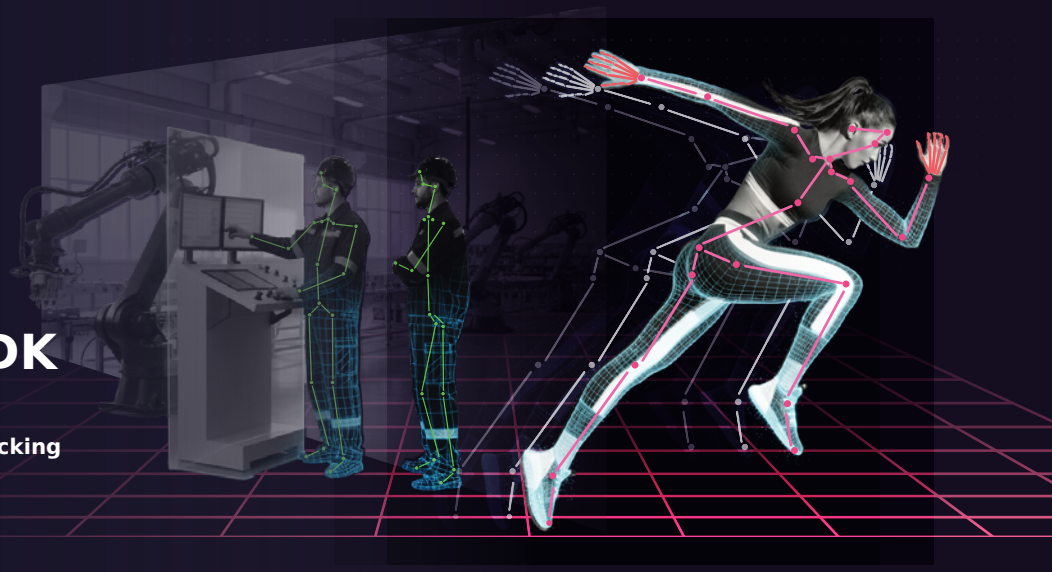
LIPS

REAL-TIME 3D SKELETAL TRACKING SDK

LIPSense™ 3D Body Pose SDK



Real Time Multi-Person Skeleton Tracking

Industrial, commercial and interactive applications

VERSION 7.2.2

TAIWAN EXCELLENCE 2026

32 JOINTS
STANDARD - FULL BODY
Complete body keypoints

+40 JOINTS
PROFESSIONAL - TWO HANDS
Finger joints and palm centers
Precise hand-based control

*43 UP TO 43
MULTI-PERSON TRACKING
Host hardware dependent

Features That Matter Most

Intelligent Skeleton Logic
Accurate anatomical keypoints help prevent joint misconnection.

Robust Hand Tracking
Professional mode adds precise two-hand and finger tracking.

Ultra-High Frame Rate
Up to 50 FPS for responsive real-time motion analysis.

Swing & Staggering Motion Detection
Detects swinging and staggering movements for safety monitoring and interactive applications.

Deployment Flow - From Depth Capture to Application

3D Camera
AE / DL / T series
S315 on Windows

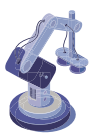
> **Pose Detection**
32 body joints
real-time tracking

> **Hand Analysis**
40 hand joints
Professional mode

> **Integrate**
C / C++ / Python
Unity / C#

72	2-7 m	50 FPS	43
MAX. JOINTS	WORKING RANGE	REAL-TIME SPEED	MAX. PEOPLE
32 body + 40 hands	Optimal range: 3 m	Frames per second	Host hardware dependent

APPLICATIONS


Factory Automation


AR & VR


Motion Tracking


Virtual Fence


Animation

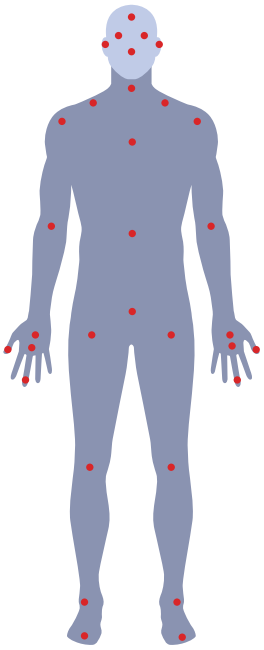

Interactive Games

LIPS

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Main Features

32 Joint Full-Body Skeletal Tracking

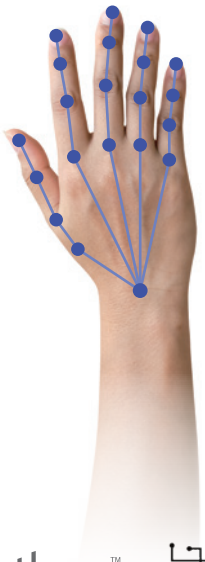


- RGB, Depth and Skeletal Image Output
- 32 Joint Tracking Capability

▪ Head	▪ Knee*2	▪ Pelvis
▪ Neck	▪ Hip*2	▪ Navel
▪ Nose	▪ Ankle*2	▪ Chest
▪ Clavicle*2	▪ Foot*2	
▪ Elbow*2	▪ Eye*2	
▪ Wrist*2	▪ Ear*2	
▪ Hand*2	▪ Hand Tip*2	
▪ Thumb*2	▪ Shoulder*2	

- People Tracking Up to 43
- Capture of Swinging and Staggering Motions
- Multiple 3D Camera Mounting Positions
  - 90° Clockwise
  - 90° Counterclockwise
  - 180° Flat
- Detects Cameras Connected During Runtime

20 Joint Tracking (Single Hands)



python™ TensorRT C C++ C# OpenVINO

Specifications

General		
	Industrial application	General application
3D sensor	LIPSedge™ AE Series	LIPSedge™ DL Series / T Series / S315(Supports Only Windows)
3D sensor mechanical positions	90° clockwise / 90° counterclockwise / 180°	
Environment	Indoor with sufficient illumination	
Detection range	Working range: 2 – 7 m / Optimal range: 3 m	
FPS	50 frames / second	
Maximum people tracking capability	Up to 43 people	
Maximum joint tracking capability	Up to 72 joints (32 key points in body total, including eyes * 2, ears * 2, nose, head, neck, clavicle joints * 2, shoulders * 2, elbows * 2, wrists * 2, hands * 2, tips of the hands * 2, thumbs * 2, pelvis, chest, navel, hips * 2, knees * 2, ankles * 2, feet * 2 / palm * 40)	
Software		
Operating system	Windows 11 / Ubuntu 22.04 LTS/ Ubuntu 24.04 LTS / Jetpack 6.1 / Jetpack 6.2	
Programming languages	C / C++ / Python / Unity / C#	

*The people tracking capability for LIPSense™ 3D Body Pose SDK depends on the hardware capacity of the developer's PC / laptop. This feature describes the maximum capability of LIPSense™ 3D Body Pose SDK.

System Requirements

x86 Based Systems		
	Standard version	Professional version
CPU	6th Generation Intel® Core™ processor	8th generation Intel Core™ processor
RAM	8 GB RAM or above	
GPU	NVIDIA RTX 4060	NVIDIA RTX 4060 Ti
Acceleration frameworks	Intel® OpenVINO™ / NVIDIA® TensorRT™ / Cuda 12.x / cuDNN 9.9.0	
Arm based systems		
NVIDIA® Jetson Xavier™ / AGX Orin™		

*OpenVINO™ is not compatible with NVIDIA Jetson platforms.

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