

Dummy Finger Positioning

What is the Dummy Finger Positioning Script?

- The purpose of this script is to allow the user to split the hand assembly of a dummy model into individual parts/assemblies.
- The splitting up of the fingers will allow the user to position the fingers independently of the hands. This means the fingers can be positioned around a steering wheel.

Location of script in PRIMER

The screenshot shows the PRIMER software interface. On the left, the 'Post' menu is open, with 'Script' highlighted. A red circle with the number '1' is around the 'Script' option. A red circle with the number '2' is around the 'Script' option in the 'Model' section at the bottom. A red circle with the number '3' is around the 'Finger positioning' script in the JavaScript editor. A red circle with the number '4' is around the 'Post' menu header. The JavaScript editor window shows a list of scripts, with 'Finger positioning' selected. The file name is 'Finger_Assembly_Creation_Script.js' and the encoding is 'LATIN1'.

The dialog box is titled 'Select the hand to split the finger parts for:'. It has a dropdown menu set to 'Right Hand'. Below it, there is a text input field for 'Type in the Assembly number for the hand part:'. To the right, there is a dropdown menu for 'Select the units:' set to 'mm'. In the center, there is a hand icon. At the bottom right, there are 'NEXT' and 'CANCEL' buttons.

Finger Split Menu


1. Select whether the part is a Right or Left hand.
2. Type into the box the assembly number of the hand part.
3. Select the length units system used in this model.



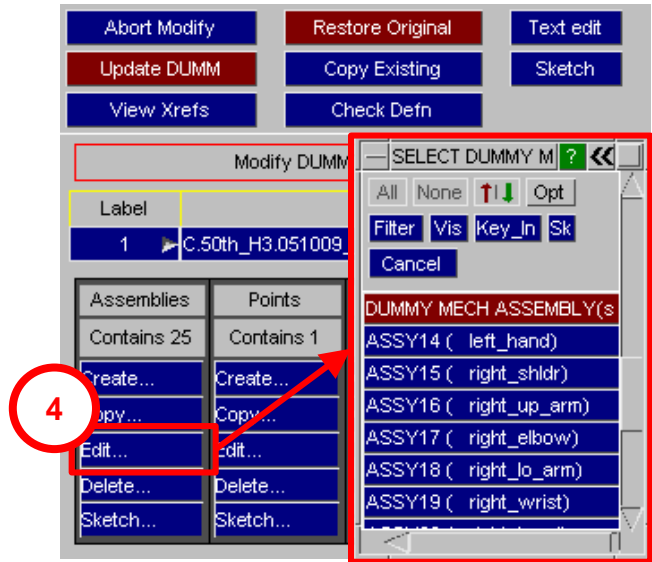
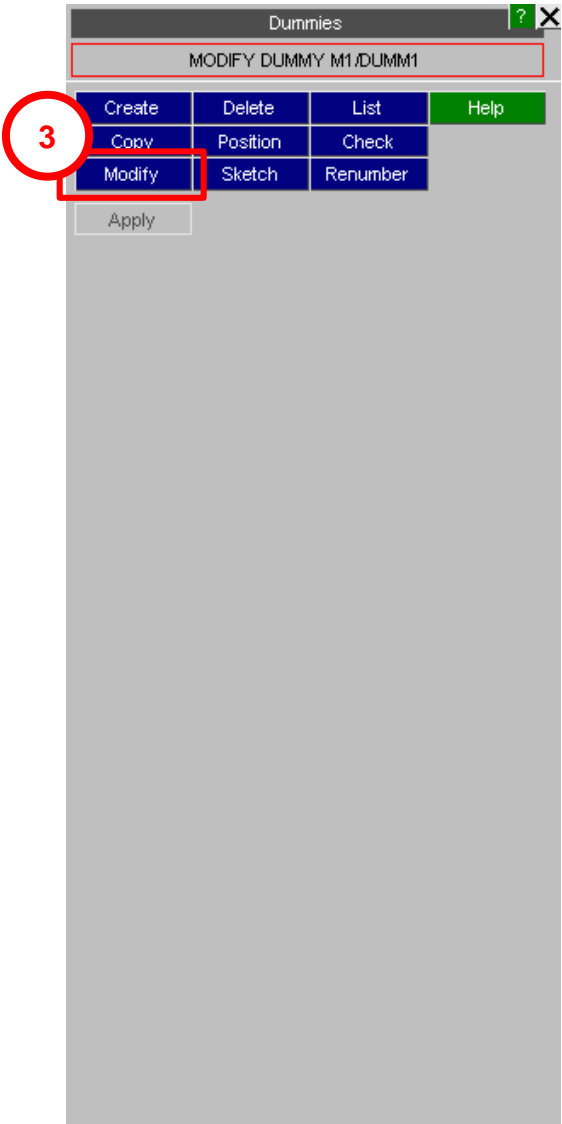
Select the hand to split the finger parts for:

