

MOTION CAPTURE FOR HUMAN TASK



Motion Capture for Human Tasks is a software add-on for Dassault Systemes 3D ExperienceTM. 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

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

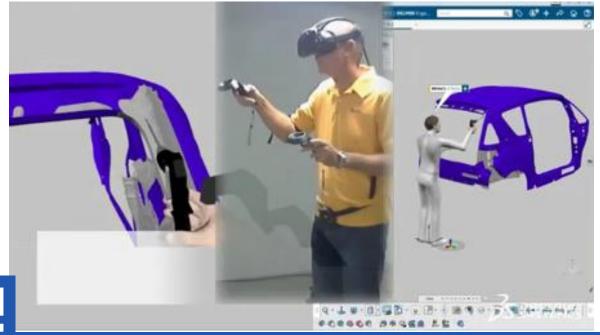
PREREQUISITE

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





HAPTION S.A.