MANUS™

Product Catalog 2021
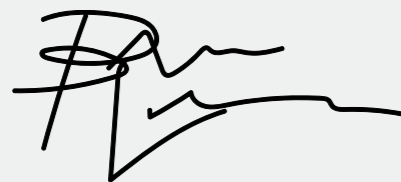## Prime X

Introduction

We are proud to present our updated product line-up for 2021. With the introduction of the Manus Prime X Series, we aim to further expand our featureset and integration capabilities, making the addition of our industry leading hand- and finger data to your pipeline even more streamlined.

The Prime X Series is the next step in the years of development and evolution of the Manus Prime dataglove. We have listened to those in the industry who value accurate hand and finger data and broad compatibility with their desired workflow above all else. We take pride in offering our customers a solution that was developed to meet these needs with the Prime X Series.

For motion capture, the Manus Prime X Marker Mocap offers compatibility with industry leading optical motion capture solutions. For VR, the Manus Prime X Haptic VR brings new levels of immersion through the improved haptic feedback.

I would like to sincerely thank you for considering MANUS™

Bart Loosman
CEO

MANUS™

SteamVR Pro Tracker

The Manus Pro Tracker is a professional SteamVR tracker designed specifically for Motion Capture, Virtual Production, and full-body Virtual Reality.

Developed according to the needs of professional users, Manus aims to deliver significant upgrades for SteamVR based tracking.

The Pro Tracker is a plug-and-play solution that fits directly into any SteamVR environment.

MANUS™

CORE

The central hub for all manus products

Manus Core is the main data-handling software for all Manus products. This software is designed to make pipelines of Manus product users more efficient.
One of the key features is the flexibility of tracking data input. Manus Core can receive tracking data from different tracking systems. Inside of Manus Core this data is synched with the data received from Manus hardware, streaming it out as one bundle.

MANUS™

POLYGON

Accessible full-body mocap

Manus Core comes with Manus Polygon, our latest IK-solver software that enables fluid full-body motion within any virtual environment.

The IK-system generates an accurately proportioned virtual human skeleton, and seamlessly re-targets and synchronizes your motion to a chosen avatar.

PRIME X
Marker Mocap Edition

The Prime X Marker Mocap glove is our data glove developed specially for Optical tracking. Directly integrate Manus finger tracking in your project with the use of the Prime X Marker Mocap gloves. These gloves allow the user to prevent occlusion challenges during optical finger tracking. With the power of Manus Core, the positional data can be bundled with Manus finger data, streaming it our as a single stream. Additionally, the Prime X Marker Mocap gloves offer triggered recording with timecode and Genlock. A pair of Prime X Marker Mocap gloves comes with a perpetual license of Manus Core with plugins for Unreal Engine, Unity and MotionBuilder.

XSENS GLOVES
By MANUS

The push for perfect realism in 3D character animations seen in the dynamic worlds of games, film, animation, TV broadcast, and live entertainment means hardware and software remain top of its game and at the fingertips for all production teams. The Xsens Gloves by Manus have been specifically developed to work seamlessly with Xsens MVN Animate, the 3D character animation software used by industry professionals over the world.

PRIME X
Haptic VR Edition

The revelation has arrived with our Prime X Haptic VR gloves. Specially developed for an unparalleled immersive virtual experience. These gloves come with high fidelity finger tracking to achieve accurate measurement of finger spread and synchronization. New to Prime X Haptic VR gloves are the customizable haptic feedback modules, which provide unique sensory signals when interacting with varying materials and applied virtual force. The haptic feedback is programmable per finger giving users additional freedom to individualize virtual reality feedback. A pair of Prime X Haptic VR gloves comes with a perpetual license of Manus Core with plugins for Unreal Engine, Unity and IC.IDO.

