Immersive Digital Human Model (DHM) in Design

Have you ever been confronted with the challenges of working with 3D human body data in your designs? Now you have the chance to contribute to a new 3D human body modeling platform in virtual environments that has the potential to make virtual product sizing and evaluation more accessible, intuitive, and realistic.

Do you have an interest in VR/AR, Unity, and DHM? Are you passionate about interaction design and eager to dive into developing your own VR/AR applications? We welcome you in our team!

Your task is to combine 3D anthropometry and body scan data (e.g. DINED, CAESAR) with posture data (e.g. MakeHuman) in a prototype AR/VR app with Unity and investigate various interaction models for analysing 3D product-body fit, building on existing knowledge in AR/VR and DHM from experts in the Applied Ergonomics & Design section.

Related work:

Starting Q1-Q2 2018/19
IDE-TU Delft

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