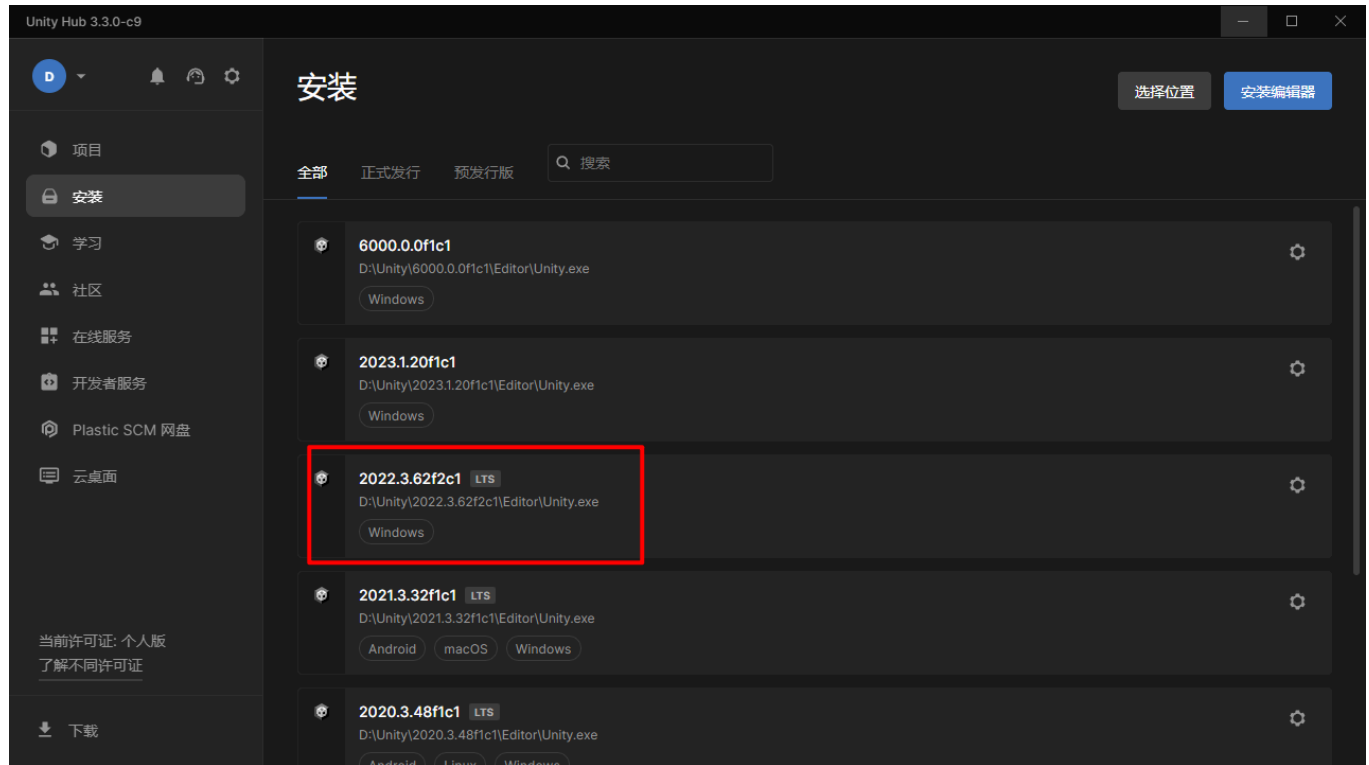
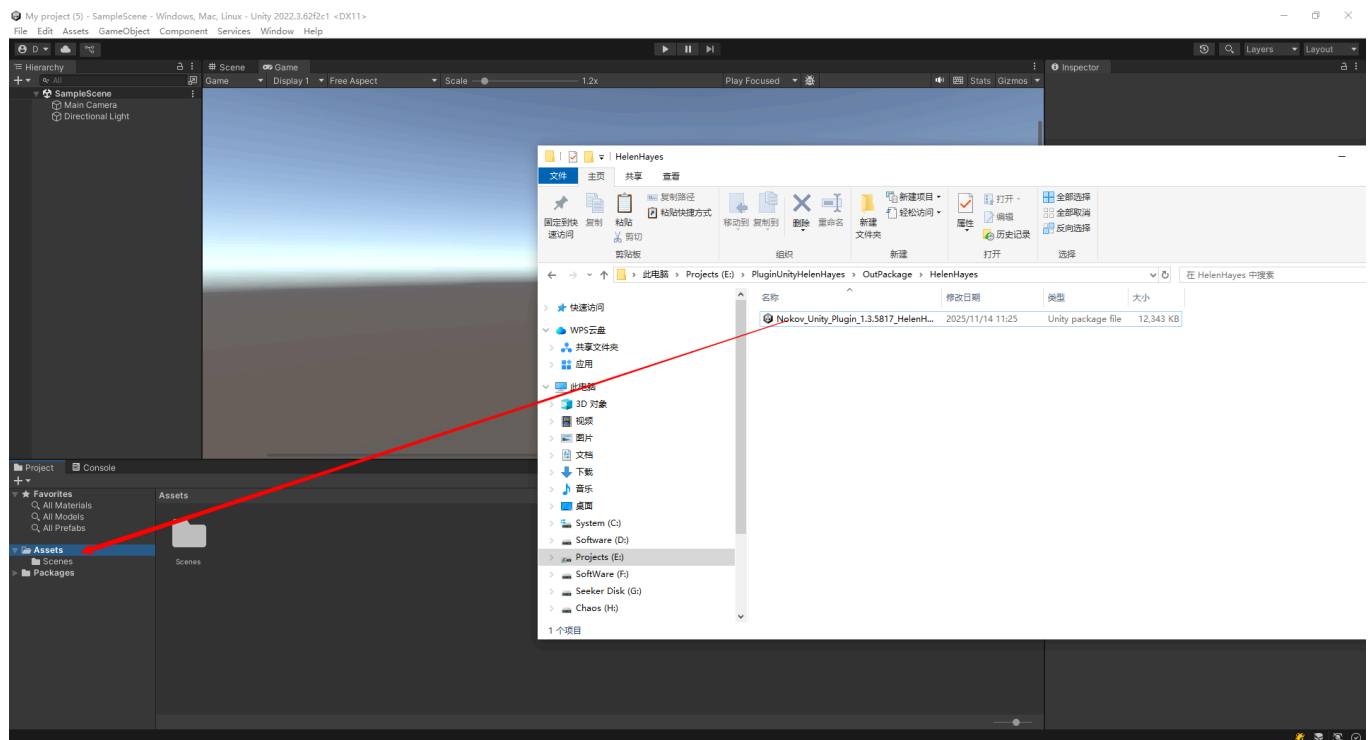


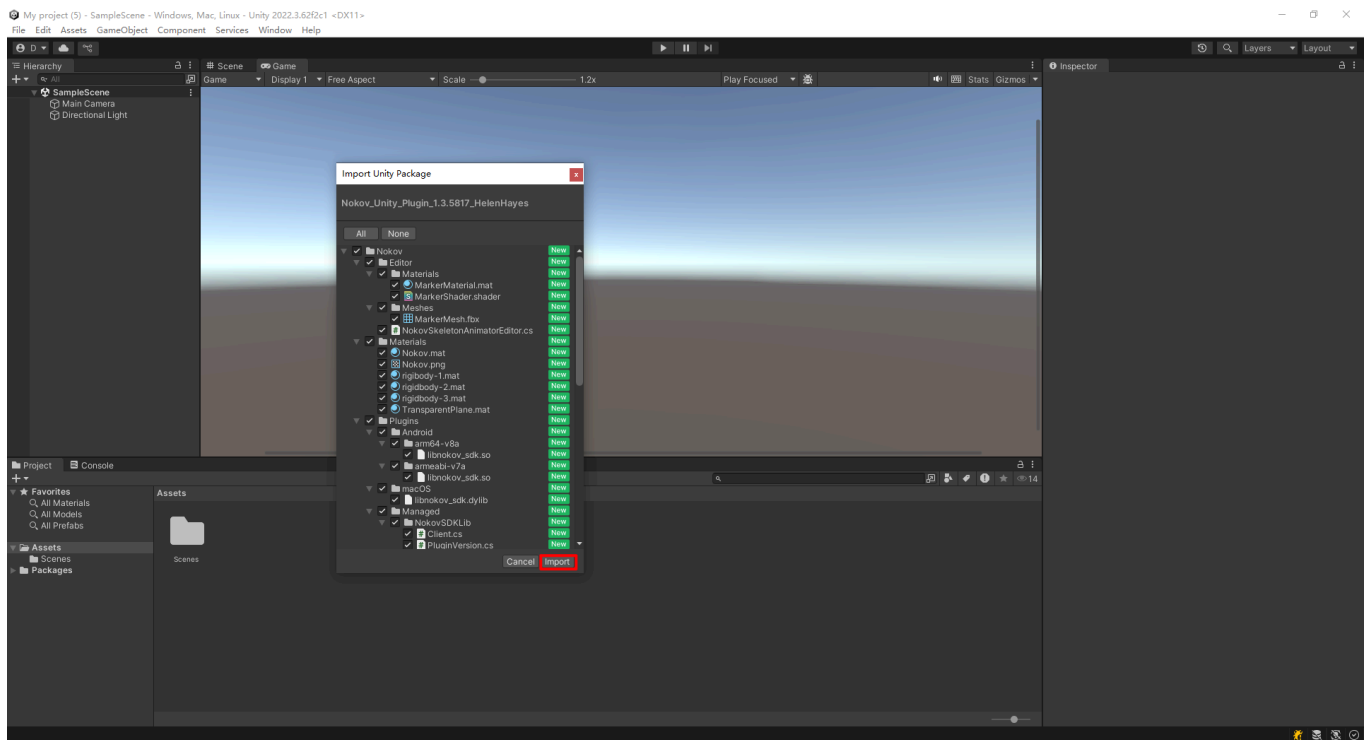
