

WHAT'S NEW IN VICON SHOGUN 1.8?

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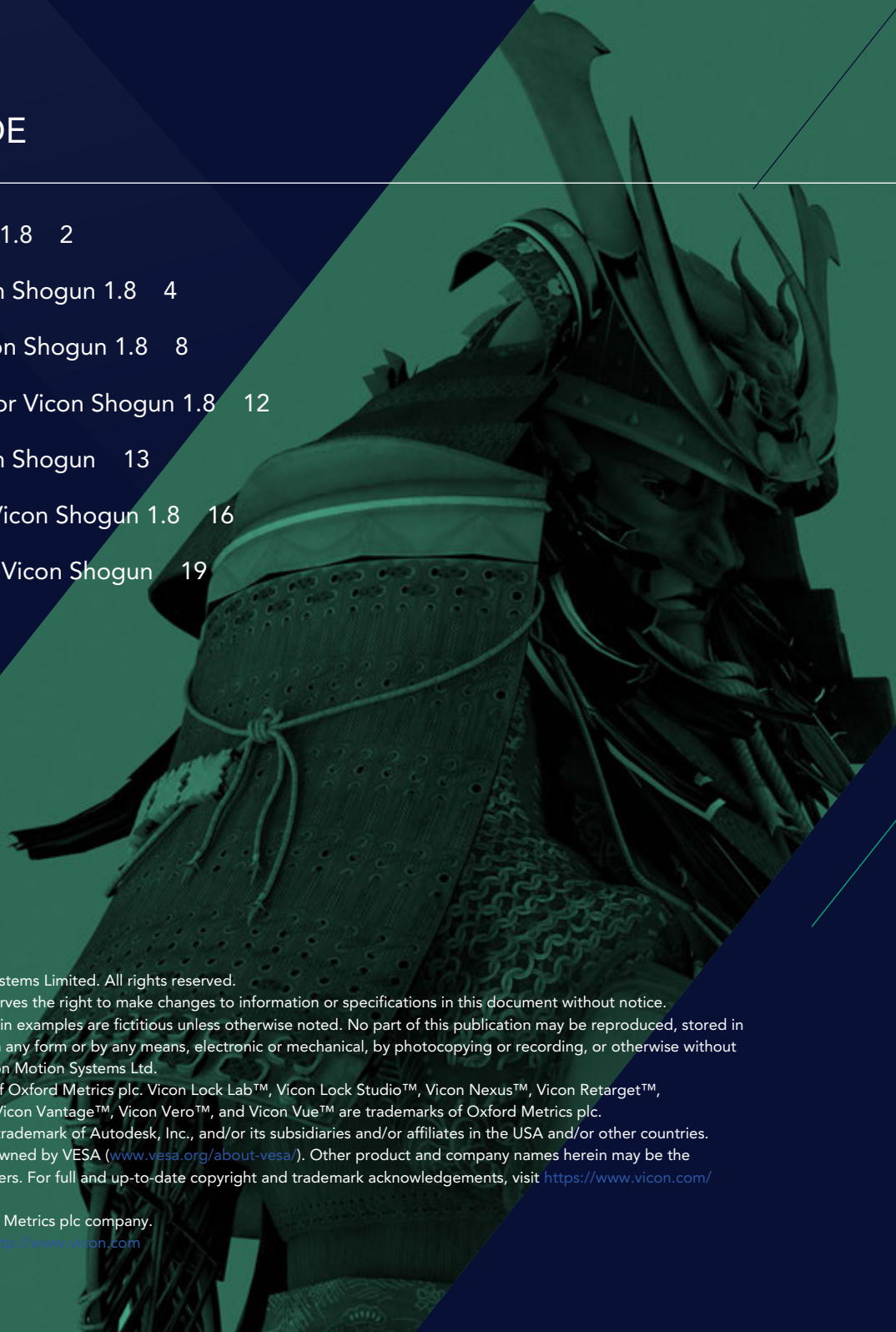
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About Vicon Shogun 1.8

About Vicon Shogun 1.8

As the eighth point release of Vicon's entertainment market software, Shogun 1.8 introduces a number of features and improvements that are all targeted toward enhancing existing VFX workflows.

