# DotVision Motion

## A connected device to monitor sporting performance live and in 3D

At Microsoft TechDays 2014, DotVision premiered its new range: DotVision Motion composed of a 3D Babylon / WebGL interface and two connected sensors.

It was on the first day of this event, February 11, 2014 in Paris, that Guillaume Pelletier, Dotvision CEO, presented DotVision Motion for the first time; the new range of Dotvision's connected objects.

Specially designed for action sports, the sensors retransmit each performance in a unique way.

Through the applications and the 3D Motion interface developed in partnership with Microsoft, the community can follow live, or as a replay, the location of the person equipped and where they are moving to, but especially, and this is a world first, each of their movements and the moves they make during the sports session.

*"With DotVision Motion, we have combined our experience in geolocated sensors with our research on the virtualization of movements. We enrich the spectator's experience and provide a new angle to the athletes' prowess"* Guillaume Pelletier, Founder of DotVision explained enthusiastically.

The range is composed of 3 key elements:

## The Motion Tracker

The Motion Tracker is a master sensor that can be used alone and/or with its peripheral devices, the Motion Sensors. It incorporates a GPS, an advanced inertial measurement unit and a connection to the Cloud. It aggregates, centralizes and transmits the data from the Motion Sensors, via, among others things, the GSM network.

## The Motion Sensor

The Motion Sensor is a sensor incorporating a highly accurate inertial measurement unit also comprising an accelerometer, a gyroscope, a compass and a barometer. It continuously captures the movement that is then rewritten to the 3D Motion interface.

These sensors[1], which can be worn by the user or embedded into their equipment are compact, lightweight, durable, high-performance and packed with technology and know-how.

Connected, they retransmit to the Cloud, Live[2].

They work equally well for kite surfing, skiing, snow boarding, paragliding, mountain bike, auto racing etc.

## The 3D Motion interface

The interface allows you to explore the world in 3D, thanks to the BabylonJS/WebGL technologies. Local satellite images, from Web services such as Bing Map, are projected on the landforms. These landforms are modeled on the fly using altitude data.

"*We have worked with Guillaume on evolving Babylon.js to make it a 3D engine capable of displaying geolocated information. This is reflected, in particular by the creation of specific settings for the cameras so as to be able to follow the curvature of the earth. DotVision has been able to contribute its experience in this field and this has allowed us to add new features to Babylon.js*", stated David Catuhe, Microsoft Senior Program Manager for HTML5 and Open Web Standards.

[1] All these sensors are equipped with Bluetooth 4.0 technology.

2 "**Live**", the data are transmitted directly to the Cloud (e.g. Azure) and available instantly via streaming on 2D and 3D web mapping services.

DotVision Motion measures, shares and compares sporting performance and "tricks" in real time, with its community, in a 3D interface and on social networks like Facebook, Twitter or Instagram.

Watch an online demo of the Motion Tracker, the Motion Sensor and DotVision's 3D interface
motion.dotvision.com

Available for pre-order on the motion.dotvision.com website in the first half of 2014.

About DotVision - www.dotvision.com:

DotVision is an innovative French company founded by Guillaume Pelletier. For over 10 years it has been developing products and services in the field of the Internet of Things in two application areas:

- DotVision Energy: smart management of energy
- DotVision Motion: geolocation and motion capture

It markets its solutions internationally and its partners include a design team, research laboratories and major groups.

*"Our vision of the Internet of Things is based on the need to 'virtualize' connected objects in the Cloud and to attach complex spatial and interactive processes to them. An essential component of this interaction will be social and therefore partly human. The introduction of WebGL 3D and associated rendering engines, such as Babylon, finally provides us with a fantastic standardized working base to create this interaction through our DotVision 3D Motion interface",* Guillaume Pelletier, Founder of DotVision.

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