下载Unity编辑器2022 LTS版本



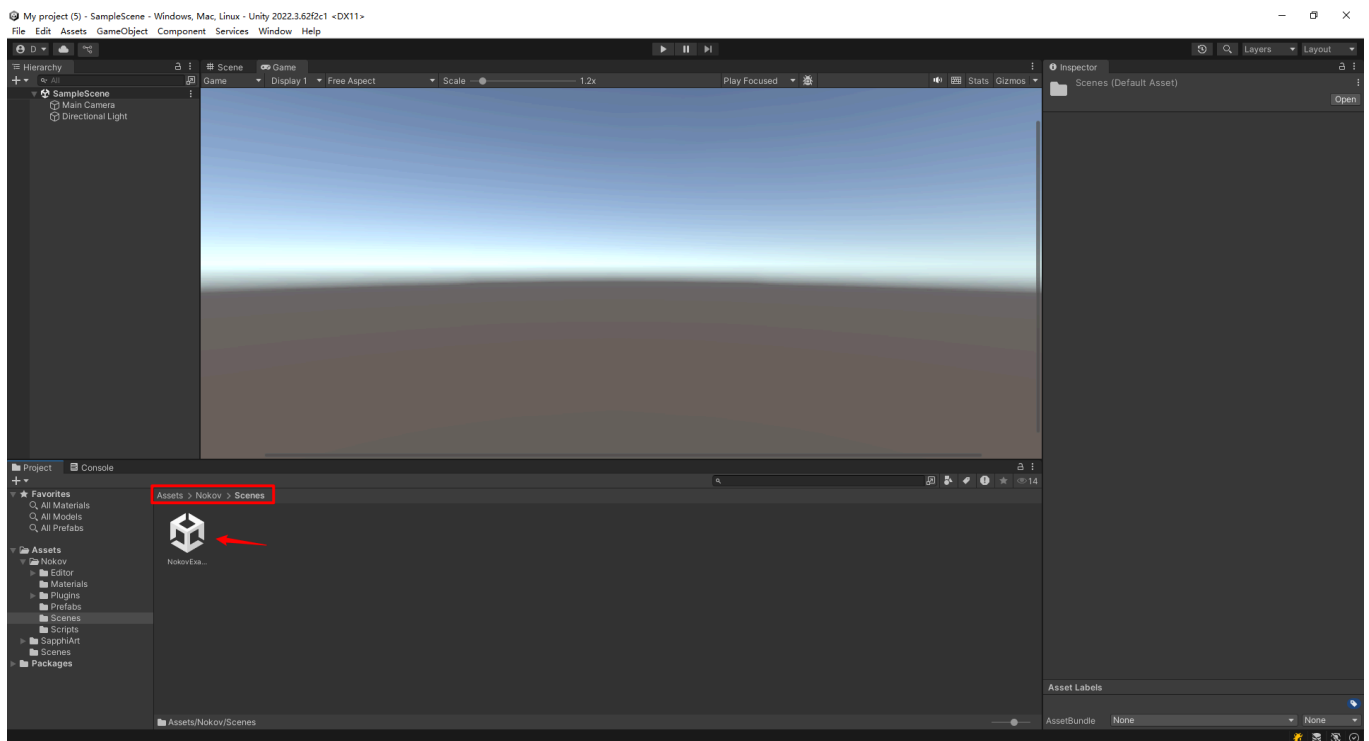
创建工程并将Nokov_Untity_Plugin_1.3.5817_HelenHayes.untypackage拖到Assets上直到鼠标变为+号松开鼠标。



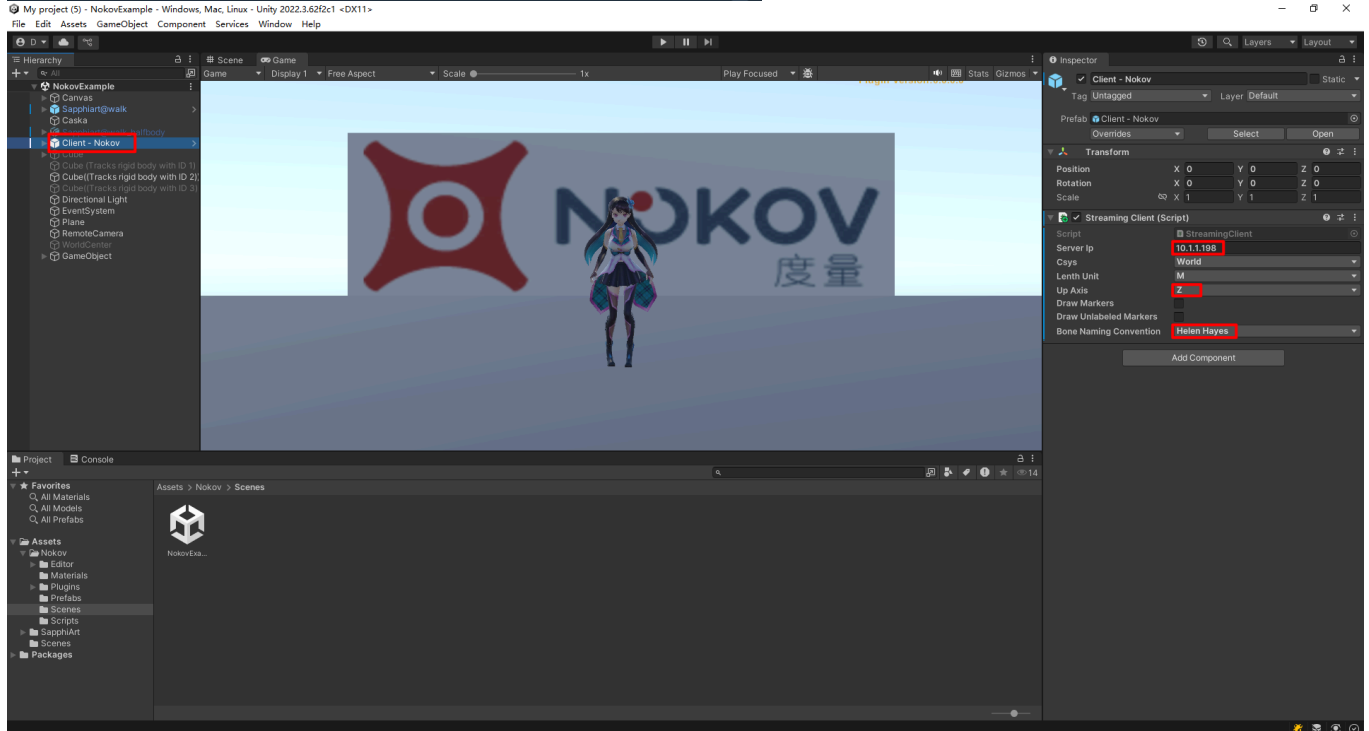
点击导入



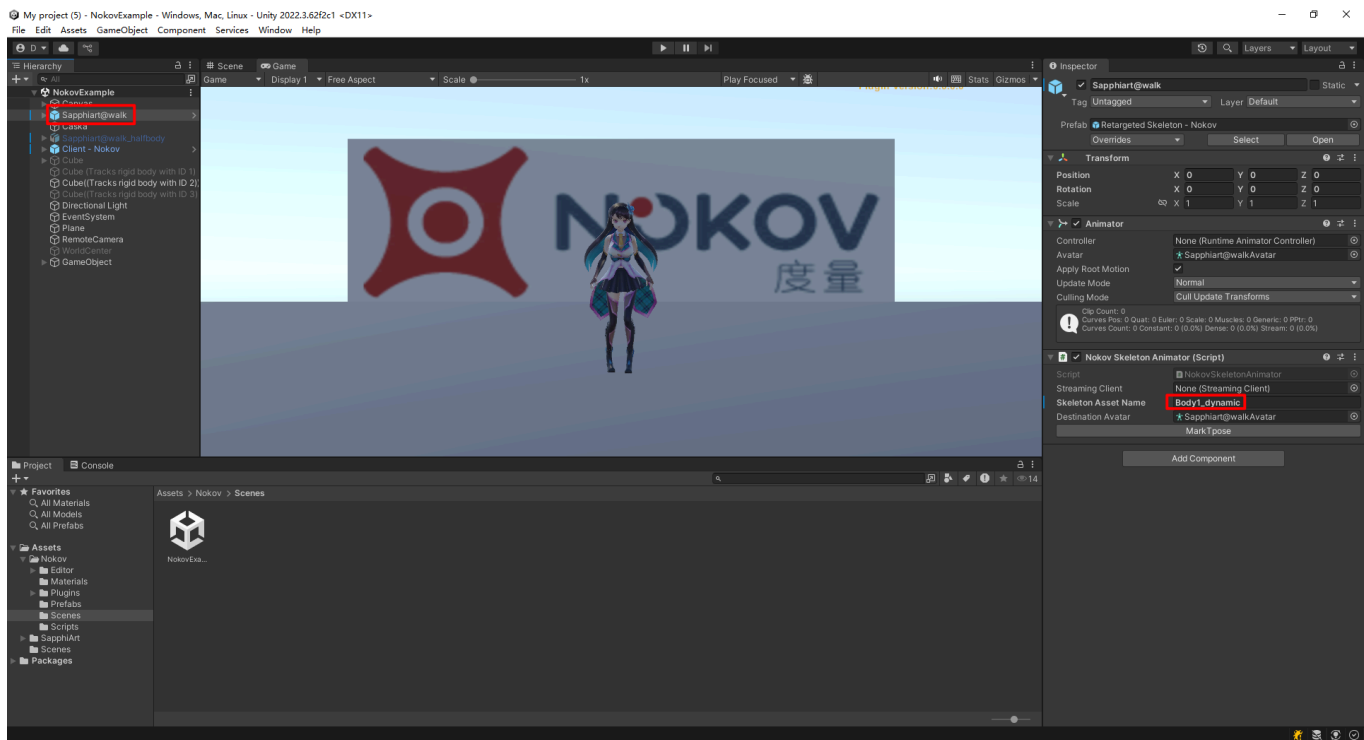
