

Animation Importer (AI9)

**BPA Delivery 7 for V5R19 &
Virtools 4.0/5.0SP1 (V5.7)**

Implementation Guide



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About Animation Importer

What is Animation Importer

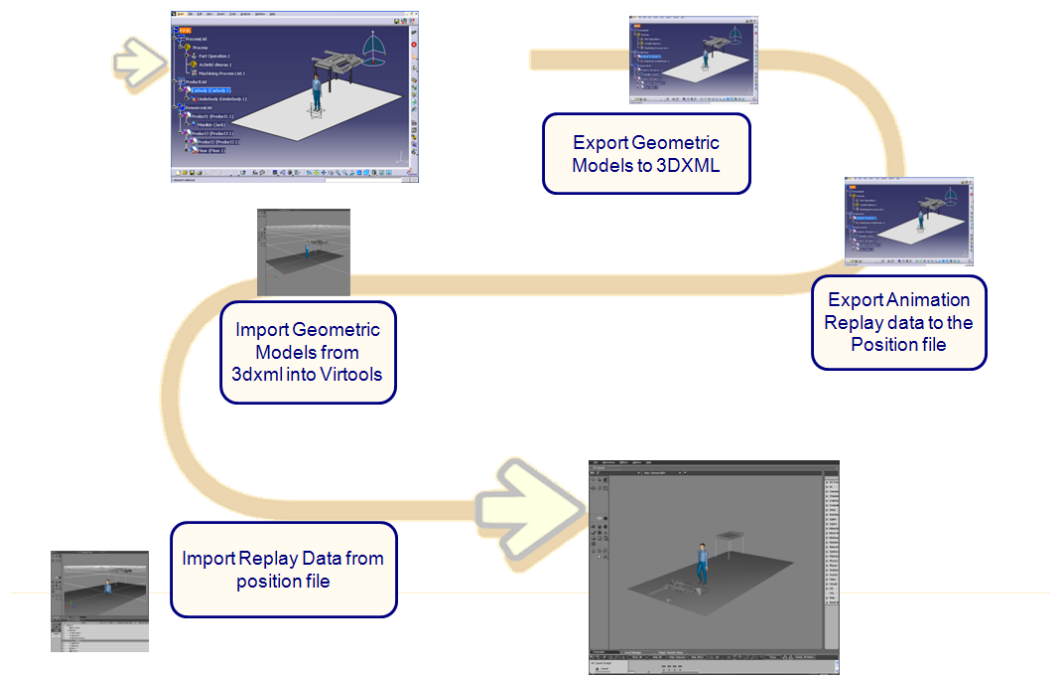
Animation Importer is a translator that imports the animation which is created in CATIA or DELMIA to Virtools, with this tool we can:

- Avoid Work Duplication
 - No need to re-design the movements in Virtools, although it has been already designed in the CAD system.
 - Time and money optimization
- Ensure Exact Moves in Virtools
 - The moves in Virtools will look exactly like the original moves defined in the CAD system with kinematics constraints and definitions
- Optimized Virtools Animation
 - Virtools is using a highly optimized class of objects for animation: the Virtools Animation
 - The moves in Virtools will always looks smooth thank the key-frame mechanism implemented by Virtools Animation class

WORKFLOW Reminder

1. Start from a V5R19SP4 Replay Object (CATIA or DELMIA)
2. Export Geometric Models to 3DXML
3. Export Replay Data to the Positions File
4. Import Geometric Models with 3DXML into Virtools
5. Import Replay Data from the Positions File to Virtools
6. Save animation with the Manikins
7. Load animation with the Manikins

Animation Importer deliverables



The Animation Importer deliverables are provided as an executable package including the following functions:

1. Export Geometric Models to 3DXML



Function to export the geometric models to 3DXML that can be imported in Virtools

2. Export Animation Replay data to the Positions file



Function to export the current animation replay data into the positions file which can be imported in Virtools.

3. Import Geometric Models from 3dxml (Virtools Functionality)

Function to import the Geometric Models into Virtools from 3dxml which is exported from CATIA or DELMIA.

4. Import Replay data from the positions file

Function to import replay data from the positions file.

5. Save Animation with Manikins

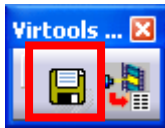
Function to save animation with the imported manikin.

