Kineologist

HARDWARE-AGNOSTIC AUTO REMAP

# Different skeleton definitions can enter the same product pipeline.

Motion capture systems often use different skeleton names, helper bones, hierarchy conventions and endpoint rules. Auto Remap inspects the incoming skeleton definition, identifies semantic body roles, down-ranks helper or twist bones where appropriate, and routes meaningful joints into the Kineologist pipeline. This reduces manual configuration work and makes PITCH, GAIT and future deployments more practical across capture sources, while preserving the important boundary: each new skeleton family still needs real-world validation before being treated as proven.

## Sales conversation points

**01 Skeleton inspection**

The file is inspected for meaningful roles rather than trusted blindly.

**02 Semantic mapping**

Names are mapped into product roles used by detectors and telemetry.

**03 Helper-bone handling**

Twist, roll and helper structures can be down-ranked when appropriate.

**04 Pipeline authority**

Resolved roles feed baseline, telemetry, report and review surfaces.

**05 Less manual setup**

The aim is faster onboarding for supported skeleton families.

**06 Validation boundary**

New capture systems still require stress testing and review.

**SAFE POSITIONING**

Auto Remap improves practicality across mocap sources, but it is not a guarantee that every skeleton family is validated automatically.