OptiTrack® GLOVES
By MANUS

The OptiTrack Gloves by Manus are the premier way of integrating hand- and finger data in your OptiTrack motion capture pipeline. Directly integrate Manus finger tracking in your Motive 3 project and record both body and finger data in a single file. Seamlessly add the natural hand and finger movements of your performance to your recording and eliminate the need for animating or keyframing after recording. The OptiTrack Gloves by Manus come with a perpetual license for Manus Core.
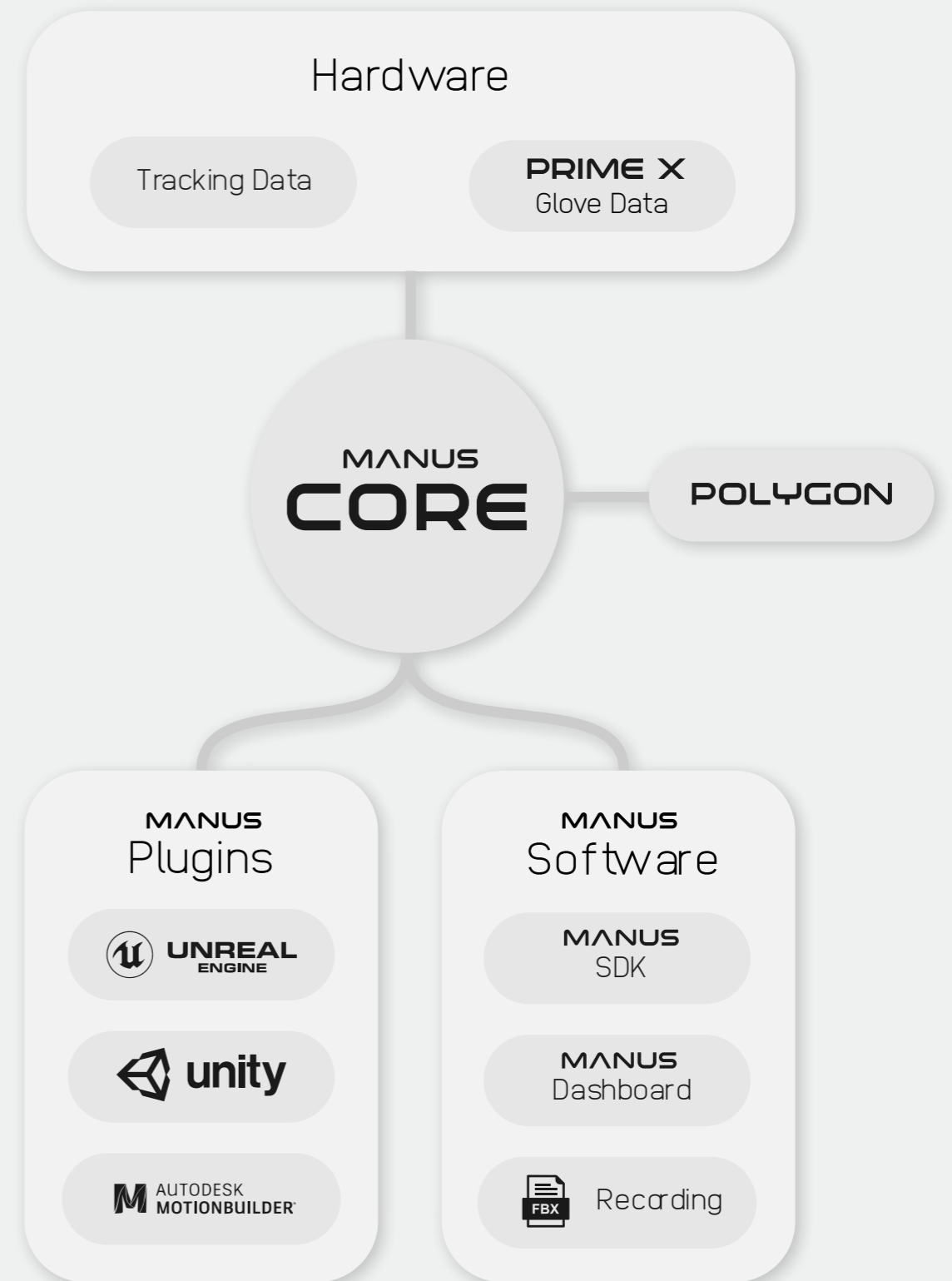
MANUS CORE

The Central Hub for All Manus Products

Manus Core is the main data-handling software for all Manus products. This software is designed to make pipelines of Manus product users more efficient.

One of the key features is the flexibility of tracking data input. Manus Core can receive tracking data from different tracking systems. Inside of Manus Core this data is synced with the data received from Manus hardware, streaming it out as one bundle.

Manus Core comes with free plugins for third-party software, which allows you to stream your data in real-time into your custom project in Unity, Unreal, Motion Builder or MVM Animate

Manus Core is required if you want to make use of the Manus Prime, Prime II or Prime X gloves.