If you make frequent use of props, you can expect to see time-savings made to your pipelines, as you can now add and remove individual prop markers *without* needing to recreate the entire object.

Retargeting receives the first in a series of planned improvements through automatic setup, which greatly reduces the amount of manual steps required when creating character retargets.

This release also sees the introduction of StretchSense integration, a heavily requested feature that enables you to import and merge data from Hand Engine directly onto your Vicon skeleton.

Improvements have also been made to various aspects of SDI support, Auto-Skeleton, and overall user experience, which you can read about in further detail in our release notes (PDF).

Watch our release video:

 [What's New in Shōgun 1.8¹](https://www.youtube.com/watch?v=xdR0QOMAVIM)

This release also benefits from ongoing maintenance, with a number of issues having been addressed (see [Addressed issues in Vicon Shogun 1.8 on page 16](#)).

For information on requirements for installing and running Shogun, see PC requirements in *Installing and licensing Vicon Shogun*.

For detailed information on PC requirements, visit the [PC specifications²](#) page on the Vicon website or contact [Vicon Support³](mailto:support@vicon.com).

1 <https://www.youtube.com/watch?v=xdR0QOMAVIM>

2 <https://www.vicon.com/support/faqs/?q=what-are-the-latest-pc-specifications>

3 <mailto:support@vicon.com>

About Vicon Shogun 1.8

About this guide

This guide describes the new features in Vicon Shogun 1.8.

The following documentation is available for Shogun, both online and as PDFs that you can download from docs.vicon.com⁴:

Document	Description
<i>What's New in Vicon Shogun</i>	Describes new features in the latest release.
<i>Installing and licensing Vicon Shogun</i>	Installation and licensing instructions.
<i>Getting started with Vicon Shogun</i>	Provides an end-to-end workflow overview, including system preparation, initial capture steps, data cleanup and solving, retargeting and export.
<i>Getting more from Vicon Shogun</i>	More advanced information to help you to take your use of Shogun further, for example, to add your own customizations, or to automate capture.
<i>HSL scripting with Vicon Shogun</i>	HSL scripting guidelines and commands.
<i>Python scripting with Vicon Shogun</i>	Basic information on using Python with Shogun.
<i>Shogun 1.8 Release Notes</i>	Release notes, including full list of addressed issues, for the specified release of Shogun.

For more documentation related to Shogun and other Vicon products, visit docs.vicon.com.

⁴ <https://docs.vicon.com>

New features in Vicon Shogun 1.8

New features in Vicon Shogun 1.8

For descriptions of the new features in this release of Shogun, see:

- [Shogun Live 1.8 new features on page 5](#)
- [Shogun Post 1.8 new features on page 6](#)

New features in Vicon Shogun 1.8

Shogun Live 1.8 new features

This is the main new feature in this release of Shogun Live:

Manually add and remove prop markers

With Shogun Live 1.8, you can manually add or remove markers to or from props. This is particularly useful, if, for example, an LED fails and needs to be replaced, or a passive marker falls off a prop and you don't have time to create the entire object from scratch.

For information on how to do this, see *Add markers to, or remove markers from, props* in *Getting Started with Vicon Shogun*.

We have also provided a [tutorial video](#)⁵.

⁵ <https://www.youtube.com/watch?v=juf6cq4F4WA>

New features in Vicon Shogun 1.8

Shogun Post 1.8 new features

These are the main new features in this release of Shogun Post:

- [Automatic retargeting setup on page 6](#)
- [StretchSense support on page 6](#)
- [New HSL scripting commands on page 7](#)

Automatic retargeting setup

Constraint creation has been automated and provides a fast default retargeting setup, reducing many of the manual steps that were previously required. We have also improved the retargeting UI to further streamline this process.

For more information, see Automatically set up a retarget in *Getting started with Vicon Shogun*.

We have also provided a [tutorial video](#)⁶.

StretchSense support

If you use StretchSense Hand Engine for hand animations, you can now import data captured with this software into Post and merge it with your Vicon actor skeleton. You can then use the merged data as a source for retargeting in Post or elsewhere.

For more information, see Use StretchSense Hand Engine data in Shogun Post in *Getting more from Vicon Shogun*.

