

# CIVILIAN

## MODEL DESCRIPTION DOCUMENT (MDD)

Version 1.0



OCTOBER 3, 2014

DOCUMENT NUMBER: 15060909-024-1  
CONTRACT NUMBER: W900KK-14-C-0025

**PREPARED FOR:**

U.S. ARMY PEO STRI  
ATTN: KEITH NEILSEN  
12423 RESEARCH PARKWAY  
ORLANDO, FL 32826-3275



**PREPARED BY:**

DIGNITAS TECHNOLOGIES, LLC  
3504 LAKE LYNDA DR., SUITE 170  
ORLANDO, FL 32817

| <b>DOCUMENT REVISION HISTORY</b> |                    |             |
|----------------------------------|--------------------|-------------|
| <b>Version</b>                   | <b>Description</b> | <b>Date</b> |
| 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 ..... 6

4 VERIFICATION APPROACH..... 7

    4.1 RUNTIME SYSTEMS ..... 7

5 LIMITATIONS ..... 7

6 CONTACT INFORMATION ..... 7

**TABLE OF FIGURES**

Figure 1 Civilian Character Model ..... 2

Figure 2 Civilian Origin on Cartesian X, Y, Z Coordinate System ..... 3

Figure 3 Civilian Texture Map ..... 4

Figure 4 Civilian 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 Civilian character. The Civilian 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 Civilian 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 Civilian 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 Civilian model provided by SE Core. To meet the LVC-IA AAR performance requirement, a medium fidelity model was developed.

The Civilian character model components include:

- Black Jacket
- Gray Jeans
- Black Loafers

### 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 Civilian 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 Civilian_skelmesh.fbx | 10/03/14 |

## 1.4 MODEL SUMMARY

Table 2 Model Summary

|                           |   |
|---------------------------|---|
| Model Name                | Civilian_skelmesh.fbx   |
| SE Core MEL Version L ID  | 843   |
| 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)<br>(See figure 2 below) |
| Model Orientation Runtime | Forward: Positive Y Up: Positive Z  |
| Model Orientation Maya    | Forward: Positive Z Up: Positive Y  |



Figure 2 Civilian 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 Civilian (unarmed) character model has a single LOD which is labeled LOD0.

Table 3 Polygon Allocation

| Model              | # of Triangles | # of Vertices |
|--------------------|----------------|---------------|
| Civilian (unarmed) | 2780           | 1392          |

### 2.2 LEVEL OF DETAIL (LODS)

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

### 2.3 TEXTURE MAPS

**Textures:**

- Civilian\_COL.dds (Diffuse) 2048 x 2048 pixels
- Texture Version: 1.0



Figure 3 Civilian Texture Map



- Civilian\_NRML.dds (Normal map) 2048 x 2048 pixels
- Texture Version: 1.0

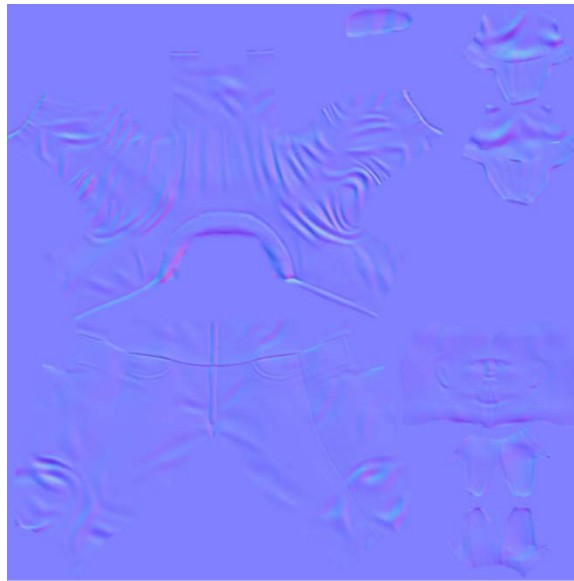


Figure 4 Civilian Normal Map

## 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    | RPG7 (foregrip)   | All stowed animations                         |
| RightHandWeaponAttach | RPG7 (foregrip)   | All WeaponFiring animations                   |
| RightHandWeaponAttach | RPG7 (pistolgrip) | Incapacitated and Killed animations           |

## 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

Killed state is not implemented yet, however, it is under development.

## 6 CONTACT INFORMATION

Project Manager: Greg Dukstein

Phone: (407) 601-7847

Email: [gdukstein@dignitastech.com](mailto:gdukstein@dignitastech.com)