Hardware

| Tracking Data | PRIME X Glove Data |

MANUS CORE

POLYGON

MANUS Plugins

- UNREAL ENGINE
- Unity
- AUTODESK MOTIONBUILDER

MANUS Software

- MANUS SDK
- MANUS Dashboard
- FBX Recording

MANUS™ CORE

With Manus Core the user can select the preferred tracking system. Positional tracking for the Manus Gloves and Polygon data will be making use of the selected tracking system. Manus Core supports: OpenVR(SteamVR), ART, Oculus, Optitrack and Vicon.
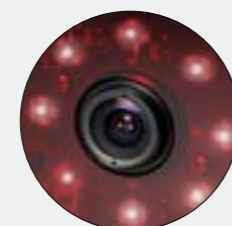
Compatibility

VARJO

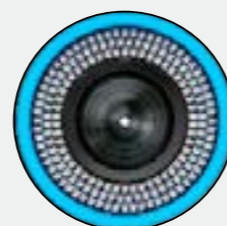STEAM VR

antilatency

VICON

VIVE

VALVE INDEX

ART▶

OptiTrack

Manus Dashboard

An easy-to-use and intuitive interface for managing, calibrating, and recording your performance data with ease.
Get started in less than a minute. With three simple gestures, the Manus gloves can be calibrated quickly and accurately.

Capture FBX data

Manus Core comes together with the FBX recorder accessible trough the Manus Dashboard. This FBX recorder allows the user to record finger data or body data generated by Manus Polygon.

Full-body mocap with Polygon

Manus Core comes with Manus Polygon, our latest IK-solver software that enables fluid full-body motion within any virtual environment.
The IK-system generates an accurately proportioned virtual human skeleton, and seamlessly re-targets and synchronizes your motion to a chosen avatar. This system detects the finest nuances in human body motion resulting in truly realistic virtual characters, without the need for a motion-capture suit.

Licensing

Manus Core is available as an annual or perpetual license. Including full Manus technical support during the license period, free third-party plugins, and frequent updates.
Manus Core perpetual license comes with a discount when purchased together with Manus gloves.

MANUS™ POLYGON

High-end natural motion and full-body immersion in VR

Polygon enables fluid full-body motion derived from 6 to 8 data points. The IK-system generates an accurately proportioned virtual human skeleton, and seamlessly re-targets and synchronizes your motion to a chosen avatar.

This system detects the finest nuances in human body motion resulting in truly realistic virtual characters, without the need for a motion-capture suit.

Polygon is a key-feature of Manus Core and is accessible through the Manus Dashboard.

MANUS™ POLYGON

Full body mocap

Manus Polygon supports up to 8 trackers. Enabling you to use polygon for motion capture. Stream directly into Unity, Unreal Engine, and Motionbuilder. Polygon is also compatible with your preferred software through FBX recordings.

Realistic interactions in virtual worlds

Use Polygon with Prime X Haptic VR gloves for a fully immersive experience.
When a project or team collaboration in VR requires real-time sensations of natural touch and intuitive prop interactions, it's essential to combine Polygon with the Manus Prime X Haptic VR gloves. The Polygon and Prime X Haptic VR combination provide a portable and efficient solution used from any location and within any size volume.

Quick and easy calibration

Unique to Polygon is the Self-calibrate tool. Designed for speed and maximum ease-of-use. The quick 7-step calibration process allows the user to operate with full autonomy.
Setting up can be done within 2 minutes.

Flexible setup

The setup for Polygon can be customized by the user. The minimum requirements are 6 trackers. Polygon tracking tracking points can be extended with the use of upper-arm trackers. The headtracker can be replaced with a VR-headset for direct visualization, or to use Polygon in VR.

5 trackers + HMD   6 trackers   7 trackers + HMD   8 trackers

Prime X Product Catalog 2021

MANUS™ POLYGON

Plugins

	Unity	UNREAL ENGINE	
Finger Tracking	✓	✓	
Hand Motion & Orientation	✓	✓	
Interaction framework	✓	✓	
Multiplayer support	✓	✓	
Device diagnostics	✓	✓	
Connected devices	✓	✓	
Full-Body IK-system	✓	✓	

Compatibility

VARJO

STEAM°VR

OptiTrack®

VICON

oculus rift s

oculus quest

VALVE INDEX

VIVE

PRIME X
Marker Mocap

High Fidelity Fingertracking

The Prime X Marker Mocap is the ultimate finger tracking solution for motion capture professionals. Highly accurate and detailed finger data, easy to record, stream, or view in real time and compatible with industry standard optical motion tracking solutions.

PRIME X
Marker Mocap

MANUS™

To make use of the Manus Prime X gloves a valid license of Manus Core is required

Timecode & Genlock

With the included MANUS timesync cable the Prime X Mocap gloves seamlessly integrate in any workflow that includes SMPTE Timecode & Genlock. Effortlessly sync your mocap data throughout your entire pipeline.