We have also provided a [tutorial video](#)⁷.

⁶ <https://www.youtube.com/watch?v=5-S2PRyLnfE>

⁷ <https://www.youtube.com/watch?v=6kPKS7FgRa0>

New features in Vicon Shogun 1.8

New HSL scripting commands

- `autoCreateRetargetingConstraints` Uses sides and parts to automatically create a default retargeting constraint setup.
- `autoSetSideAndParts` Automatically assigns the appropriate side name (left, right, or center) and part name (knee, head, etc) to each bone that has active DoFs.
- `compareXMLFiles` Compares two XML files.
- `createSidesAndPartsScript` Outputs a Shogun Post script that creates sides and parts for the current subject.
- `objectTrackingOptions` Enables you to control object tracking settings relevant to processing in Post.

For more information, see *HSL scripting with Vicon Shogun*.

Improvements in Vicon Shogun 1.8

Improvements in Vicon Shogun 1.8

- [Shogun Live 1.8 improvements on page 9](#)
- [Shogun Post 1.8 improvements on page 10](#)

Improvements in Vicon Shogun 1.8

Shogun Live 1.8 improvements

Shogun Live 1.8 provides a number of improvements to usability, to improve the experience of working with Live generally, and in the specific area of using SDI video cameras.

For more information, see the *Shogun 1.8 release notes*.

Improvements in Vicon Shogun 1.8

Shogun Post 1.8 improvements

These are the main improvements in this release of Shogun Post:

- [Improved elbow placement on page 11](#)
- [Access Object Tracking settings in Post on page 11](#)

Improvements in Vicon Shogun 1.8

Improved elbow placement

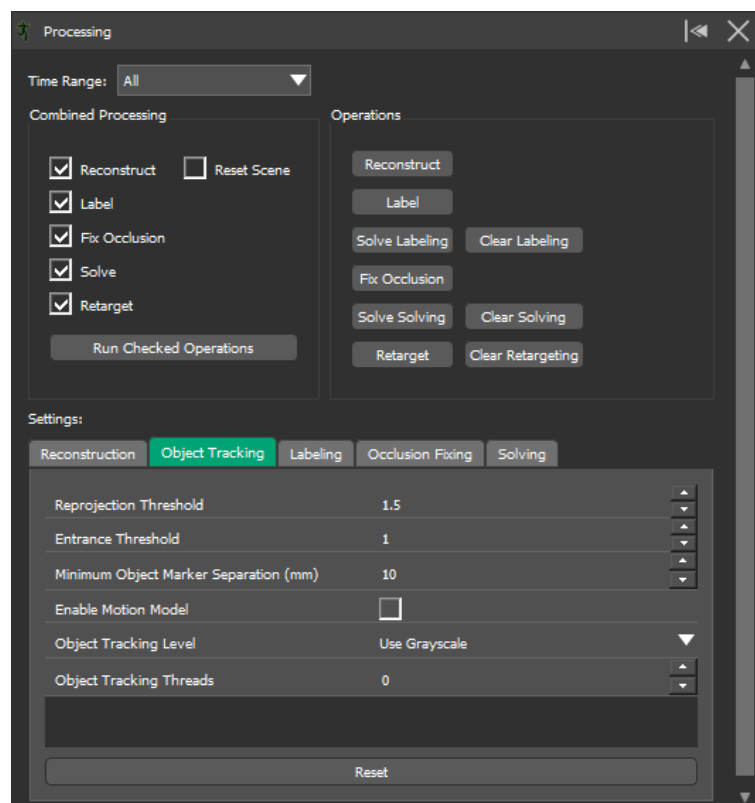
To enable you to produce a more accurate skeleton quickly with Auto-Skeleton, we've made improvements to give a more accurate placement of elbows.

Access Object Tracking settings in Post

You can now access the same settings for object tracking in Vicon Post as you can in Live. This enables you to manually change the settings used for reprocessing captured data.

To access object tracking settings in Post:

- In the Processing panel, click the Object Tracking tab.







These settings are also available using HSL scripting (see `objectTrackingOptions` in *HSL scripting with Vicon Shogun*).

