Standardization of Digital Human Models for Posture Data Exchange

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Presenters Bio

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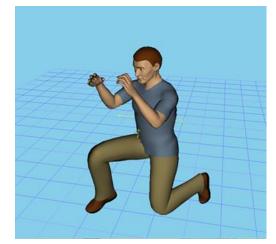
Professional Interests:

- Applications of VR to engineering, manufacturing, assembly, maintainability, product integration
- Ergonomics
- Software development, massive model visualization
- Improving safety and quality of products and processes

Personal Interests:

- Music
- Sailing, mountain sports, outdoors in general
- Motorcycles
- Family, friends, and food.

- Background of current standards efforts
- Problem definition and motivation
- Example of exchanging posture data between Digital Human Models (DHM)
- DHM standard technical topics
- Challenges to standardizing digital human model joints and postures
- Conclusion



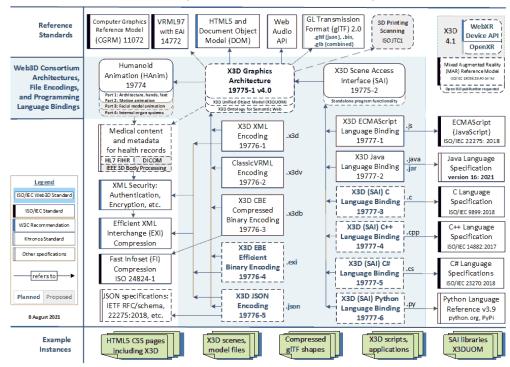




- Standards are in development of DHM, joint definitions and coordinate systems, skeletal hierarchy, feature points, human motion, etc
- ISO/IEC 19774
- Extensible 3D (X3D) Graphics and Humanoid Animation (HAnim)
- International Society of Biomechanics
 - Recommendations on definitions of joint coordinate systems:
 - ankle, hip, and spine
 - shoulder, elbow, wrist and hand

web3D consortium (web3d.org)

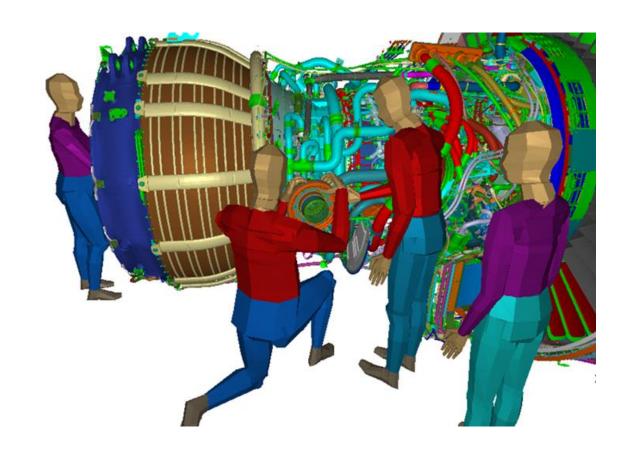
X3D Graphics Standards Relationships



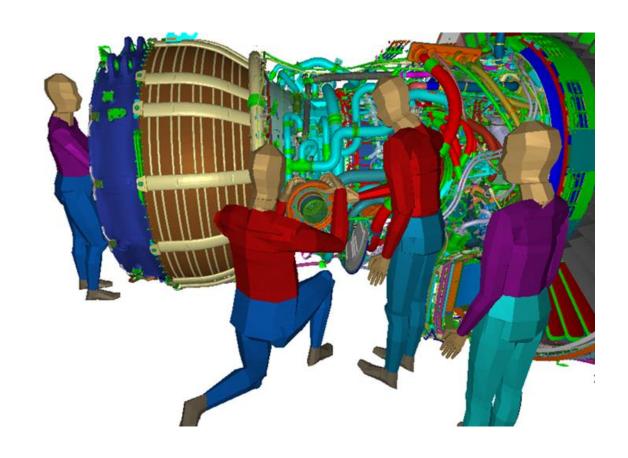
Problem Definition and Motivation

- Standards are still lacking in some contexts for applications of Digital Human Models
- Updates to the current standards for DHM software are needed/desired that would allow seamless interchange of joint data, posture data, and so forth.
- In practical applications of DHMs, exchanging and replicating data such as joint angles and postures between DHM systems is difficult