Triggered Recording

The Prime X Marker Mocap offers triggered recording functionality, which ensures Manus Core starts recording exactly when you need it to. Start the recording with OptiTrack/Vicon, and Manus will start recording simultaneously.

FBX file export

Import your hand- and fingerdata wherever you need through the FBX file export function. Either full data, or filtered through the Manus keyframe reduction algorhythm.

Removable electronics.

The electronics module can be quickly removed from the textile glove, allowing for the glove to be washed or replaced. Additional textile gloves are available, and the electronics module fits both sizes. The Prime X gloves are availible in the sizes S/M and M/L.

Quick and Easy.

Get started in less than a minute. With only three simple gestures the Prime X Gloves calibration is accurately tailored to your hands. The calibration profile is then stored on the glove, allowing them to be used over multiple sessions.

Fully compatible

The Prime X gloves are compatible with industry standard software. Livestream to Unreal and Unity, or load your data into a suite of compatible animation software. Further integrations can be built using our Manus Core SDK.
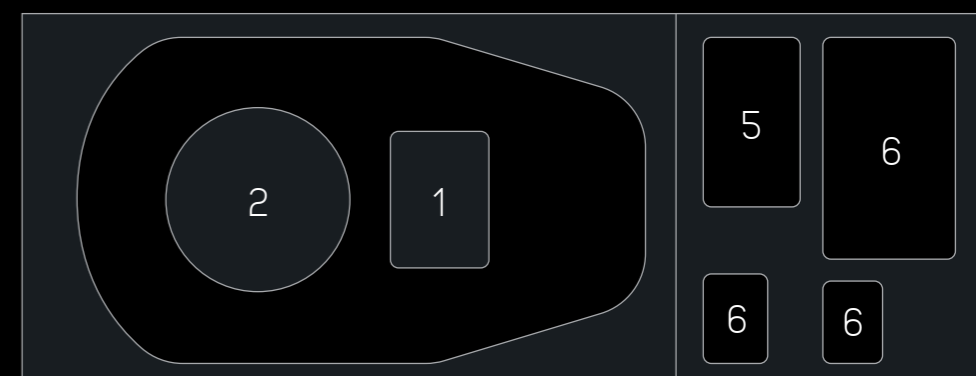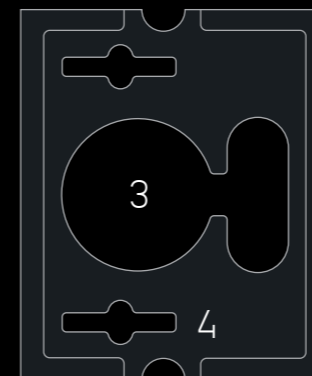
PRIME X
Marker Mocap

MANUS™

What's in the box?

1. One pair of Manus Prime X Marker Mocap Gloves
2. USB-C Cable x2
3. Dongle
4. Batteries x2
5. Charger
6. Mounting adapters
7. Timesync Cable

Plugins

	unity	UNREAL ENGINE	AUTODESK MOTIONBUILDER
Finger Tracking	✓	✓	✓
Hand Motion & Orientation	✓	✓	✓
Interaction framework	✓	✓	
Muli-user support	✓	✓	✓
Device diagnostics	✓	✓	✓
Connected devices	✓	✓	

Hardware specs.

Signal latency	<5ms
Sensor sample rate	90Hz
Battery duration	5 hours (swappable)
Charging	USB-C (5V)
Weight	60 grams
Wired Communication	USB-C
Wireless Communication	Proprietary high performance 2.4 GHz prototcol (certified)
Finger sensor type	5x 2DoF Flexible sensors and 6x 9DoF IMU's
Finger flexible sensor repeatability	>1.000.000 cycles
Orientation sensor accuracy	+/- 2.5 degrees
Textile information	77% Polyester, 23% spandex

Compatibility

STEAM°VR   ART▶   ◎ OptiTrack°   VICON

PRIME X
Haptic VR

Grab, Touch, Feel

Experience life-like virtual interactions directly with your hands. The precise haptic feedback of the Prime X Haptic VR is specially developed for Virtual Reality environments. Hold digital objects, feel textures, push buttons and pull levers. Fully immerse in your virtual experiences.

PRIME X
Haptic VR

MANUS™

To make use of the Manus Prime X gloves a valid license of Manus Core is required

Fast, accurate, detailed

Featuring a proprietary flex sensor skeleton and a 9 DoF IMU for each finger, the Prime X Haptic VR Gloves deliver high-fidelity finger tracking without any perceivable latency.

Fully compatible

The Prime X Haptic VR gloves are compatible with industry-standard software. Unreal and Unity, with integrations for IC.IDO, VRED®, and Teamcenter®. Further integrations can be built using our Manus Core SDK.

