

# Getting more from Vicon Shogun

## About this guide

After you've become familiar with the topics covered in [Getting started with Vicon Shogun](#), you may want to take your use of Shogun further. The following topics describe some of the ways in which you can do this.

- [Map pose and best rig practices](#)
- [Work with custom props and meshes](#)
- [Work with objects](#)
- [Create a subject calibration hotspot](#)
- [Run Shogun processing on multiple machines](#)
- [Visualize camera coverage](#)
- [Set up SDI video in Vicon Shogun Live](#)
- [UDP capture broadcast/trigger](#)
- [Specify folders in Shogun Post](#)
- [Using marking menus](#)
- [Vicon Shogun command line options](#)

For information on scripting with Shogun, see the [HSL scripting with Vicon Shogun](#) and for information on retargeting, see [Retarget with Shogun Post](#) in *Getting started with Vicon Shogun*.