Type in the Assembly number for the hand part:

Select the units:

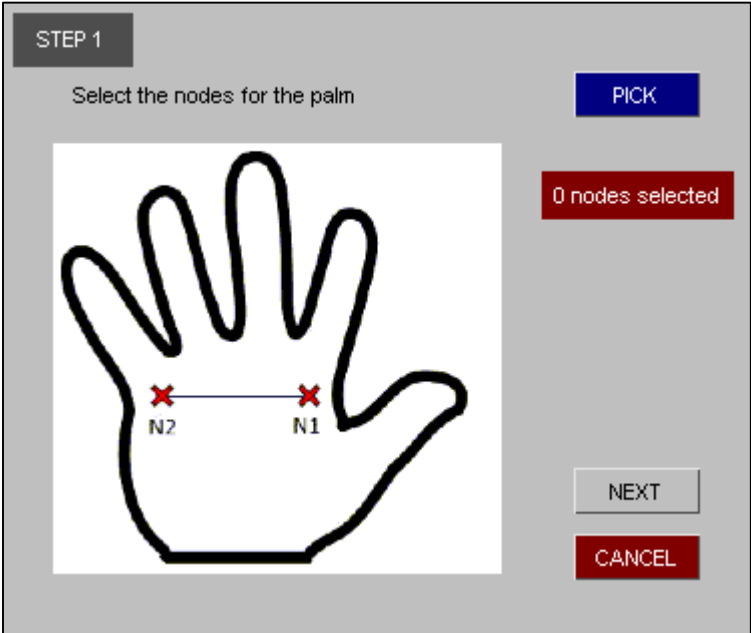
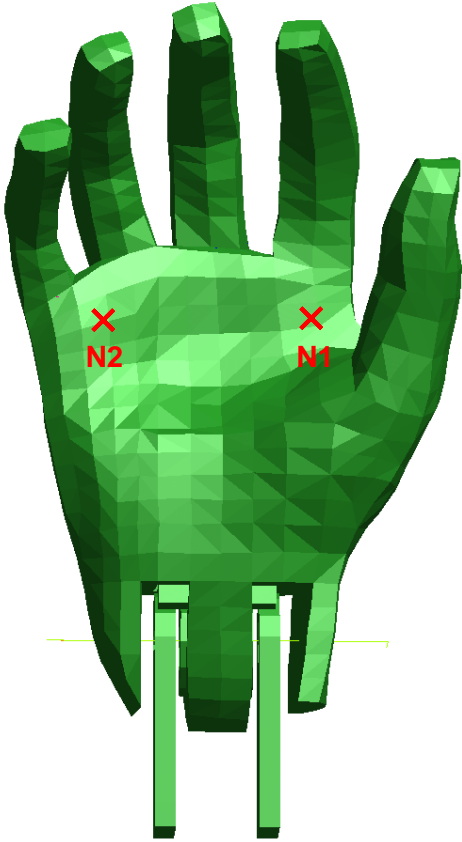
A simple black outline diagram of a right hand, showing the fingers and palm. The hand is oriented with the fingers pointing upwards and the thumb pointing to the right.

How to find the assembly numbers of each hand.



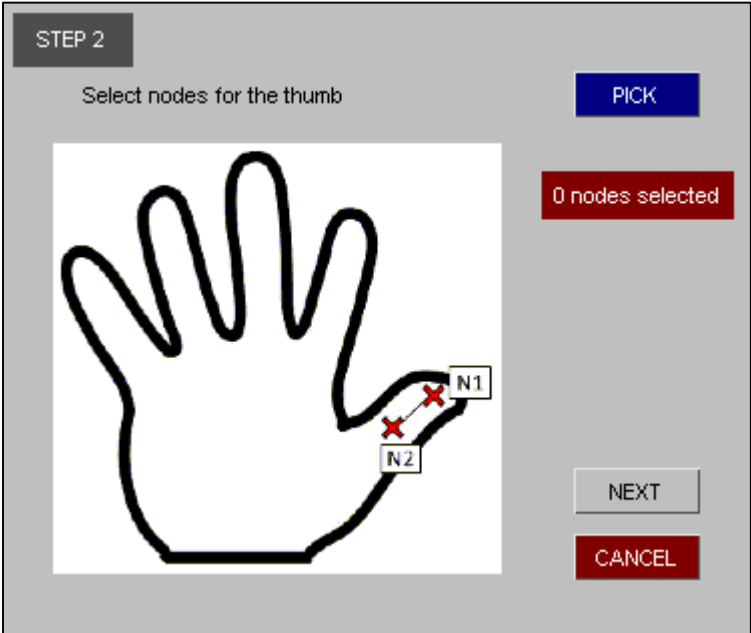
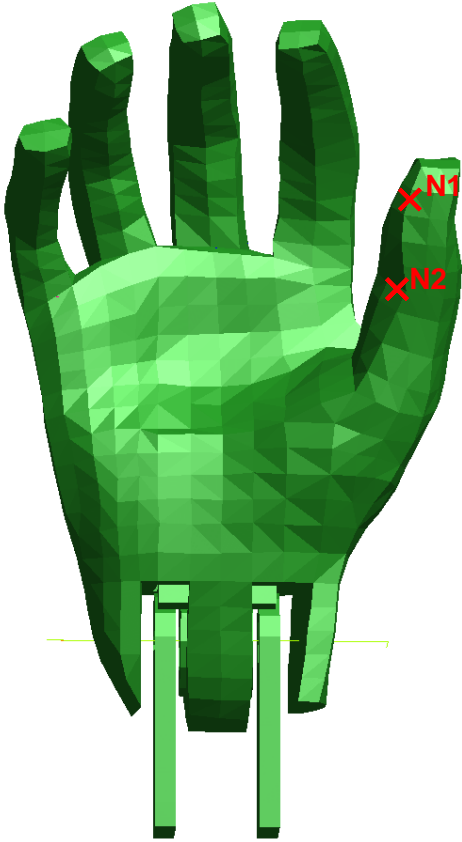
Step 1 – Palm nodes

Select the 2 nodes for the palm, with node 1 being the node near the thumb and node 2 being near the last finger.