- Many DHM exist in the marketplace
- Within companies, research institutions, etc., different DHM are used for different purposes
- There is a range of application contexts, use cases, and varying capabilities of DHM.
 - Simple human model
 - Ergonomics simulations and studies
 - Immersive VR avatar, body tracked human model
 - Motion capture biomechanical skeletons
 - Segmented and skinned models
 - ... more



- DHM application uses include
 - Design and Manufacturing
 - Ergonomics
 - Gaming
 - Film and animation
 - Biomechanics and therapy
 - Virtual meetings
 - Metaverse, avatars
 - Virtual Reality
 - Sales and marketing
 - more ...



- Collaboration between business units, industry/research institutions, companies and suppliers is challenging if they have different DHM systems.
- Postures derived in one DHM application and use case are difficult to replicate in another DHM system
- Postures have to be re-created in each DHM system
- Inefficient, time-consuming, opportunities to iteratively optimize solutions/products are reduced



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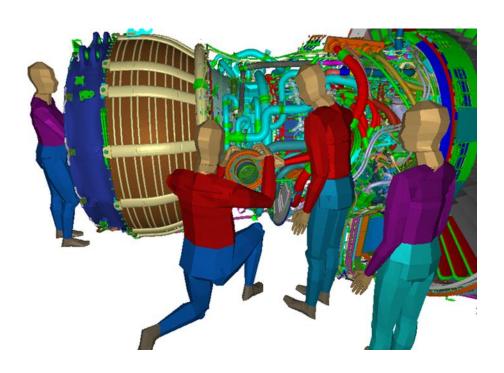
Desired Goal :

A Standard that facilitates the exchange of manikin postures between digital human modeling software systems

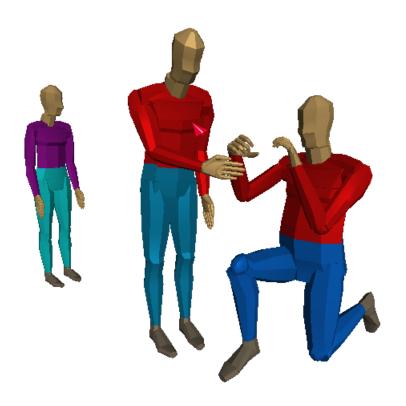
Example of Use Case of Multiple DHM – Posture Data Exchange

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Simple example: Maintenance operation



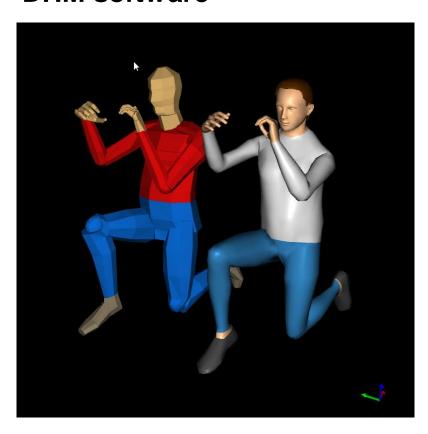
Manikin posture to evaluate...



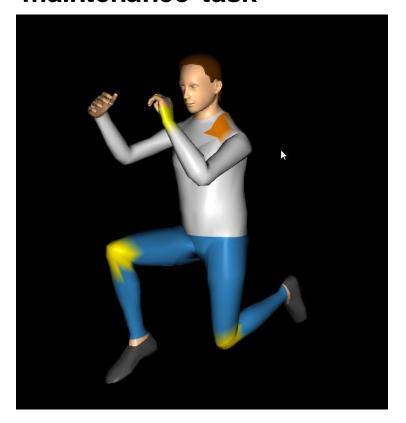
Example of Use Case of Multiple DHM – Posture Data Exchange (continued)

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 Replicate manikin posture in another DHM software