Universal Mounting System

The Universal Mounting System of the Prime X Series allows for a wide range of tracking attachments. Making
the Prime X Haptic VR Gloves compatible with:
> SteamVR with Manus Pro Tracker
> SteamVR with Vive Tracker 2.0 & 3.0
> ART
> Oculus Rift S / Quest Controllers

Haptic Feedback 2.0

The haptic modules for the Prime X Haptic VR Gloves provide even more powerful feedback on each individual
finger. With the improved haptic modules, the Prime X Haptic VR gloves provide a sense of touch with a higher resolution than ever before

Removable electronics

The electronics module can be quickly removed from the textile glove, allowing for the glove to be washed or replaced. Additional textile gloves are available, and the electronics module fits both sizes. The Prime X gloves are availible in the sizes S/M and M/L.

Quick and Easy Calibration

Get started in less than a minute. With only three simple gestures the Prime X Haptic VR Gloves calibration is accurately tailored to your hands. The calibration profile is then stored on the glove, allowing them to be used over multiple sessions.

PRIME X
Haptic VR

Plugins/Integrations

	unity	UNREAL ENGINE	IC.IDO
Finger Tracking	✓	✓	✓
Hand Motion & Orientation	✓	✓	✓
Interaction framework	✓	✓	
Muli-user support	✓	✓	✓
Device diagnostics	✓	✓	✓
Connected devices	✓	✓	
Haptic Feedback	✓	✓	✓

Compatibility

VARJO

STEAM'VR

oculus

VICON

VIVE

VALVE INDEX

ART▶

OptiTrack™

What's in the box?

1. One pair of Manus Prime X Haptic VR Gloves
2. USB-C Cable x2
3. Dongle
4. Batteries x2
5. Charger
6. Mounting adapters

Hardware specs.

Signal latency	<5ms
Sensor sample rate	90Hz
Battery duration	5 hours (swappable)
Charging	USB-C (5V)
Weight	60 grams
Wired Communication	USB-C
Wireless Communication	Proprietary high performance 2.4 GHz prototcol (certified)
Finger sensor type	5x 2DoF Flexible sensors and 6x 9DoF IMU's
Finger flexible sensor repeatability	>1.000.000 cycles
Orientation sensor accuracy	+/- 2.5 degrees
Textile information	77% Polyester, 23% spandex

OptiTrack® GLOVES
By MANUS

Grab, Touch, Feel

The OptiTrack Gloves by Manus are the premier way of integrating hand- and finger data in your OptiTrack motion capture pipeline. Directly integrate Manus finger tracking in your Motive 3 project and record both body and finger data in a single file. Seamlessly add the natural hand and finger movements of your performance to your recording and eliminate the need for animating or keyframing after recording. The OptiTrack Gloves by Manus come with a perpetual license for Manus Core.

OptiTrack® GLOVES
By MANUS

To make use of the Manus OptiTrack gloves a valid license of Manus Core is required

Stream finger data directly in Motive 3.0

Add Manus finger data directly into Motive 3.0 with the Manus OptiTrack gloves.

Empower your motion capture data with minimal impact on your existing pipeline.

Stream highly accurate and detailed finger data into Motive 3.0 effortlessly. The finger data provided by OptiTrack gloves by Manus will be combined together with the OptiTrack body data inside Motive 3.0.

Quick and Easy Calibration

Get started in less than a minute. With only three simple gestures the OptiTrack Gloves' calibration is accurately tailored to your hands.
The calibration profile is then stored on the glove, allowing them to be used over multiple sessions.
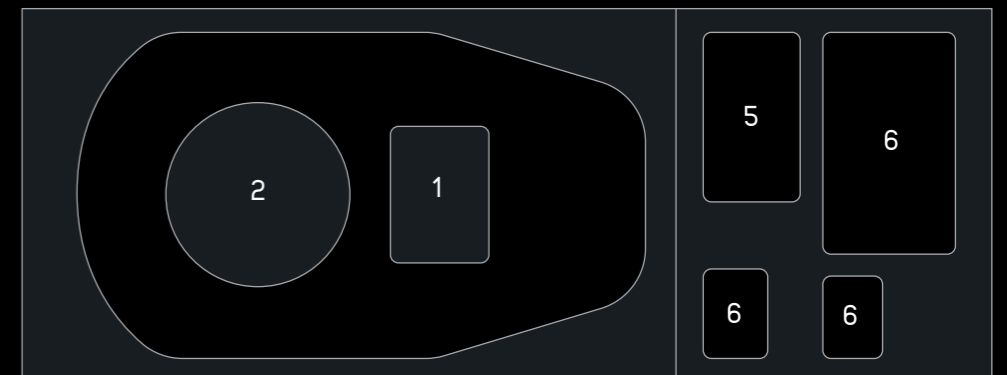
Licensing & Support

The OptiTrack Gloves come with a perpetual Manus Core license, a 12-month warranty, and product life-time support and updates.