在Nokov->Scene文件夹下点击打开Nokov示例场景



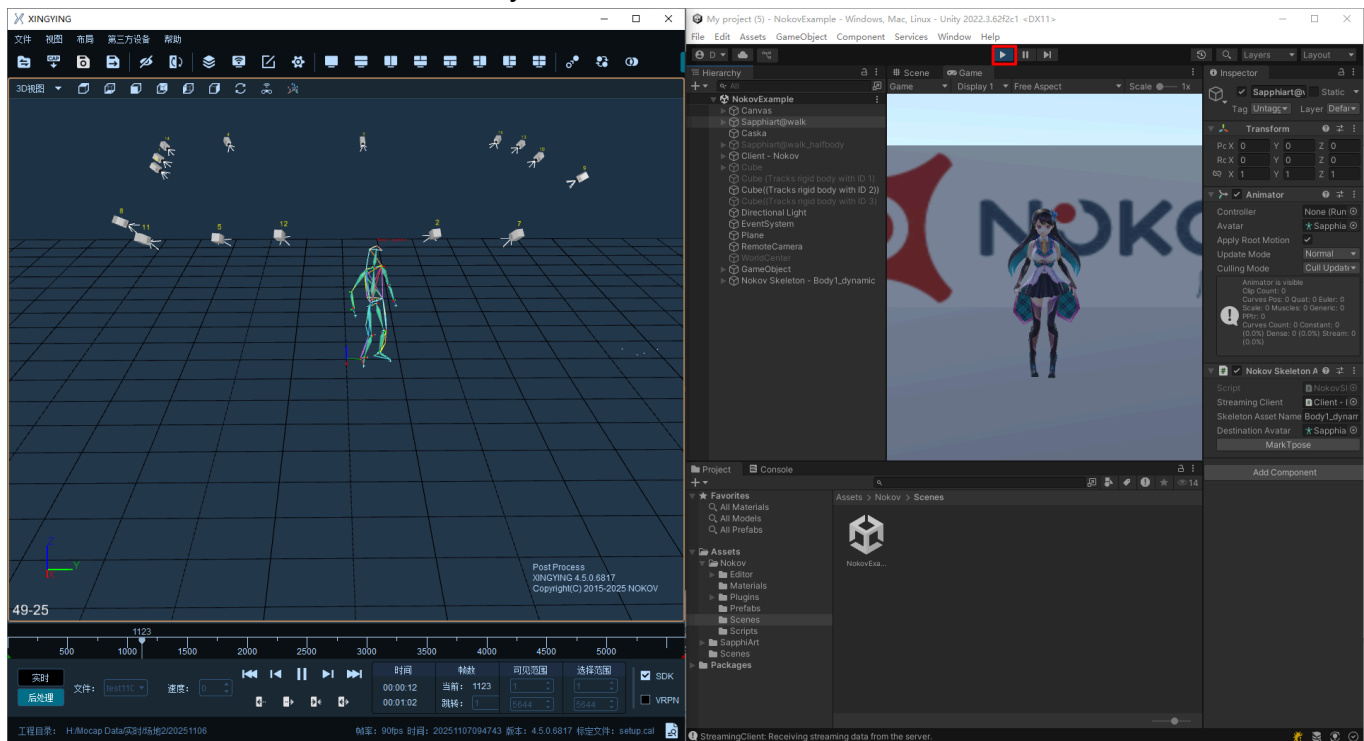
示例场景中左侧找到Client - Nokov，点击后在右侧配置Server IP与XINGYING中SDK网卡地址一致。海伦海耶斯模板的坐标系为Z轴向上，UpAxis选择Z轴向上，BoneNameingConvention选择HelenHayes。



然后点击左侧的Sapphiart@walk，在右侧Inspector中输入对应XINGYING中海伦海耶斯dynamic模板MarkerSet名称的名称。



确保XINGYING中开始播放后在Unity中点击开始按钮。



最后点击Unity中的MarkPose按钮模型就会开始同步运动了。