6. Load Animation with Manikins

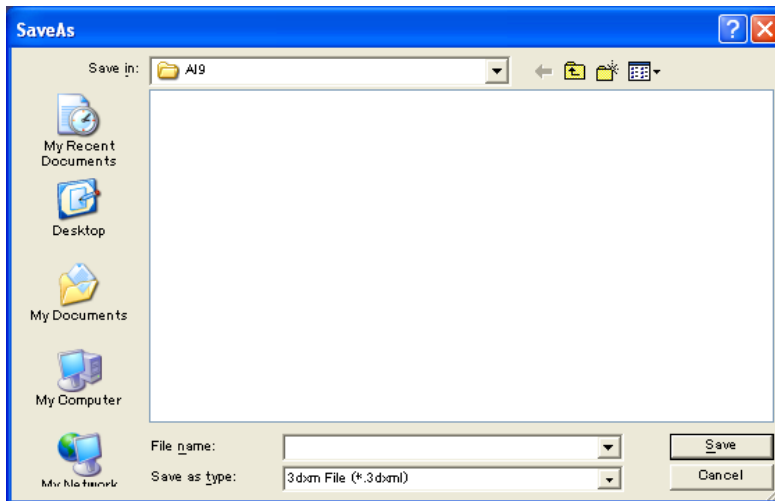
Function to load the animation with Manikins

1 and 2 capabilities can be accessed through the use of a CATIA V5 or DELMIA Toolbar and 3, 4, 5 and 6 can be accessed in Virtools.

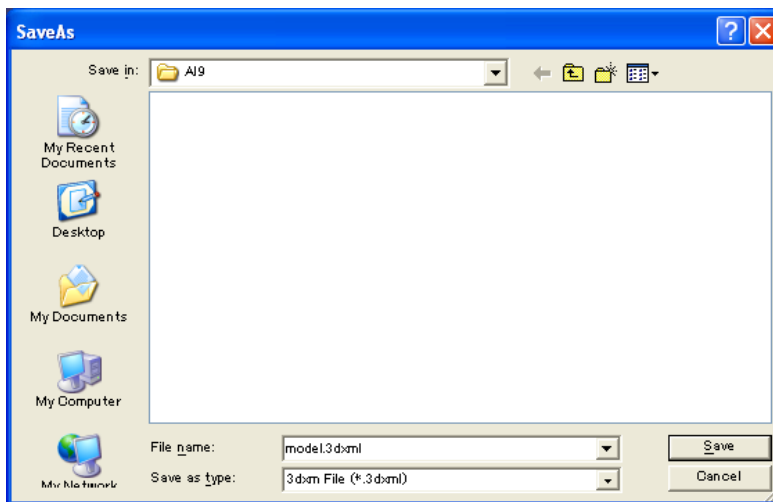
Export Geometric Models to 3DXML



1. Select Function “Export Geometric Model as 3dxml” to launch a panel



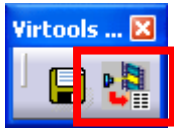
2. Select the path and input a file name in “File name” field to save the models.



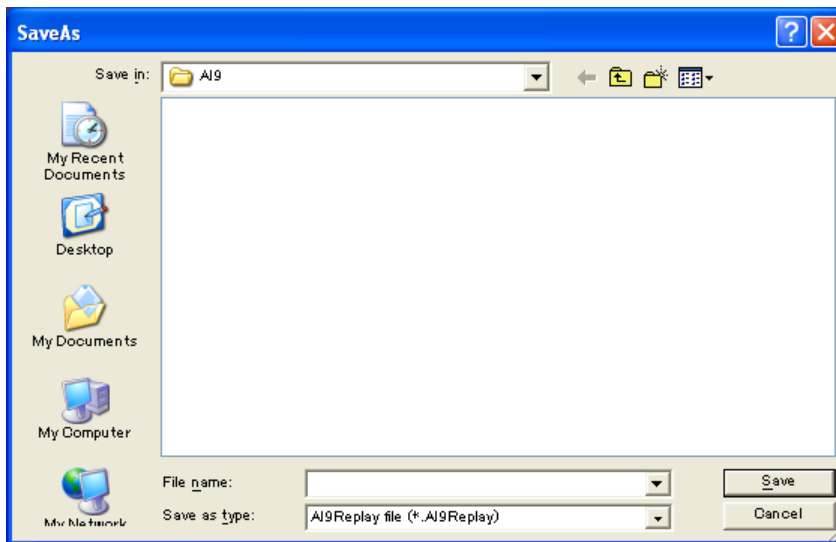
3. Press “Save” to save models

The current geometric models are saved to a 3DXML file.

