

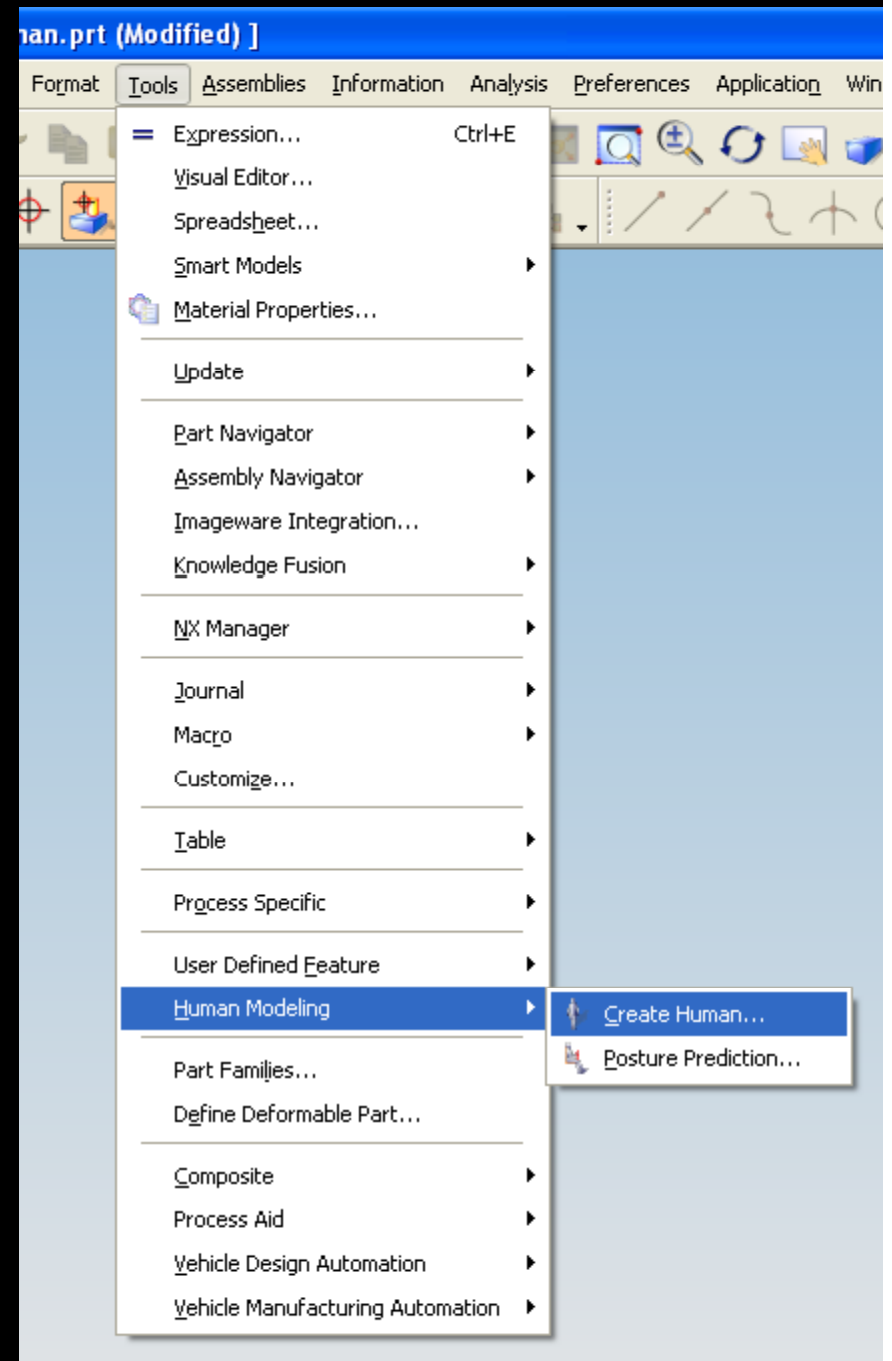
Human Models in UG-NX

Use of Human Models?

- Many designs, like cars, HPV's, and factory installations, need to be designed to interface with human beings. It is useful then to be able to include a human during the solid modeling phase of design. UG makes this possible by including a pre-made human model that can be added to an assembly.

How to add a Human Model

1. Open an part file with the same units as the other parts that will be in your assembly.
2. In Modeling, select Tools => Human Modeling => Create Human



Adding a Human Model (cont.)

3. Give your model a name (e.g. Joe or Jane)
4. Select the gender
5. Leave other things as they are
6. OK

(cont.)

