

LIPSense™ 3D Body Pose SDK

Multi-Person Skeleton Tracking

Industrial, Commercial and Gaming Use

LIPSense™
3D Body Pose SDK



LIPSense™ S315



LIPSense™ T Series



LIPSense™ DL Series



LIPSense™ AE Series

3D Depth Camera



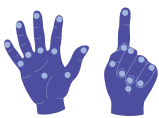
32

Joint Full-body
Skeletal Tracking



43

People
Tracking



40

Joint Two-hand
Skeletal Tracking



Swing &
Staggering Motions



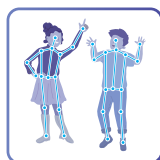
Leading API Wrappers for
Integration and Acceleration



Factory
Automation



AR & VR



Motion
Tracking



Virtual
Fence



Animation



Interactive
Gaming



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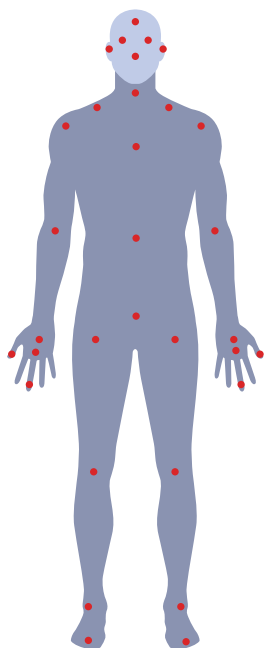
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■ Main Features

■ 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)



Specifications

General		
	Industrial application	General application
3D sensor	LIPSedge™ AE Series	LIPSedge™ DL Series / T Series / S315
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 minimum capability of LIPSense™ 3D Body Pose SDK.

System Requirements

x86 Based Systems		
	Standard version requirements (Lite)	Standard (Full) / Professional version requirements
CPU	6 th Generation Intel® Core™ processor	8 th 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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