

About PhaseSpace

PhaseSpace Inc. was founded in 1994 with the mission of developing new technologies and products for emerging motion tracking markets, working with the US Army, Navy, Air Force and NASA as well as major commercial and industrial partners like Boeing, Disney, Honda, Lockheed Martin and almost 250 other users. The real time motion capture solution is used by game and production companies like Ubisoft, Harmonix, Eden Entertainment, Origami Digital and others for their own internal productions as well as for customers like ESPN, Microsoft, Bungie and others. Drawing upon the talents of a strong team of scientists and engineers from diverse technical backgrounds, PhaseSpace has developed motion capture solutions for the research, industrial and graphic arts communities.

PhaseSpace is the first to introduce motion capture systems that break the production cost barrier with affordable hardware and software applications. The PhaseSpace Impulse System was developed as a new generation of 3D optical motion capture systems designed to be affordable to small companies, universities and individuals, lowering the cost of ownership so that it would be a financially feasible tool for a single artist or researcher. The real time data allows users to see the results without having to spend hours cleaning up data by hand, or overly smoothing and averaging.

The PhaseSpace system utilizes custom optics and camera technology that leverages high performance computing technology to deliver real time functionality at a new price threshold with systems starting under \$25,000 with higher resolution x frame rate than anyone else in the industry.