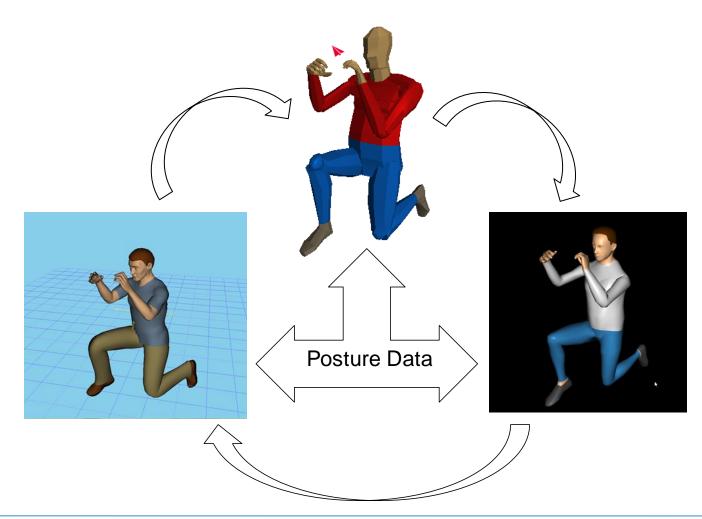


Perform an ergonomics study for the maintenance task



Example of Use Case of Multiple DHM – Posture Data Exchange (continued)

- Further analysis may be needed in a more specialized DHM for additional ergonomics studies
- Communicate results of analysis back to customer, including the new resultant manikin posture
- Iteration loops of design, manufacturing/assembly, ergonomics



Variability in DHM Joints, Skeleton, Modeling

- Each DHM has structural similarities (joints, body segments/skinned surfaces, kinematic chain, etc), but they are unique in their implementation
- A standard that supports homogenized commonality of posture data to between different DHM would greatly improve the work flow efficiency between DHM systems
- DHM software companies need to implement the interface between their model and the standard posture format

DHM Standard Technical Topics

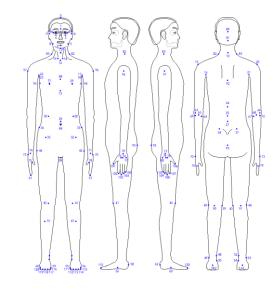
- Number of joints in DHM
- Standard joint definitions
- Standard coordinate systems for joints
- Body landmarks
- Independence/dependence of postures on digital human skin surface, landmark points
- Common file format for data exchange
- Units

DHM Standard Technical Topics: Joint Definition and Ranges, Coordinate Systems

- Number of joints in DHM
 - Define one or multiple models of varying complexity
- Nominal body sizes?
- Standard joint definitions
 - Naming convention
 - Degrees-of-freedom for Joints
 - Joint Degree-of-Freedom Ranges
 - Order of operations for rotations (X-Y-Z, Z-Y-X, or other)
- Coordinate systems
 - Definition
 - Location on manikin
 - Orientation

DHM Standard Technical Topics: Body landmarks

- Standard anthropometric landmarks exist (CAESAR®, etc)
- Include in posture data files
 - Select a sub-set of body landmarks
 - For example: sellion, cervicale, acromion, ulnar/radial styloid, olecranon, asis, trochanterions, suprapatella, medial and lateral malleolus
- Provide an additional landmark posturing object layer in DHM
- Match postures between DHMs with landmark targets, joint angles only, or a hybrid approach
- Landmark matching algorithms provide:
 - A "goodness of fit" metric for postures between DHMs for same-sized manikins
 - An optimizing method for fitting postures of dissimilar (select/deselect landmarks to match)





DHM Standard Technical Topics: Standard File Format, Units

- Common file format for posture data exchange
 - Select a file format (XML, VRML, JSON, etc)
 - Preferably ASCII (human readable) format
- Units
 - Selectable between metric/imperial for translations
 - Degrees or radians for rotations

Challenges to Standardizing Digital Human Model Joints and Postures

- The first challenge is determination, selection, and implementation of a standard that enable posture data exchange between DHM software systems.
- In order to perform the work required to craft the standard, collaboration from DHM software companies, industry practitioners, researchers, and academia is needed.
- Finally, implementation of standards in DHM software would need to be done to support the exchange of human model posture data.

Conclusions

- This presentation is proposing additional definition in the current standard specific to posture data exchange.
- The current ISO standard work has many of the building blocks already in place.
- How do we move standardization efforts forward? What are the next steps?
- To achieve a Standard for DHM postures, collaboration between industry, researchers, academics, and digital human model companies is needed.

•Thank You!

References

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