Human

Action

Name human0

Database ANSUR

Gender Male

Stature 50% 69.090 in

Weight Regress 0.0 lb

Reference Point Left Toe

Associative

OK Apply Cancel

Adding a Human Model (cont.)

7. Use the “Fit to Screen” icon to see your model.
8. Save the file.
9. Now you can add the human model to your assembly file as a component.



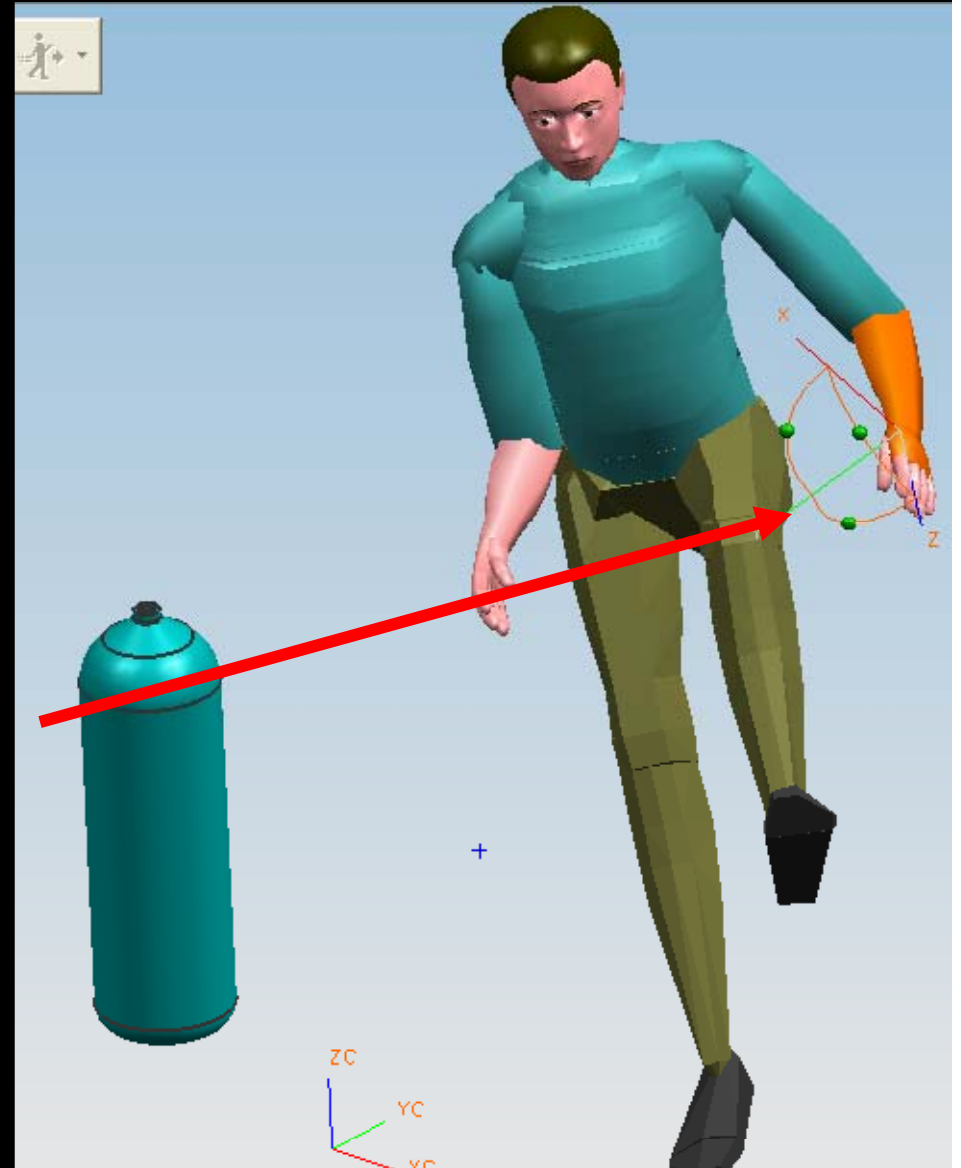
In the Assembly ...

- Once you have your components in the assembly (e.g. your HPV and a human), you can reposition them to see how a person will fit into your design.
- To change the position of the entire human, right click on the human “component” and select “Reposition”
- To change the position of an arm, leg, etc. make the human the “Work Part”

(cont.)

Reposition Limbs

1. With the human as your Work Part, right click on it in your part navigator, and select Edit Parameters
2. Choose a limb/joint then use handles to move it to desired position.



(cont.)

Final Positioning

- By successively moving limbs and **REPOSITIONING** components (both the design parts and the human) the assembly can be properly configured.

