

Our Mission



The University of Maryland is a new facility that is unique in its motion capture capabilities and represents the nation's premiere academic Motion Capture Studio. The mission of StarLab is to support academic and industrial professionals that have a need for and a vested interest in state-of-the-art motion capture technology. StarLab services its users' educational, research and professional needs as well as promotes an appreciation for and support of the motion capture industry.



Contact Us



Contact or visit us to learn more and get started today!

Contact Information

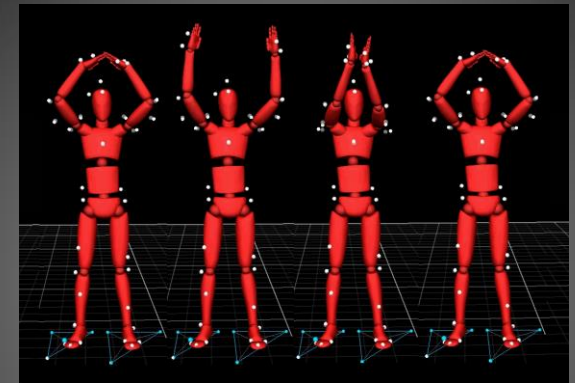
Dr. J.E. Hubbard, Jr.
Director
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757-251-6127

Location

2042 Exploration Way
Hampton, VA 23666



State of the Art
Motion Capture Studio



Track – Train - Animate

Animation, Robotics, Virtual Reality, Human Movement Sciences, Tracking, Human-Robot Interaction, and more!



StarLab Motion Capture

757-251-6127

Tracking



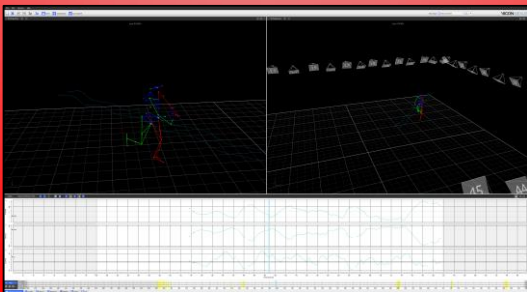
Rigid-body

- Ground robots
- Fixed-wing, rotary-wing, flapping-wing UAVs



Multi + Flexible-body

- Human Movement Sciences
- Sports and medical studies



Applications for path planning, control, and human-robot interaction

Facilities



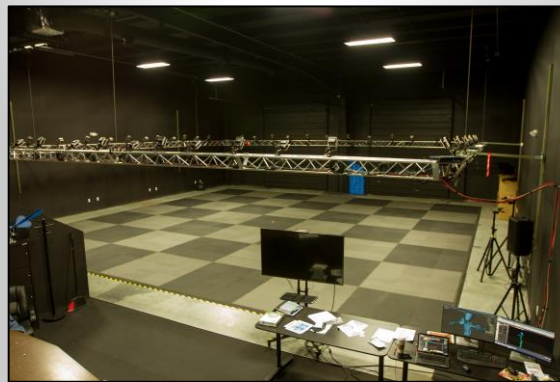
Equipment

- 44 VICON motion tracking cameras
- Latency on the order of milliseconds
- 420Hz frame rate at full resolution

- Two high-speed 720P Bonita synchronized reference video cameras
- 120Hz frame rate at full frame

Facilities

- 42'x42'x16' tracking volume
- Network and storage security
- Large computing and storage capabilities

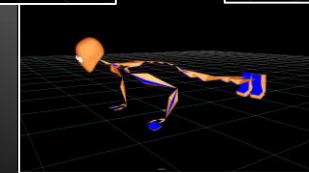
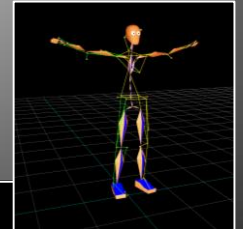
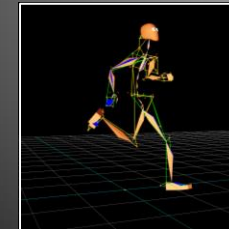
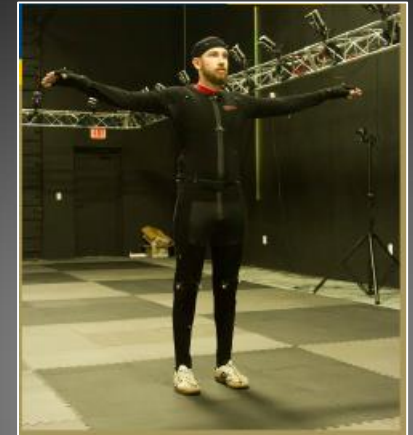


StarLab is a University of Maryland facility operated by Morpheus Lab, housing the nation's premiere motion capture studio. The facility is now available to the community at large for research, training, animation, kinematic studies, augmented reality development and more.

Animation



- Augmented Reality
- Virtual Training



Track the subtle movements of human motion and translate it to a usable digital format that can be readily applied to generate a 3D character