

ERGONOMICS TASK DEFINITION

Datasheet



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.

SIMULATION AND VALIDATION OF HUMAN TASKS FOR INTERFERENCE AND ERGONOMIC ANALYSIS

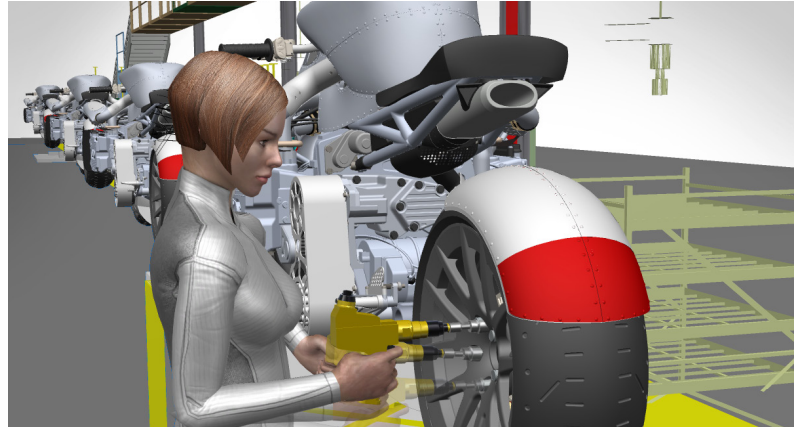
Users are able to both teach and simulate how a human will interact in the context of a product or workplace environment. Immersed in the V6 3D environment, users can generate ergonomic analysis reports and perform dynamic interference analysis.

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
- Capture and reuse of basic skills



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.

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