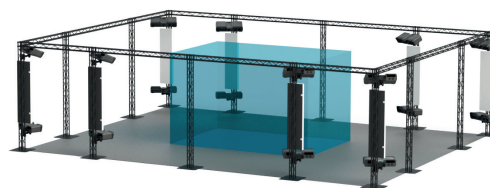




M O V E 4 D

HIGH SPEED BODY SCANNER

A **dynamic body scanner**, which consists of a set of synchronised 4D scanning modules and an automatic processing software. The default configuration is based on 12 or 16 optic units, set over columns with an inbuilt lighting system, which cover a large scanning volume.



No. of modules	Scanning Volume (w x l x h) meters	Footprint
12	2 x 2 x 3	5 x 5 m
16	2 x 3 x 3	6 x 5 m

- Automatic processing
- Point-to-point correspondence
- Ultra fast capturing speed at 178 fps
- Synchronization with other digital equipments



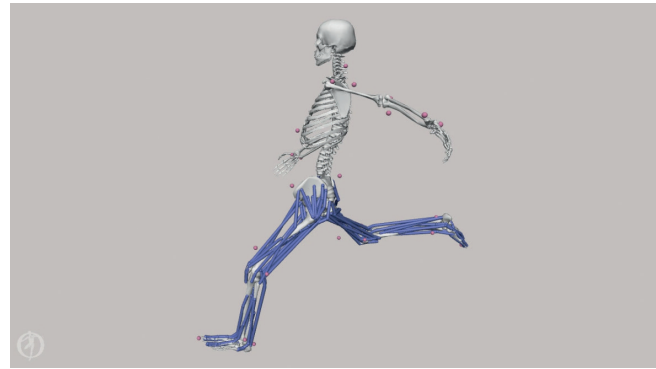
TECHNICAL SPECIFICATIONS

Optic unit accuracy	1 mm (High resolution) / 2 mm (Medium resolution)
Capture frequency	Up to 178 Hz
Capture	Simultaneous 3D and texture
Standard Outputs	<ul style="list-style-type: none"> • PLY: raw point cloud with a density of more than 4M points • OBJ: sequence of frames of watertight dense mesh with a density of 50K points including texture • FBX: sequence of frames of watertight dense mesh with a density of 50K points including texture and skeleton: <ul style="list-style-type: none"> - FBX animation with one blendshape - FBX animation with multi blendshape • BVH: kinematic file describing the movement of the body skeleton • CSV: <ul style="list-style-type: none"> - Set of 93 body measurements in A-pose (ISO7250 – ISO8559) - Set of 19 dynamic body measurements

APPLICATIONS

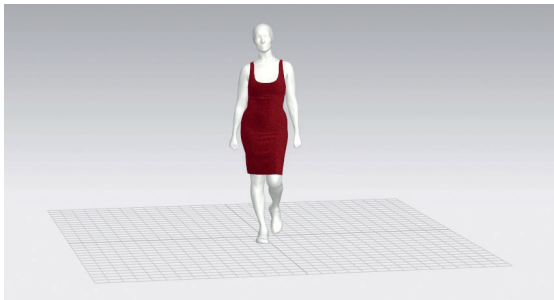
R&D in Anthropometry and Biomechanics

- Dynamic data of moving shapes, using homologous meshes with a known, fixed topology.
- New avenues to the analysis of human movements and the biomechanical analysis of human function.

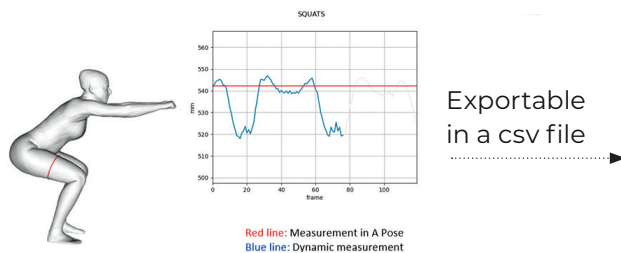


Wearables

- Product innovation in Apparel Industry.
 - Automatic dynamic body measurements to improve design, fitting and customization.
 - Product assessment and validation.
 - Digitalization 3D design and virtual fitting.

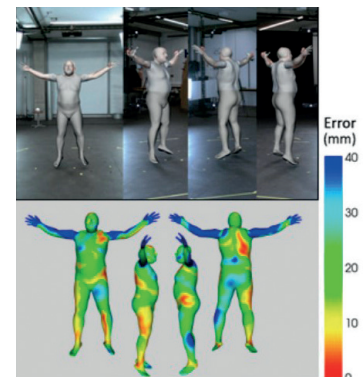


Dynamic Measurements



Computer Vision

- Ground truth generation of datasets for machine learning applications.
- Supporting the creation of Generative models of digital humans.
- Automatic annotation.



Immersive Technologies

- Populate the Metaverse: Generate your 4D avatar libraries and integrate it into different production pipelines.



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