
**Information technology - Computer
graphics, image processing and
environmental data representation -
Part 2: Humanoid animation (H-Anim)
motion data animation**

*Technologies de l'information — Infographie, traitement de
l'image et représentation des données environnementales —
Partie 2: Animation utilisant des données de mouvement pour
l'animation humanoïde (HAnim)*



This document is a preview generated by EVS



COPYRIGHT PROTECTED DOCUMENT

© ISO 2019

All rights reserved. Unless otherwise specified, or required in the context of its implementation, no part of this publication may be reproduced or utilized otherwise in any form or by any means, electronic or mechanical, including photocopying, or posting on the internet or an intranet, without prior written permission. Permission can be requested from either ISO at the address below or ISO's member body in the country of the requester.

ISO copyright office
CP 401 • Ch. de Blandonnet 8
CH-1214 Vernier, Geneva
Phone: +41 22 749 01 11
Email: copyright@iso.org
Website: www.iso.org

Published in Switzerland

Abstract

This document specifies the method of motion capture animation using H-Anim humanoid models. Each humanoid model consists of an articulated character with specified joints and motion capture data. As specified in ISO/IEC 19774-1, each character consists of joints and segments in a hierarchical structure.

This document includes the following:

- Concepts of motion capture as related to humanoid animation,
- Concepts of motion capture data definition,
- Definition of motion parameters and motion-capture animation data for transferring or exchanging motion between different humanoid character models,
- Mapping the structure of motion capture data to the structure of H-Anim objects,
- HAnim motion capture animation using interpolators,
- HAnim motion definition using H-Anim Motion objects, and
- A method for generating and specifying an H-Anim motion capture animation.

This document specifies a standard technique for exchanging humanoid animation using motion capture. It does not mandate using any specific run-time system to render the H-Anim characters or animations.

Installation

This publication has been packaged as a zipped file. Copy it to the desired location in your local environment. Once the file has been copied to your local environment, open the file to unzip its contents. For compound documents (e.g. HTML documents comprising several files or folders, documents that have been subdivided owing to the total file size, etc.), in order for the links between documents to function properly, the file and folder names must be maintained and all the files stored in the same folder.

Where the zip file contains a Readme file, it is essential to consult this file to understand the way in which the document has been structured.