DELMIA V6

Ergonomics Task Definition

Program and Simulate Human Tasks

DELMIA Ergonomics Task Definition provides an intuitive 3D environment for simulating human tasks using the V6 Lifelike Human manikins: SIA and TEO.

DELMIA Ergonomics Task Definition (ETD) builds on DELMIA Ergonomics Evaluation (EGE) by allowing users to create, simulate and validate tasks performed by a lifelike human manikin in the V6 environment. With an intuitive user interface, V6 users are able to easily create and simulate how a person interacts with a product or performs tasks in the workplace. Defining common human tasks is simplified through the use of predefined actions such as picking up and placing objects, walking, operating a device, or using a tool. DELMIA Ergonomics Task Definition makes defining and simulating human tasks accessible to all V6 users.

Definition and management of human tasks

A human task is a sequence of human activities that result in a task accomplished by a worker. DELMIA Ergonomics Task Definition provides functions to sequence activities, edit the sequence and assign tasks, which allows users to evaluate how a human will interact within a product or workplace environment.

Simplified teaching of common actions

High semantic activities such as reaching for an object, picking it up, or moving it are simplified through the use of DELMIA Ergonomics Task Definition. Through the V6 3D immersive environment, the user can simply select the desired activity and apply it to the manikin and an object or location. The series of motions required to achieve that action are automatically generated. Additionally, the user can easily modify the proposed postures to fine-tune manikin activities to meet their specific needs.

Capture and reuse of basic skills

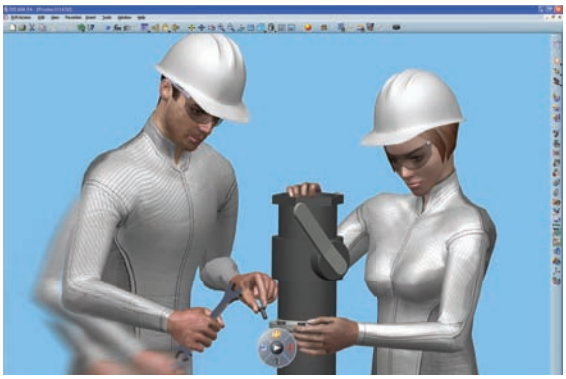
DELMIA Ergonomics Task Definition allows users to define a sequence of postures, such as picking up an object from the ground. These posture sequences can be saved in a library for later retrieval and application to any manikin.

Simulation and validation of human tasks for interference and ergonomic analysis

Users are able to both teach and simulate how a human will interact in the context of a product or workplace environment. Immersed in the V6 3D environment, users can generate ergonomic analysis reports and perform dynamic interference analysis.

Product Highlights

- Associativity for automatic updates
- Simulation and validation of human tasks for interference and ergonomic analysis
- Introduction of ergonomics earlier in the design of workplaces
- Quick assessment of “what if” scenarios



DELMIA Ergonomics Task Definition simplifies defining common human tasks through the use of predefined actions.

Create, simulate and validate how a person interacts with a product or performs tasks in the workplace.

About Dassault Systèmes

As a world leader in 3D and Product Lifecycle Management (PLM) solutions, Dassault Systèmes brings value to more than 115,000 customers in 80 countries. A pioneer in the 3D software market since 1981, Dassault Systèmes applications provide a 3D vision of the entire lifecycle of products from conception to maintenance to recycling. The Dassault Systèmes portfolio consists of CATIA for designing the virtual product - SolidWorks for 3D mechanical design - DELMIA for virtual production - SIMULIA for virtual testing - ENOVIA for global collaborative lifecycle management, and 3DVIA for online 3D lifelike experiences.

For more information, visit 3ds.com

DELMIA