Washable Gloves

The electronics module can be quickly removed from the textile glove, allowing for the glove to be washed or replaced.

Multiple Sizes

Additional textile gloves are available, and the electronics module fits both sizes. The Prime X gloves are available in the sizes S/M and M/L.

What's in the box?

1. One pair of Manus OptiTrack Gloves
2. USB-C Cable x2
3. Dongle
4. Batteries x2
5. Charger
6. Mounting adapters

Hardware specs.

Signal latency	<5ms
Sensor sample rate	90Hz
Battery duration	5 hours (swappable)
Charging	USB-C (5V)
Weight	60 grams
Wired Communication	USB-C
Wireless Communication	Proprietary high performance 2.4 GHz prototcol (certified)
Finger sensor type	5x 2DoF Flexible sensors and 6x 9DoF IMU's
Finger flexible sensor repeatability	>1.000.000 cycles
Orientation sensor accuracy	+/- 2.5 degrees
Textile information	77% Polyester, 23% spandex

XSENS GLOVES
By MANUS

Expand the Xsens suit

The push for perfect realism in 3D character animations seen in the dynamic worlds of games, film, animation, TV broadcast, and live entertainment means hardware and software remain top of its game and at the fingertips for all production teams. The Xsens Gloves by Manus have been specifically developed to work seamlessly with Xsens MVN Animate, the 3D character animation software used by industry professionals over the world. With direct integration into MVN Animate, the gloves quickly deliver technicians and artists complex and fine movements found in hand and finger gestures to create complete and believable 3D characters. The creative industries including motion analysis, industrial control and stabilization sectors already rely on the combination of Manus Xsens Gloves, Xsens suits and MVN Animate to breathe life into their projects.

XSENS GLOVES
By MANUS

The Xsens Gloves come bundled with a perpetual license of Manus Core

Precise Finger tracking

Merging robustness with precision, Xsens Gloves incorporate industrial grade flex sensors fused with high performance inertial measurement units, raising the bar in high fidelity finger tracking. The flex sensors measure 2 joints per finger, enhanced with 9DOF tracking of individual fingers by the IMU's to ensure fine finger movements. IMU drift is prevented with newly implemented automatic filters, enhanced with reference points of the robust flex sensors. This enables detailed finger spreading measurement without losing continuous quality during a live performance capture.

Interchangeable Battery

All next generation Manus Gloves come equipped with interchangeable batteries, with massive upgraded battery life powering 5 hours of continuous uninterrupted motion capture time. Choose to charge the battery during use, or charge individually. Gloves instantly reconnect after swapping the battery, eliminating recalibration down time.

Universal Mounting System

One of the key features of the Xsens Gloves is the easy implementation of third party hardware. For that reason the Xsens Gloves come with a universal mounting system as standard, allowing the mounting of any type of tracker with dedicated adapters. These adapters slot in with ease on top of the Xsens Gloves gloves.

Calibrate in 45 seconds

A 45 second turnaround is all it takes to get moving. With three simple gestures the Manus Xsense gloves take a quick and accurate calibration tailored to the users hands. Capturing larger groups is equally streamlined, Xsens Gloves support simultaneous multi-user calibration resulting in smoother team sessions and maximized time, making the Xsens Gloves an easy, time efficient choice.

Washable gloves

With many hours of use, it's essential to keep gloves in top shape and ready to go for your next session. We've made Xsens Gloves washable by easy removal of sensors from the glove textile. Additional glove textiles can be acquired separately so all team members have their own personal set, simply swap the sensors from one textile to another to use the same hardware ensuring responsible hygienic use.