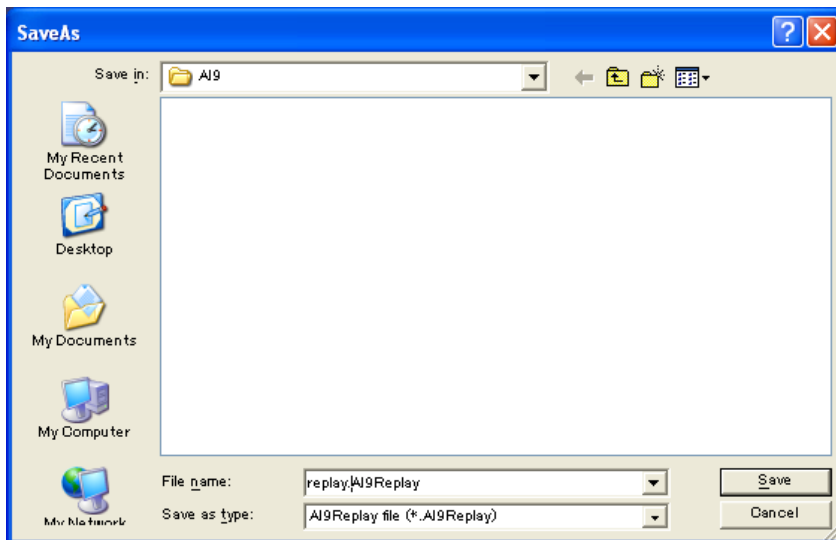
Export Replay data into the Positions file.



1. Select Function "Export the Replay Data" to launch "SaveAs" dialog



2. In the dialog, input a path and file name in the "File name" field.

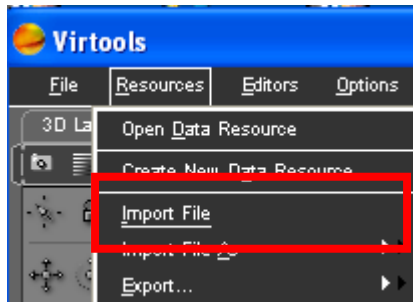


3. Press "Save" to save the Replay data to the positions file

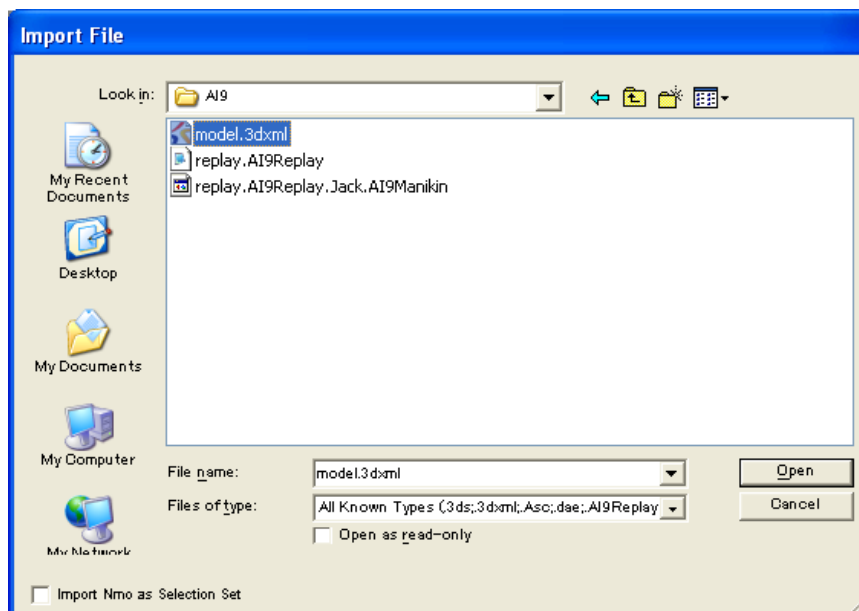
The Replay data is saved to a file with suffix ".AI9Replay".

