOOL WithDisp;          // With/out dispement
    BOOL WithReference;     // With/out reference bone data at first
    UINT32 AvatarIndex;     // Avatar index
    UCHAR AvatarName[32];   // Avatar name
    UINT32 Reserved1;       // Reserved, only enable this package has 64bytes length
    UINT32 Reserved2;       // Reserved
    UINT16 HeaderToken2;    // Package end token: 0xEEFF
} BvhDataHeader;
```

The integration takes care of most of these things for you. Use this as a reference if you want to do things yourself or want to learn more about the structure.

APPENDIX D: BINARY DATA SEQUENCE

On the next two pages you'll find a complete graph of the whole sequence of the binary data received from Axis Neuron. It is a one-dimensional float array with different ordering and length depending on whether you're using displacement data or not.

Bone	NO DISPLACEMENT						WITH DISPLACEMENT					
	Position			Rotation			Position			Rotation		
	X	Y	Z	Y	X	Z	X	Y	Z	Y	X	Z
Hips	0	1	2	3	4	5	0	1	2	3	4	5
RightUpLeg				6	7	8	6	7	8	9	10	11
RightLeg				9	10	11	12	13	14	15	16	17
RightFoot				12	13	14	18	19	20	21	22	23
LeftUpLeg				15	16	17	24	25	26	27	28	29
LeftLeg				18	19	20	30	31	32	33	34	35
LeftFoot				21	22	23	36	37	38	39	40	41
Spine				24	25	26	42	43	44	45	46	47
Spine1				27	28	29	48	49	50	51	52	53
Spine2				30	31	32	54	55	56	57	58	59
Spine3				33	34	35	60	61	62	63	64	65
Neck				36	37	38	66	67	68	69	70	71
Head				39	40	41	72	73	74	75	76	77
RightShoulder				42	43	44	78	79	80	81	82	83
RightArm				45	46	47	84	85	86	87	88	89
RightForeArm				48	49	50	90	91	92	93	94	95
RightHand				51	52	53	96	97	98	99	100	101
RightHandThumb1				54	55	56	102	103	104	105	106	107
RightHandThumb2				57	58	59	108	109	110	111	112	113
RightHandThumb3				60	61	62	114	115	116	117	118	119
RightInHandIndex				63	64	65	120	121	122	123	124	125
RightHandIndex1				66	67	68	126	127	128	129	130	131
RightHandIndex2				69	70	71	132	133	134	135	136	137
RightHandIndex3				72	73	74	138	139	140	141	142	143
RightInHandMiddle				75	76	77	144	145	146	147	148	149
RightHandMiddle1				78	79	80	150	151	152	153	154	155
RightHandMiddle2				81	82	83	156	157	158	159	160	161
RightHandMiddle3				84	85	86	162	163	164	165	166	167
RightInHandRing				87	88	89	168	169	170	171	172	173
RightHandRing1				90	91	92	174	175	176	177	178	179
RightHandRing2				93	94	95	180	181	182	183	184	185
RightHandRing3				96	97	98	186	187	188	189	190	191
RightInHandPinky				99	100	101	192	193	194	195	196	197
RightHandPinky1				102	103	104	198	199	200	201	202	203
RightHandPinky2				105	106	107	204	205	206	207	208	209
RightHandPinky3				108	109	110	210	211	212	213	214	215

LeftShoulder	111	112	113	216	217	218	219	220	221
LeftArm	114	115	116	222	223	224	225	226	227
LeftForeArm	117	118	119	228	229	230	231	232	233
LeftHand	120	121	122	234	235	236	237	238	239
LeftHandThumb1	123	124	125	240	241	242	243	244	245
LeftHandThumb2	126	127	128	246	247	248	249	250	251
LeftHandThumb3	129	130	131	252	253	254	255	256	257
LeftInHandIndex	132	133	134	258	259	260	261	262	263
LeftHandIndex1	135	136	137	264	265	266	267	268	269
LeftHandIndex2	138	139	140	270	271	272	273	274	275
LeftHandIndex3	141	142	143	276	277	278	279	280	281
LeftInHandMiddle	144	145	146	282	283	284	285	286	287
LeftHandMiddle1	147	148	149	288	289	290	291	292	293
LeftHandMiddle2	150	151	152	294	295	296	297	298	299
LeftHandMiddle3	153	154	155	300	301	302	303	304	305
LeftInHandRing	156	157	158	306	307	308	309	310	311
LeftHandRing1	159	160	161	312	313	314	315	316	317
LeftHandRing2	162	163	164	318	319	320	321	322	323
LeftHandRing3	165	166	167	324	325	326	327	328	329
LeftInHandPinky	168	169	170	330	331	332	333	334	335
LeftHandPinky1	171	172	173	336	337	338	339	340	341
LeftHandPinky2	174	175	176	342	343	344	345	346	347
LeftHandPinky3	177	178	179	348	349	350	351	352	353