

CIS SOLDIER

MODEL DESCRIPTION DOCUMENT (MDD)

Version 1.0



OCTOBER 3, 2014

DOCUMENT NUMBER: 15060909-024-14
CONTRACT NUMBER: W900KK-14-C-0025

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DOCUMENT REVISION HISTORY		
Version	Description	Date
0.1	Draft	01/07/15
1.0	Initial Release	09/11/15

TABLE OF CONTENTS

DOCUMENT REVISION HISTORY i

TABLE OF FIGURES..... iii

TABLE OF TABLES..... iii

1 MODEL OVERVIEW 1

 1.1 DESCRIPTION 1

 1.2 REFERENCES..... 1

 1.3 MODEL VERSION 2

 1.4 MODEL SUMMARY 3

 1.5 LICENSING/RIGHTS..... 3

2 MODEL ATTRIBUTES 4

 2.1 POLYGON ALLOCATION 4

 2.2 LEVEL OF DETAIL (LODS) 4

 2.3 TEXTURE MAPS 4

 2.4 SENSOR VIEWS..... 5

 2.5 HEALTH STATES..... 5

 2.6 SKELETAL STRUCTURE 5

 2.6.1 JOINTS IN THE RIG 5

 2.6.2 ATTACH POINTS AND ATTACHED MODELS 6

3 ANIMATIONS 8

4 VERIFICATION APPROACH..... 8

 4.1 RUNTIME SYSTEMS 8

5 LIMITATIONS 9

6 CONTACT INFORMATION 9

TABLE OF FIGURES

Figure 1 CIS Soldier Character Model 2

Figure 2 CIS Soldier Origin on Cartesian X, Y, Z Coordinate System 3

Figure 3 CIS Soldier Texture Map 4

Figure 4 CIS Soldier Normal Map 5

TABLE OF TABLES

Table 1 Character Revision History 2

Table 2 Model Summary..... 3

Table 3 Polygon Allocation..... 4

Table 4 Naming Convention for Joints..... 6

Table 5 Attached Models..... 6

1 MODEL OVERVIEW

1.1 DESCRIPTION

This document details the 3-Dimensional (3D) model of a CIS Soldier character. The CIS Soldier character model can be used with and without weapons and with a set of animations (see the specific weapons and animations Model Description Documents for more information). Weapons are attached and detached from the CIS Soldier character model at specific attach points. During runtime weapons are attached and detached to the model by the visualization system that controls the 3D model. This model can be used with any visualization system that can import FBX or COLLADA formats.

The CIS Soldier character model was developed by Dignitas Technologies for the SE Core DT Phase III Small Business Innovative Research (SBIR) project. The model is part of a larger set of character and weapon models, and animations, developed to support the LVC-IA AAR 3D Viewer. The model design was based on screen captures of the CCTT DI Guy CIS Soldier model provided by SE Core. To meet the LVC-IA AAR performance requirement, a medium fidelity model was developed.

The CIS Soldier character model components include:

- Green and Brown Forest Fatigues
- Combat Helmet
- Battle Harness
- Black Combat Boots

1.2 REFERENCES

- 3D_Model_Development_Process.docx
 - The 3D model development process details Dignitas Technologies' procedure for building 3D characters and animations.
- Character_Model_Specification.docx
 - The character model specification provides the requirements for developing 3D character models and attachments.



Figure 1 CIS Soldier Character Model

1.3 MODEL VERSION

Information about the model version can be found in the “Model_Version.txt” file located in the model’s directory (same directory the model’s .fbx file is located).

