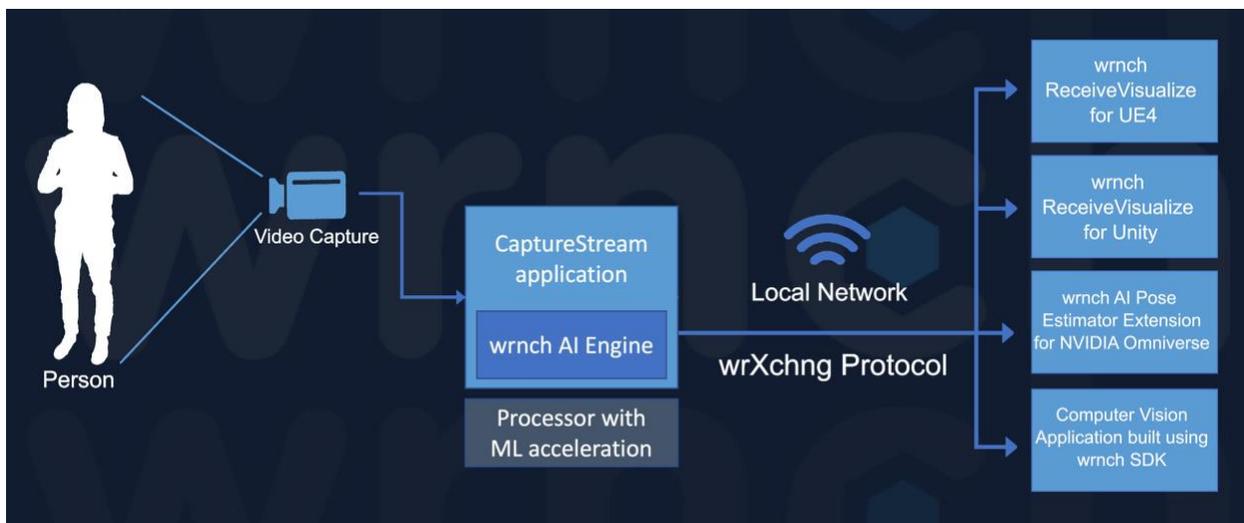


What's New

wrnch, Inc. is pleased to announce the latest release of our human-centric, computer vision platform to help you:

- Capture human motion in videos using the [wrnch CaptureStream](#) application
- Detect humans in a video feed and use powerful AI pose algorithms to reconstruct human shape digitally as 3D characters using the [wrnch Engine](#)
- Receive streaming data in real-time to animate 3D characters in your application using
 - [wrnch ReceiveVisualize for UE4](#),
 - [wrnch ReceiveVisualize for Unity](#),
 - [wrnch AI Pose Estimator](#) extension for NVIDIA Omniverse,
 - a custom-built receiving application using our SDK.



Discover what's new across the wrnch platform.

[wrnch Engine 2.2.0 \(April 12, 2020\)](#)

wrnch Engine 2.2.0 is the latest release of our 3D human pose estimation engine. The wrnch Engine is a collection of artificial intelligence models and algorithms that analyze video input and calculate human pose information for human subjects detected in the video feed.

Enhancements to the latest release include:

- New platforms, including Windows 10 and Ubuntu 18.04 as shown in Table 1.
- A new RGB 3D model for PCs that increases 3D pose fidelity on PC platforms
- Improved 2D person tracking on PCs with increased processing power

- Improved monocular motion capture including 3D hand wrist and root motion optimizations.

wrnch Engine 2.2.0	Apple iPhone XS/XR and later (devices with A12 or later processors)	Apple iOS 14 or later (Enhanced)
	Apple iPad 2019 or later	
	Personal computer (PC) with NVIDIA GPU card (RTX 2070 or better) with 4GB+ VRAM	Windows 10 (New) Ubuntu 18.04 (New)

Table 1: wrnch Engine 2.2.0 Deployment Options

wrnch CaptureStream 2.x (April 12, 2020)

wrnch CaptureStream 2.x is the latest release of our markerless motion capture application that captures human motion from a device’s camera and streams 3D motion to a host application. Enhancements to the latest release include:

- New support for PCs via a command-line client for Windows 10 and Ubuntu 18.04 as shown in Table 2.

wrnch CaptureStream 1.2 for iOS Devices (CS4iOS)	Apple iPhone XS/XR or later (devices with A12 or later chipset) Apple iPad 2019 or later	Apple iOS 14 or later (Enhanced)
wrnch CaptureStream 2.2 Command Line Client (capturestream-cli) Available via wrnch Engine 2.2 & SDK	Personal Computer with NVIDIA GPU (RTX 2070 or better) with 4GB+ VRAM	Windows 10 (New)
		Ubuntu 18.04 (New)

Table 2: wrnch CaptureStream 2.x Deployment Options

wrnch ReceiveVisualize 1.1 (April 12, 2020)

wrnch ReceiveVisualize 1.1 is the latest release of our receiving applications for Unreal Engine and Unity. Once installed and configured on a local area network, ReceiveVisualize can receive streaming data from a CaptureStream application, allowing developers to visual 3D character motion in a UE4 or Unity application in near real-time. Enhancements to the latest release include:

- New ReceiveVisualize for Unity application on Apple Macintosh and personal computers running Windows, Ubuntu, or Linux as shown in Table 3.
- Improved network discovery and reconnection

wrnch ReceiveVisualize 1.1.0 for Unreal Engine 4.25 – LiveLink plugin	Apple MacIntosh with 8GB RAM	MacOS 10.15+ (Enhanced)
	Personal computer with DX11 or DX12 compatible video card	Windows 10 64-bit (Enhanced)
wrnch ReceiveVisualize 1.1.0 for Unity	Apple MacIntosh with 8GB RAM	MacOS 10.15+ (New)
	Personal computer with DX11 or DX12 compatible video card	Windows 10 64-bit (New)
		Ubuntu 18.04 (New)

Table 3: wrnch ReceiveVisualize 1.1 Deployment Options

wrnch AI Pose Estimator extension 1.0 for NVIDIA Omniverse (April 19, 2020)

wrnch AI Pose Estimator extension 1.0 is our new receiving application for NVIDIA Omniverse. With the extension, you can search and find a wrnch CaptureStream application running on a local network. As the human pose data is transmitted to Omniverse in real time, the extension translates the wrnch eXchange data stream into USD (Universal Scene Description) – a 3D description and format file developed by Pixar for content interchange – where it can be mapped to a 3D virtual character in Omniverse.

wrnch AI Estimator extension 1.0 for NVIDIA Omniverse Distributed via NIVIDIA Omniverse Machinima	Personal computer with NVIDIA GPU card (RTX 2070 or better) with 4GB+ of VRAM	Windows 10 64-bit (New)
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Table 4: wrnch AI Pose Estimator extension 1.0 for NVIDIA Omniverse Deployment Options