All the manikins are saved to files with suffix ".AI9Manikin"

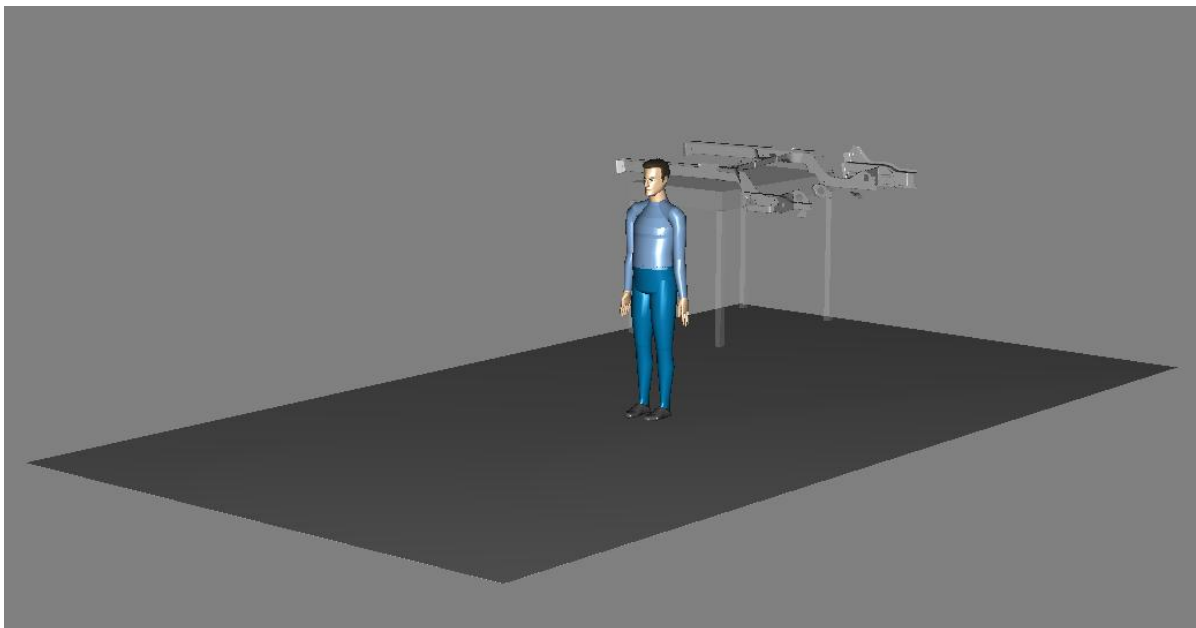
Import Geometric Models from 3dxml into Virtools (Virtools functionality)



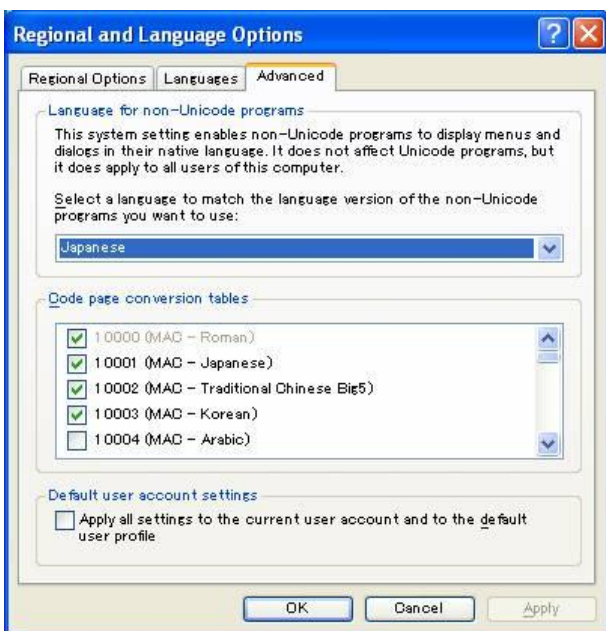
1. launch "Import File" dialog with "Resources->Import file"
2. Select the 3dxml file that includes geometric models exported from CATIA





























3. Press "Open" to import the 3dxml.
4. The 3dxml is imported



Note: In order to have Virtools to work with AI9 in multiple languages, it is needed to set "Language for non-Unicode programs" in Regional and Language Options to the language you select to export 3dxml in CATIA or DELMIA