Table 1 Character Revision History

Version	Description	Date
1.0	Initial release of the CIS_Soldier_skelmesh.fbx	10/03/14

1.4 MODEL SUMMARY

Table 2 Model Summary

Model Name	CIS_Soldier_skelmesh.fbx
SE Core MEL Version L ID	185
Model Units	Meters
Model Height	2 Meters (units) or 200 Centimeters
Coordinate System	Cartesian X, Y, Z (see Figure 2 below)
Model Origin	Origin is located on the ground between the character's feet. (0, 0, 0) (See figure 2 below)
Model Orientation Runtime	Forward: Positive Y Up: Positive Z
Model Orientation Maya	Forward: Positive Z Up: Positive Y



Figure 2 CIS Soldier Origin on Cartesian X, Y, Z Coordinate System

1.5 LICENSING/RIGHTS

Models built by Dignitas Technologies along with all files and documentation, have full Government Purpose Rights.

2 MODEL ATTRIBUTES

2.1 POLYGON ALLOCATION

Polygon allocation is the number of triangles and vertices for a given state and Level of Detail (LODs) in the model. The method for calculating the number of polygons is to gather each model state then count the polygons present in each representation. Animations are not included in the polygon allocation. The CIS Soldier (unarmed) character model has a single LOD which is labeled LOD0.

Table 3 Polygon Allocation

Model	# of Triangles	# of Vertices
CIS Soldier (unarmed)	3116	1606

2.2 LEVEL OF DETAIL (LODS)

Dignitas supports only one LOD (LOD0) and no switch distances at this time.

2.3 TEXTURE MAPS

Textures:

- CIS_Soldier_COL.dds (Diffuse) 2048 x 2048 pixels
- Texture Version: 1.0

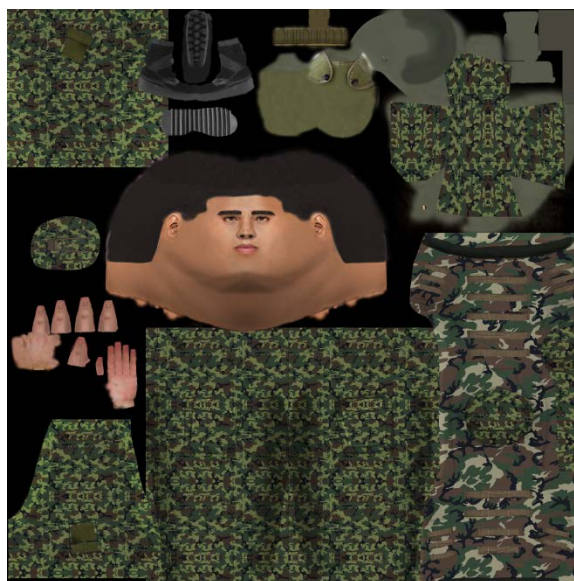


Figure 3 CIS Soldier Texture Map

- CIS_Soldier_NRML.dds (Normal map) 2048 x 2048 pixels
- Texture Version: 1.0



Figure 4 CIS Soldier Normal Map

2.4 SENSOR VIEWS

Not applicable at this time.

2.5 HEALTH STATES

For more information on the Incapacitated and Killed States refer to their respective MDDs.

Healthy State

Incapacitated State

Killed State

2.6 SKELETAL STRUCTURE

2.6.1 JOINTS IN THE RIG

A **rig** is a skeleton that attaches to the 3D model to allow for animations to be added. The **joints** in the rig hold the translation and rotational data from the animations.

Naming convention for joints:

Table 4 Naming Convention for Joints

Hips	RightForeArm
Spine	RightHand
Spine1	RightThumbBase
Neck	RightThumbTip
Head	RightHandTip
HeadEnd	LeftUpLeg
LeftShoulder	LeftLeg
LeftArm	LeftFoot
LeftForeArm	LeftToeBase
LeftHand	LeftToe
LeftThumbBase	RightUpLeg
LeftThumbTip	RightLeg
LeftHandTip	RightFoot
RightShoulder	RightToeBase
RightArm	RightToe

2.6.2 ATTACH POINTS AND ATTACHED MODELS

The model rig and the **Attach Model** (e.g. weapons, cell phones, etc) both have **Attach Points** where they can be connected (“attached”) during runtime. **Attach Points** are unweighted joints on the model rig that represent locations where **Attach Models** can be connected. Attachments occur during runtime based on the animation applied to the model rig. Table 5 lists all Attach Points, associated Attach Models, and corresponding animations for this character model.