XSENS GLOVES
By MANUS

Direct MVN Animate integration

With direct integration into MVN Animate, the gloves quickly deliver technicians and artists complex and fine movements found in hand and finger gestures to create complete and believable 3D characters. The creative industries including motion analysis, industrial control and stabilization sectors already rely on the combination of Xsens gloves by Manus, Xsens suits and MVN Animate to breathe life into their projects.
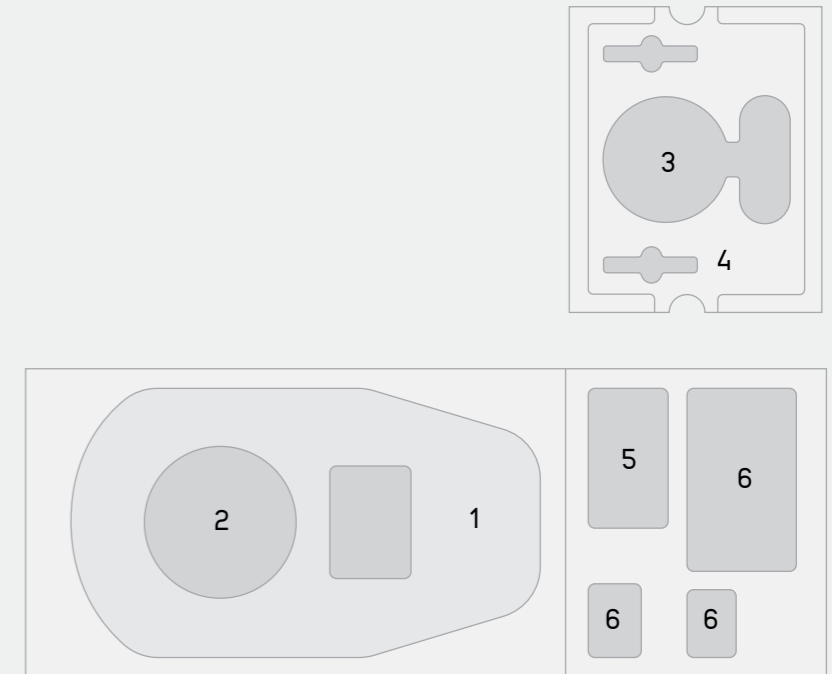
Easy integration of the Manus Gloves is one of our top priorities. By enabling direct integration into Xsens MVN software we have made the finger data compatible with all major 3D software packages.

What's in the box?

1. One pair of Xsens Gloves by Manus
2. USB-C Cable x2
3. Dongle
4. Batteries x2
5. Charger
6. Mounting adapters

Compatibility

- AUTODESK MOTIONBUILDER
- unity
- UNREAL ENGINE
- AUTODESK 3DS MAX
- blender
- CINEMA 4D by MAXON
- Houdini
- iClone 7
- MAYA
- PIXOTOPE
- NOTCH
- FABRIC ENGINE

Hardware specs.

Signal latency	<5ms
Sensor sample rate	90Hz
Battery duration	5 hours
Charging	USB-C (5V)
Weight	60 grams
Wired Communication	USB-C
Wireless Communication	ISP1807 high performance 2.4 GHz prototcol (certified)
Finger sensor type	5x 2DoF Flexible sensors and 6x 9DoF IMU's
Finger flexible sensor repeatability	>1.000.000 cycles
Orientation sensor accuracy	+/- 2.5 degrees
Textile information	77% Polyester, 23% spandex

MANUS™
Pro Tracker

Pro Tracker for Motion Capture, Virtual Production and full-body Virtual Reality

The Manus Pro Tracker is a professional SteamVR tracker designed specifically for Motion Capture, Virtual Production, and full-body Virtual Reality.

With the most sensors in a SteamVR tracker on the market, it offers unmatched tracking accuracy. Its precise shape is optimized for both a light-weight design and great attachment stability.

With the integrated mount, the tracker can be directly attached on Manus Prime X Series Motion Capture & Virtual Reality gloves.

For full-body tracking, the tracker can be easily attached to the comfortable and adjustable Manus strap-set. The tracker and the strap-set combined are perfect for Polygon, Manus Core's full-body inverse-kinematics solver, a convenient and cost-effective solution for Motion Capture and full-body Virtual Reality. The tracker can be attached directly to any camera through its cold shoe, as well as on props, tools, machines, and surfaces, using the 1/4" camera thread adapter and 3M adhesive tape adapter..

Through the SteamVR software integration, the tracker can be used natively in industry-standard real-time engines, such as Unreal Engine and Unity. In addition to SteamVR, the tracker can also be used through OpenVR and its OpenXR spiritual successor. Both SDKs offer unparalleled cross-platform support for high-performance devices, such as the Manus Pro Tracker.

Through the tracker's OpenVR compatibility, you can use it for 3D Positional Aiding in Xsens MVN, together with an Xsens Motion Capture suit and Xsens gloves by Manus.

The Manus Pro Tracker offers an interchangeable battery. In addition to the already great 4½ hours of real-world battery life, the battery can be replaced within seconds. The Manus charger reduces down-time to a minimum, allowing users to stay productive for as long as they need. Fully charging the battery only takes just over an hour.