New tutorial videos for Vicon Shogun 1.8

New tutorial videos for Vicon Shogun 1.8

Since the previous release, the following educational materials have been produced:

-  [How do I quickly set up a default character retarget?](#)⁸
-  [How do I manually add and remove markers on an object?](#)⁹
-  [How do I import and merge Stretchsense data with my skeleton?](#)¹⁰
-  [How do I stream mocap prop data to objects in Unreal Engine 5?](#)¹¹

8 <https://www.youtube.com/watch?v=5-S2PRyLnfE>

9 <https://www.youtube.com/watch?v=juf6cq4F4WA>

10 <https://www.youtube.com/watch?v=6kPKS7FgRa0>

11 <https://www.youtube.com/watch?v=jhimH7rVBso>

Known issues in Vicon Shogun

Known issues in Vicon Shogun

The following issues are known to exist in Vicon Shogun 1.8:

Description	Workaround
Joint centers in the foot are sometimes inaccurately positioned during subject calibration.	Auto-Skeleton guarantees more accurately positioned feet and can be used to quickly generate a new skeleton, which can then be used in Shogun Live - Video tutorial on YouTube ¹² .
In Live, objects that have the property Track With Object Tracker enabled do not generate markers in the DataStream.	None at present. To be addressed.
Cluster markers are not considered in overall marker count.	None at present. To be addressed.
In Live, the viewport can be slow to respond, for example, if a video camera is unplugged.	Change the processing level and the viewport will reboot.

¹² https://www.youtube.com/watch?v=j1-_MGfP_zE

Known issues in Vicon Shogun

Description	Workaround
In Live, in systems with large numbers of cameras, a high number of dropped frames occurs.	<p>Do one of the following:</p> <ul style="list-style-type: none"> Use Shogun's multi-machine feature (see Run Shogun processing on multiple machines in <i>Getting more from Vicon Shogun</i>). Use the Process in Realtime option in Shogun Live (on the System tab, select the required camera(s) and in the Capture properties below, clear the Process in Realtime option). You can use this option to exclude cameras from reconstruction, while keeping them in the captured X2D and 2D workspace. <p>Important: Remember that if you use this feature to exclude cameras, their data will not be present in the resulting MCP file. To include the data from excluded cameras, you must instead reprocess from the X2D file.</p>
In Shogun Post, retargeting position constraint weights have a higher strength than rotation constraint weights.	Use lower values for retargeting position constraint weights. .01 or .001 position and 1.0 for rotation tend to work well.
In Post, the retargeting doesn't converge or fit well at the start.	Make sure you have set the map pose which copies rotation values to pre-rotations so that the target and source skeleton axes align as closely as possible. Otherwise pad the start of your takes by a couple of seconds.
In Post, occlusion fixing across a range is disabled.	<p>Occlusion fixing must only be run once on the whole take. If occlusion fixing was turned on during capture in Shogun Live (the default setting) and there are issues with your data, Vicon recommends that you restore the data to its non occlusion-fixed state using the Restore feature in the Marker Editing panel. Then fix any marker issues like swaps or mislabels before re-running occlusion fixing on the whole take by selecting the required option in the Processing panel.</p> <p>For information on fixing marker issues, see the Vicon videos: 5 - Shogun Post – Labeling Data¹³ and 6 - Shogun Post - Marker Editing¹⁴.</p>

¹³ <https://vimeo.com/218945101>

¹⁴ <https://vimeo.com/218945104>

Known issues in Vicon Shogun

Description	Workaround
<p>In Live and Post, there are no Graphics compatibility mode shortcuts on the Windows Start menu.</p>	<p>You can run Shogun in graphics compatibility mode by using the appropriate command line flag:</p> <pre data-bbox="751 577 954 613">--force-gles</pre> <p>(You may want to use graphics compatibility mode if the machine on which you need to run Shogun does not have a dedicated GPU.)</p>

Addressed issues in Vicon Shogun 1.8

Addressed issues in Vicon Shogun 1.8

Vicon Shogun 1.8 resolves a number of issues, including the selection listed here.

