

Motion Capture for Human Tasks is a software add-on for Dassault Systemes 3D Experience™. It enables interactive real-time simulation with digital human capabilities inside a virtual environment, while maintaining all basic functions. The user can simulate manual operation: Accessibility testing, Visibility study, Operator training, Ergonomic assessment, Workplace simulation, Collaboration work

#Virtual Reality #Ergonomic #Dassault

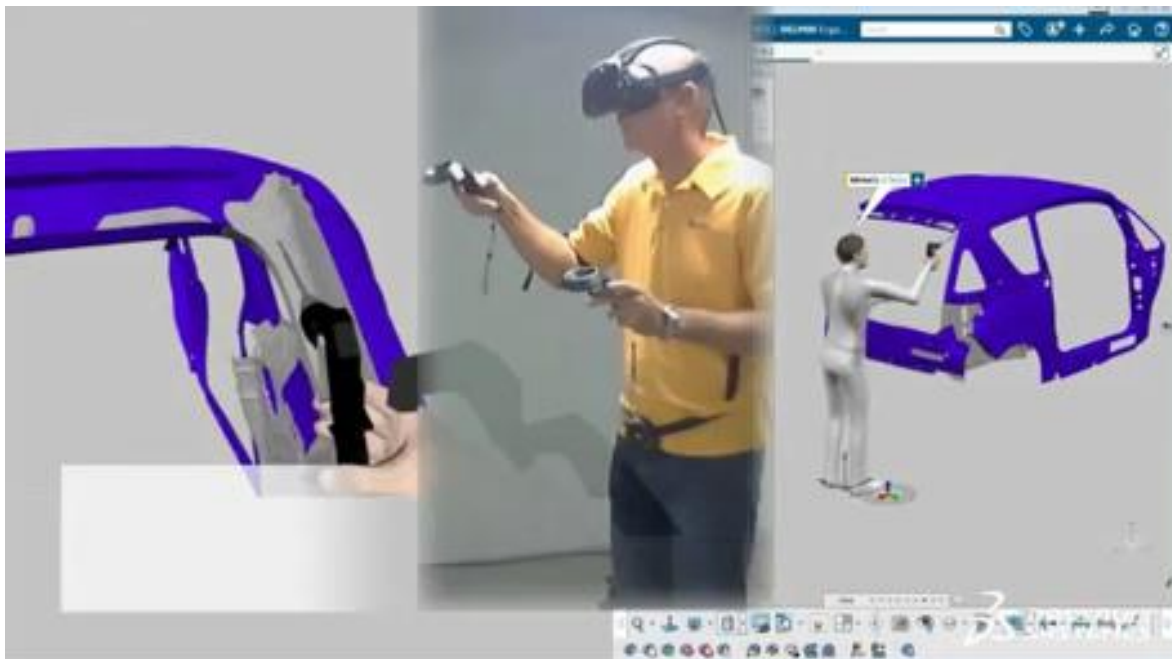
3D REAL-TIME INTERACTION AND SIMULATION

- ✓ Realtime Animation of full human with physics:
 - ✓ Scale operator motion, integrate manikin's kinematics
 - ✓ Easy calibration, and attach/detach manikin
 - ✓ View collisions points on contact points
 - ✓ Animate up to 4 manikins
- ✓ Simulation set-up: Easy control start, stop, resume
- ✓ Realtime Animation of part with physics:
 - ✓ Create physics (selecting tool: working zone)
 - ✓ Animate in realtime
 - ✓ Support for haptic interface
 - ✓ Support weight
- ✓ Output: store a human task in realtime
- ✓ Supported devices:
 - ✓ Optical tracking system: ART, Vicon
 - ✓ Inertial system: Xsens
 - ✓ Force feedback: Haption's product Virtuose, Able, Inca6D
 - ✓ Glove: Manus, Cyberglove
 - ✓ 3d mouse: 3Dconnexion
 - ✓ On request input stream
- ✓ Integration with HTC Vive: Since 2017X
 - ✓ HTC HMD : the view of the Manikin
 - ✓ HTC Controller: in a context of Manikin enable auto-grasp of the hand with vibration, natural catch and release



TECHNICAL SPECIFICATION

PC Configuration	Dassault Systemes supported configuration, with minimum 32 G of RAM, dual quad-core, and dedicated Ethernet for the realtime input device
Supported Released	From 2017X to 2022X
PREREQUISITE	
Haption	1 license of IPSI Server 2017X to 2020X: IFW, CSV, EWK
Dassault Systèmes	2022X : PCS, EWK For Vive support since 2017X: IHD
Minimum release	2017X:1648 HF1 2018X:1814 HF7, 2019X: 1907 HF3



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