

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
  - ✓ 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 2019X to 2025X
<b>PREREQUISITE</b>	
Haption	1 license of IPSI Server
	2019X to 2021X: IFW, CSV, EWK
Dassault Systèmes	2022X to 2025X: PCS, EWK
	For Vive support since 2019X: IHD