Table 5 Attached Models

Attach Point (on Rig)	Attach Model	Animations
stowedWeaponAttach	AK74 (foregrip)	All stowed animations
LeftHandWeaponAttach	AK74 (foregrip)	All WeaponAtReady and WeaponFiring animations
RightHandWeaponAttach	AK74 (pistolgrip)	Incapacitated and Killed animations
stowedWeaponAttach	RPK (foregrip)	All stowed animations
LeftHandWeaponAttach	RPK (foregrip)	All WeaponAtReady and WeaponFiring animations
RightHandWeaponAttach	RPK (pistolgrip)	Incapacitated and Killed animations
stowedWeaponAttach	RPG7 (foregrip)	All stowed animations
LeftHandWeaponAttach	RPG7 (foregrip)	All WeaponFiring animations
RightHandWeaponAttach	RPG7 (pistolgrip)	Incapacitated and Killed animations
stowedWeaponAttach	RPG Type 69 (foregrip)	All stowed animations
LeftHandWeaponAttach	RPG Type 69 (foregrip)	All WeaponFiring animations
RightHandWeaponAttach	RPG Type 69 (pistolgrip)	Incapacitated and Killed animations
stowedWeaponAttach	AGS17 (foregrip)	All stowed animations
LeftHandWeaponAttach	AGS17 (foregrip)	All WeaponFiring animations
RightHandWeaponAttach	AGS17 (pistolgrip)	Incapacitated and Killed animations

stowedWeaponAttach	AT4 Spigot (foregrip)	All stowed animations
LeftHandWeaponAttach	AT4 Spigot (foregrip)	All WeaponFiring animations
RightHandWeaponAttach	AT4 Spigot (pistolgrip)	Incapacitated and Killed animations
stowedWeaponAttach	AT7 Saxhorn (foregrip)	All stowed animations
LeftHandWeaponAttach	AT7 Saxhorn (foregrip)	All WeaponFiring animations
RightHandWeaponAttach	AT7 Saxhorn (pistolgrip)	Incapacitated and Killed animations
stowedWeaponAttach	SA7 Grail (foregrip)	All stowed animations
LeftHandWeaponAttach	SA7 Grail (foregrip)	All WeaponFiring animations
RightHandWeaponAttach	SA7 Grail (pistolgrip)	Incapacitated and Killed animations
stowedWeaponAttach	SA14 Gremlin (foregrip)	All stowed animations
LeftHandWeaponAttach	SA14 Gremlin (foregrip)	All WeaponFiring animations
RightHandWeaponAttach	SA14 Gremlin (pistolgrip)	Incapacitated and Killed animations
stowedWeaponAttach	SA16 Gimlet (foregrip)	All stowed animations
LeftHandWeaponAttach	SA16 Gimlet (foregrip)	All WeaponFiring animations
RightHandWeaponAttach	SA16 Gimlet (pistolgrip)	Incapacitated and Killed animations
stowedWeaponAttach	SA18 Grouse (foregrip)	All stowed animations
LeftHandWeaponAttach	SA18 Grouse (foregrip)	All WeaponFiring animations
RightHandWeaponAttach	SA18 Grouse (pistolgrip)	Incapacitated and Killed animations
stowedWeaponAttach	SA24 Grinch (foregrip)	All stowed animations
LeftHandWeaponAttach	SA24 Grinch (foregrip)	All WeaponFiring animations
RightHandWeaponAttach	SA24 Grinch (pistolgrip)	Incapacitated and Killed animations