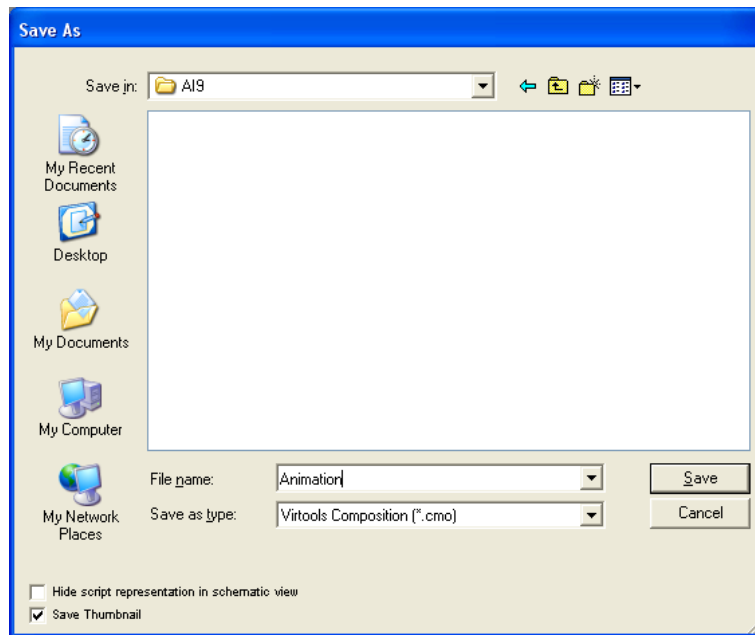


	Name
	▼  Level
	 Level Scripts
	▼  Global
	▶  3D Frames
	▶  3D Objects
	▶  Cameras
	▼  Global Animations
	 Replay.1
	▶  Lights
	▶  Materials
	▶  Meshes
	 Places
	 Worksets

Save animation with Manikins

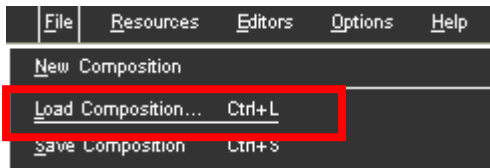


1. In Virtools, launch “Save As” dialog with “File->Save...”

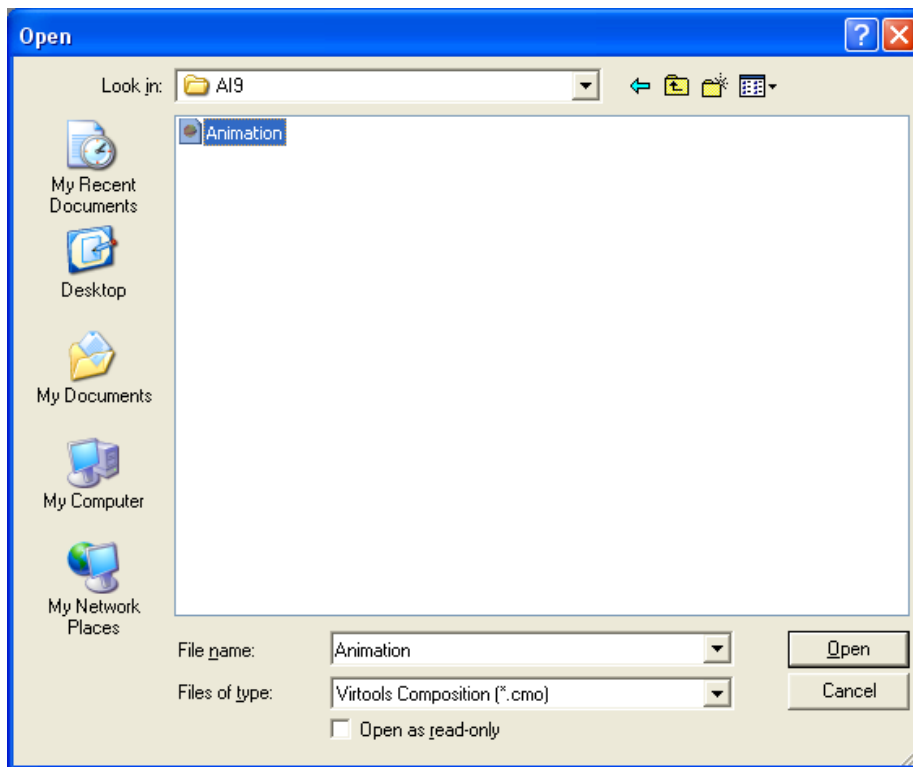


2. In “Save As” dialog, input the path and file name in the field “File name”
3. Press “Save” to save the model and animation
 - a. A cmo file and a file with suffix “.AI9Object” are created.

Load animation with Manikins



1. In Vrttools, launch “Open” dialog with “File->Load Composition...”



2. In “Open” dialog, select a cmo file that includes animation
3. Press “Open” to open the file
4. The Animation is loaded

