

Interactive Fitting for Jack™

Adding real-time physics to Siemens PLM Jack™ for assembly simulation, maintenance planning, and ergonomic analysis

Benefits

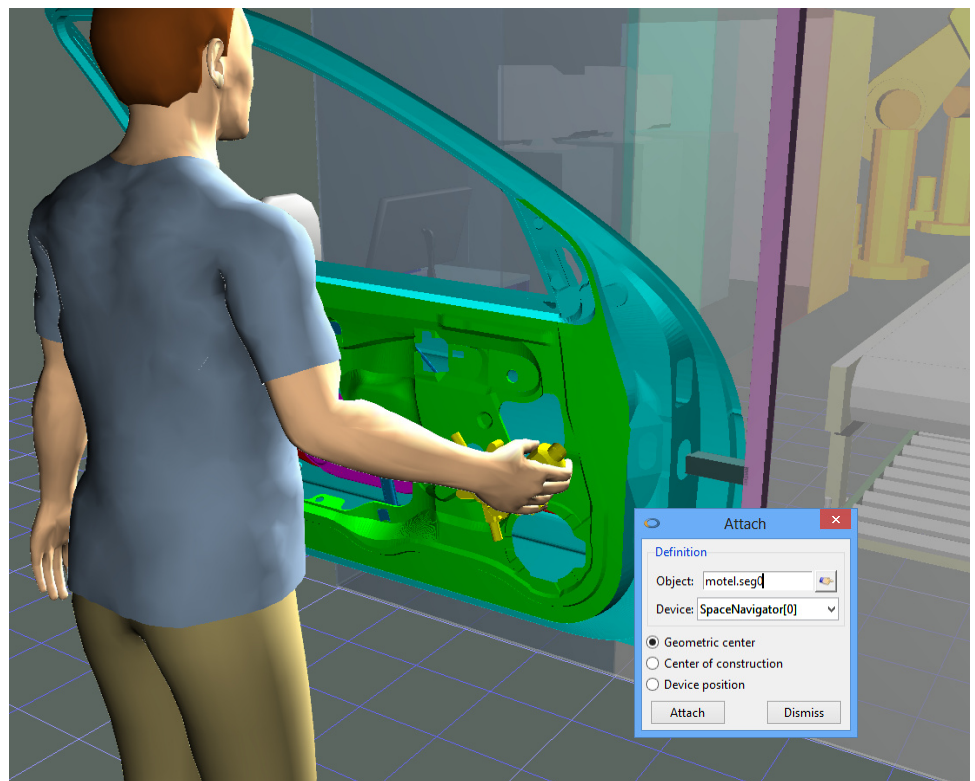
- You can control the motion of objects, robots and virtual humans intuitively
- When a collision occurs, the segments don't interpenetrate, but slide along each other's surfaces
- You can work with any model loadable in Classic Jack
- IFJ enables you to get a personal feeling of the complexity of a manipulation task.
- With IFJ, you can try many different access/movement strategies in a short time.

Features

- The real-time physics runs in a different process, so that Jack's graphic window is updated at max frame-rate
- All major motion capture systems, Haption force-feedback devices and Spaceware by 3dconnexion are supported.

Summary

Jack is a well-known human modelling tool, part of the Tecnomatix™ portfolio of digital manufacturing solutions. Interactive Fitting for Jack (IFJ) is an add-on module for real-time physics, implementing Haption's IPSI™ technology in the Jack environment. IFJ creates an interface with interactive devices such as a motion capture system, a haptic feedback arm or a simple SpaceMouse™, and simulates the behaviour of the objects of the scene according to the laws of physics, so that they don't interpenetrate. IFJ helps you save cost and time in all your simulations, by eliminating clashes and thus producing the correct solution at first time.



System requirements: Jack +
 Windows 64 bits
 3 GHz processor
 16 GB RAM