Name of Attached Model	Animations	Attach Points
AK74 (foregrip)	All stowed animations	stowedWeaponAttach
AK74 (foregrip)	All WeaponAtReady and WeaponFiring animations	LeftHandWeaponAttach
AK74 (pistolgrip)	Incapacitated and Killed animations	RightHandWeaponAttach
RPK (foregrip)	All stowed animations	stowedWeaponAttach
RPK (foregrip)	All WeaponAtReady and WeaponFiring animations	LeftHandWeaponAttach
RPK (pistolgrip)	Incapacitated and Killed animations	RightHandWeaponAttach
RPG7 (foregrip)	All stowed animations	stowedWeaponAttach
RPG7 (foregrip)	All WeaponFiring animations	LeftHandWeaponAttach
RPG7 (pistolgrip)	Incapacitated and Killed animations	RightHandWeaponAttach
RPG Type 69 (foregrip)	All stowed animations	stowedWeaponAttach
RPG Type 69 (foregrip)	All WeaponFiring animations	LeftHandWeaponAttach
RPG Type 69 (pistolgrip)	Incapacitated and Killed animations	RightHandWeaponAttach
AGS17 (foregrip)	All stowed animations	stowedWeaponAttach
AGS17 (foregrip)	All WeaponFiring animations	LeftHandWeaponAttach
AGS17 (pistolgrip)	Incapacitated and Killed animations	RightHandWeaponAttach
AT4 Spigot (foregrip)	All stowed animations	stowedWeaponAttach
AT4 Spigot (foregrip)	All WeaponFiring animations	LeftHandWeaponAttach
AT4 Spigot (pistolgrip)	Incapacitated and Killed animations	RightHandWeaponAttach
AT7 Saxhorn (foregrip)	All stowed animations	stowedWeaponAttach
AT7 Saxhorn (foregrip)	All WeaponFiring animations	LeftHandWeaponAttach
AT7 Saxhorn (pistolgrip)	Incapacitated and Killed animations	RightHandWeaponAttach

SA7 Grail (foregrip)	All stowed animations	stowedWeaponAttach
SA7 Grail (foregrip)	All WeaponFiring animations	LeftHandWeaponAttach
SA7 Grail (pistolgrip)	Incapacitated and Killed animations	RightHandWeaponAttach
SA14 Gremlin (foregrip)	All stowed animations	stowedWeaponAttach
SA14 Gremlin (foregrip)	All WeaponFiring animations	LeftHandWeaponAttach
SA14 Gremlin (pistolgrip)	Incapacitated and Killed animations	RightHandWeaponAttach
SA16 Gimlet (foregrip)	All stowed animations	stowedWeaponAttach
SA16 Gimlet (foregrip)	All WeaponFiring animations	LeftHandWeaponAttach
SA16 Gimlet (pistolgrip)	Incapacitated and Killed animations	RightHandWeaponAttach
SA18 Grouse (foregrip)	All stowed animations	stowedWeaponAttach
SA18 Grouse (foregrip)	All WeaponFiring animations	LeftHandWeaponAttach
SA18 Grouse (pistolgrip)	Incapacitated and Killed animations	RightHandWeaponAttach
SA24 Grinch (foregrip)	All stowed animations	stowedWeaponAttach
SA24 Grinch (foregrip)	All WeaponFiring animations	LeftHandWeaponAttach
SA24 Grinch (pistolgrip)	Incapacitated and Killed animations	RightHandWeaponAttach

3 ANIMATIONS

The animations associated with this character are shown below. For additional animations compatible with this character, or more information on those listed above, please refer to the Animation MDDs.

- Walking
- Running
- Crawling
- Standing
- Kneeling
- Prone
- Incapacitated
- Crouching
- Killed

4 VERIFICATION APPROACH

4.1 RUNTIME SYSTEMS

This 3D model, associated accessories and weapons, and animations were tested using the following:

- Veritas 3D Viewer v1.13
- Veritas Model Viewer v1.4
- FBX Viewer 2013.3
- OneSAF v8.0

5 LIMITATIONS

No identified limitations

6 CONTACT INFORMATION

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