- [Issues addressed in Shogun Live 1.8 on page 17](#)
- [Issues addressed in Shogun Post 1.8 on page 18](#)

Addressed issues in Vicon Shogun 1.8

Issues addressed in Shogun Live 1.8

- Subject recalibration now has similar feedback to live subject calibration.
- Bone lengths of a subject do not now change after marker-only recalibration.
- Subjects that are exported (or created by Live Subject Calibration) as VSK can now be directly reimported.
- When data is captured with a system including Vicon Vue video cameras, if the data contains dropped frames, capture no longer terminates and the missing frames are present in the captured data.

Addressed issues in Vicon Shogun 1.8

Issues addressed in Shogun Post 1.8

- For MCPs with linked cameras where hardware data is not found, Post now logs warnings about cameras not existing in the scene and imports the rest of the cameras.

Further resources for Vicon Shogun

Further resources for Vicon Shogun

You can access further help on using Vicon Shogun from the following resources.

- [Vicon Shogun videos on page 20](#)
- [Contact Vicon on page 22](#)

Further resources for Vicon Shogun

Vicon Shogun videos

New videos for Shogun 1.8

- [What's New in Shogun 1.8](#)¹⁵

Tutorial videos:

- [How do I quickly set up a default character retarget?](#)¹⁶
- [How do I manually add and remove markers on an object?](#)¹⁷
- [How do I import and merge Stretchsense data with my skeleton?](#)¹⁸
- [How do I stream mocap prop data to objects in Unreal Engine 5?](#)¹⁹

15 <https://www.youtube.com/watch?v=Q4HMEEhfb-8>

16 <https://www.youtube.com/watch?v=5-S2PRyLnfE>

17 <https://www.youtube.com/watch?v=juf6cq4F4WA>

18 <https://www.youtube.com/watch?v=6kPKS7FgRa0>

19 <https://www.youtube.com/watch?v=jhimH7rVBso>

Further resources for Vicon Shogun

Videos from previous versions of Shogun



Note

As the videos were recorded using earlier versions of Shogun, although much of the content is still relevant, you may notice minor differences in the user interface.

Shogun 1.7 tutorial videos:

- [How do I optimize my live solve using Auto-Skeleton?](#)²⁰
- [How do I get a good A-Pose to boot from?](#)²¹
- [How do I capture uncompressed mov footage?](#)²²
- [How do I set up a Vicon-driven cine camera in Unreal Engine with lens distortion?](#)²³

Watch videos that walk you through all aspects of using Shogun:

- [Vicon Shogun 1.3 Live Tutorials](#)²⁴ on YouTube (playlist)
- [Vicon Shogun 1.3 Post Tutorials](#)²⁵ on YouTube (playlist)
- [Vicon Shogun playlist on YouTube](#)²⁶ (all Shogun videos)
- [Vicon Shogun Live tutorials playlist on YouTube](#)²⁷ (Shogun Live tutorial videos only)
- [Vicon Shogun Post tutorials playlist on YouTube](#)²⁸ (Shogun Post tutorial videos only)
- [Vicon Shogun channel on Vimeo](#)²⁹, beginning with [1 - Shogun Live - Introduction](#)³⁰

20 https://www.youtube.com/watch?v=j1-_MGfP_zE

21 <https://www.youtube.com/watch?v=ldpOqUsEISg>

22 <https://www.youtube.com/watch?v=-mgd15OqVHI>

23 <https://www.youtube.com/watch?v=rKbWF-wrURc>

24 <https://www.youtube.com/playlist?list=PLxtdgDam3USU1O76ZYN-wJ7iKPrTbeNFM>

25 <https://www.youtube.com/playlist?list=PLxtdgDam3USXX3qGWqbxONpjj91SUHhI>

26 <https://www.youtube.com/playlist?list=PLxtdgDam3USVknig2N6QU1ARXR22LXJfJ>

27 <https://www.youtube.com/playlist?list=PLxtdgDam3USXIGzI52wuo84syXxBFNtuZ>

28 <https://www.youtube.com/playlist?list=PLxtdgDam3USX4-COtDQtRXzSy8xVtj5-l>

29 <https://vimeo.com/channels/1249217>

30 <https://vimeo.com/218944959>

Further resources for Vicon Shogun

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