Whether the tracker is used for Motion Capture, Virtual Production, or Virtual Reality, it offers creative professionals the best functionality, accuracy, and ease-of-use available.

MANUS™
Pro Tracker

Manus Pro Tracker is compatible with all SteamVR applications

Interchangeable Battery

The Manus Pro Tracker is the only SteamVR tracker on the market offering an interchangeable battery. In addition to the improved 4½ hours of real-world battery life, the battery can be replaced within seconds. The additional charger further reduces down-time to a minimum, allowing users to stay productive for as long as they need.

Light & Stable

To improve both comfort and stability, the weight has been greatly reduced to a mere 62 grams. The tracker is 44% lighter when compared to available alternatives.

Charging

The Manus Pro Tracker features USB-C for easy charging and wired use. Fully charging the tracker takes just over an hour.

Accurate SteamVR Tracking

Not only does the Manus Pro Tracker feature the most sensors in any SteamVR tracker available, it uses the latest sensors of its kind as well, resulting in more reliable SteamVR data. Whether the tracker is used for Motion Capture, Virtual Production, or Virtual Reality, it is the most accurate SteamVR tracker available.

Universal Mounting System

The integrated universal mounting adapter enables easy attachment of the Manus Pro Tracker on Manus Prime X Series Motion Capture & Virtual Reality gloves. The Manus strap-set is the most stable and universal solution available for wearing professional SteamVR trackers on your body. The tracker and strap-set combined are perfect for Polygon, Manus Core's full-body inverse-kinematics solution.

MANUS™
Pro Tracker

Hardware specs.

Battery duration	4,5 hrs (swappable)
Battery charging duration	1 hour and 15 minutes
Charging	USB-C (5V)
Weight	62 grams
Weight without battery	46 grams
Mount compatiblity	Manus Universal Mounting System, Cold Shoe
SteamVR tracking accuracy	Sub-millimeter
SteamVR update rate	250Hz to 1kHz
Wired Communication	SteamVR protocol over USB-C
Wireless Communication	SteamVR protocol over 2.4 GHz
Wireless Range	Up to 25 meters
SteamVR Tracking Range	Up to 7 meters
SteamVR Tracking Volume	Up to 10×10 meters
SteamVR Base Stations Compatibility	Version 1.0 & 2.0
SteamVR Base Station Amount	1 to 4 base stations supported, at least 2 recommended

Plugins

UNREAL ENGINE

unity
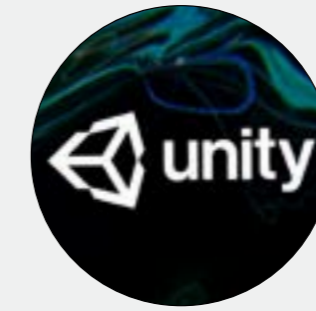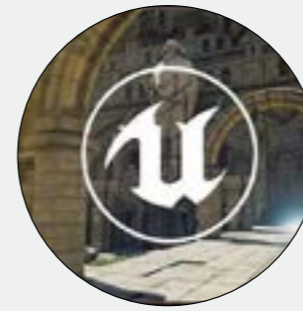
MVN Animate

Runtime & API

STEAM°VR

OpenXR™

Compatibility

SteamVR **1.0** Base Station

SteamVR **2.0** Base Station

Accessories

Adapters

One of the key features of the Prime X series is the easy implementation of third party hardware.

The Adapters are made of a high-quality polymer making them resilient and usable in any situation. Our innovative sliding system allows for easy attachment to the Prime X series Gloves.

Add your preferred Adapter to your quote request by selecting when ordering your Prime X gloves.

Compatible with.

antilatency

VICON

VIVE

oculus

ART▶

OptiTrack

Manus Charger and Batteries

Eliminate downtime by charging the batteries of your prime X gloves while you work on your project. Charge up to 6 batteries with the Manus Charger.

Manus Prime X Series Gloves come equipped with interchangeable batteries. Powering your gloves for up to 5 hours during continuous uninterrupted use.

Timecode & Genlock

With the included Manus Time Sync Cable the Prime X Mocap gloves seamlessly integrate in any workflow that includes SMPTE Timecode & Genlock. Effortlessly sync your mocap data throughout your entire pipeline.

Glove Textiles

With many hours of use, it's essential to keep gloves in top shape and ready to go for your next session.

We've made Prime glove textiles washable by easy removal of sensors from the glove textile.

All users can have their own personal set, simply swap the sensors from one textile to another to use the same hardware ensuring responsible hygienic use.

MANUS™