



航空学报 » 1995, Vol. 16 » Issue (1) :24-28 DOI:

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人机系统的计算机动态图形模拟

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DYNAMIC COMPUTER GRAPHIC SIMULATION OF HUMAN-MACHINE SYSTEM

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摘要

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摘要 介绍了开发的人-机-环境系统模拟软件MMES的几何建模方法和动态图形显示方法。用实体造型方法建立机器的几何模型,用Bezier曲面表示人体的几何外形。对整体坐标中测得的人体表面数据进行坐标转换,用各肢体的局部坐标系下的数据表示肢体。将各肢体定义为图形物体,并按一定的次序显示,在SGI工作站上实现了人体系统的动态图形模拟。

关键词: 动目标显示器 人因工程 计算机仿真

Abstract: The modeling and dynamic graphic displaying methods used in MMES(A computer simulation software of man,machine and environment system)are introduced.Solid modeling method is used in machine modeling. Surface of human body is represented with Bézier surface. The surface data of human body measured in global coordinates are transferred into local coordinate of each limb. Machines and human body limbs are displayed in given order as graphic objects, and the human-machine interaction process can be dynamically displayed on SGI workstation.

Keywords: moving target indicators human factors engineering computerized simulation

Received 1993-09-05; published 1995-02-25

引用本文:

沈翔;袁修干;温文彪;王立刚. 人机系统的计算机动态图形模拟[J]. 航空学报, 1995, 16(1): 24-28.

Shen Xiang;Yuan Xiugan;Wen Wenbiao;Wang Ligang. DYNAMIC COMPUTER GRAPHIC SIMULATION OF HUMAN-MACHINE SYSTEM[J]. Acta Aeronautica et Astronautica Sinica, 1995, 16(1): 24-28.

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