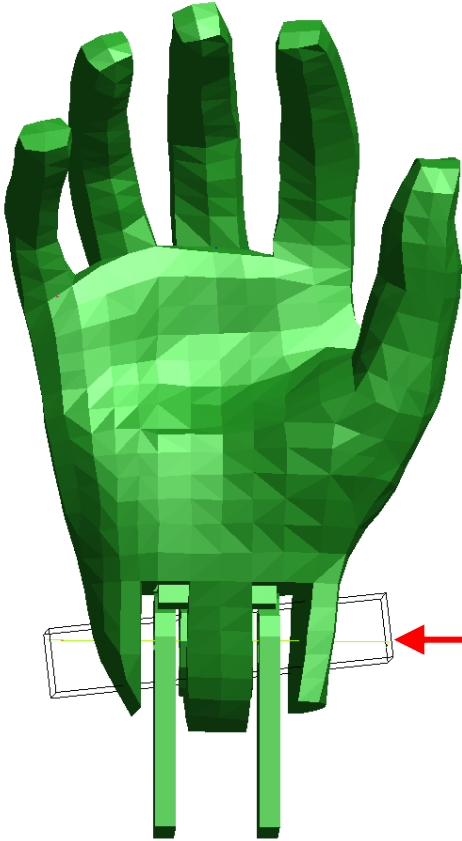
Step 2 – Thumb nodes

Select the 2 nodes for the thumb, with node 1 being the node at the top of the thumb and node 2 being at the bottom.

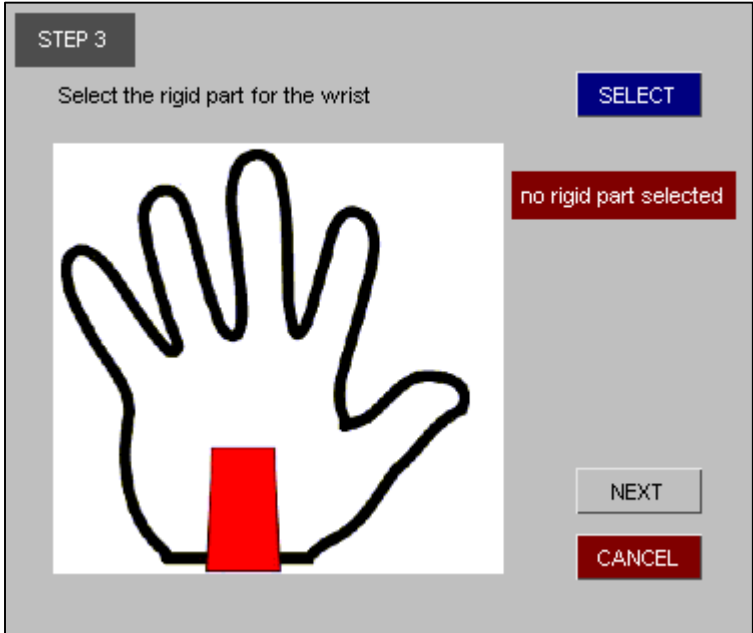


Step 3 – Wrist Rigid Part

Select a rigid part within the wrist, this is used for connections/joints

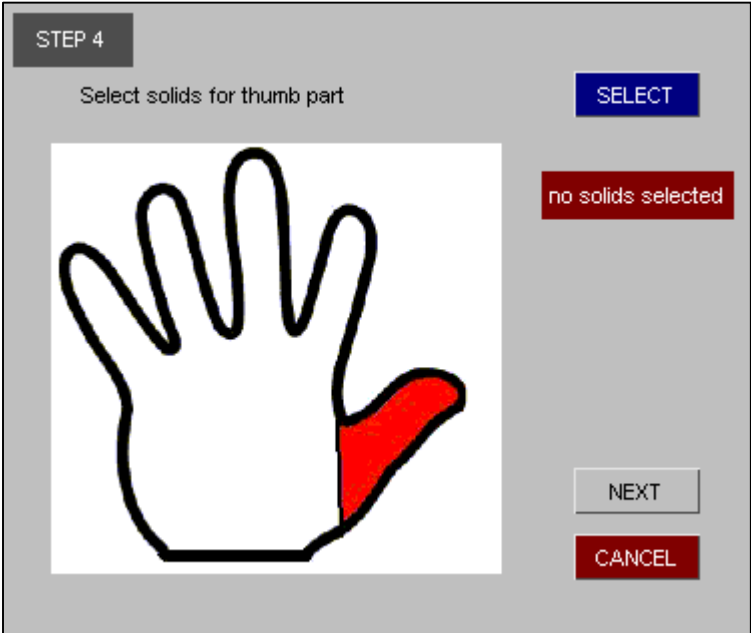
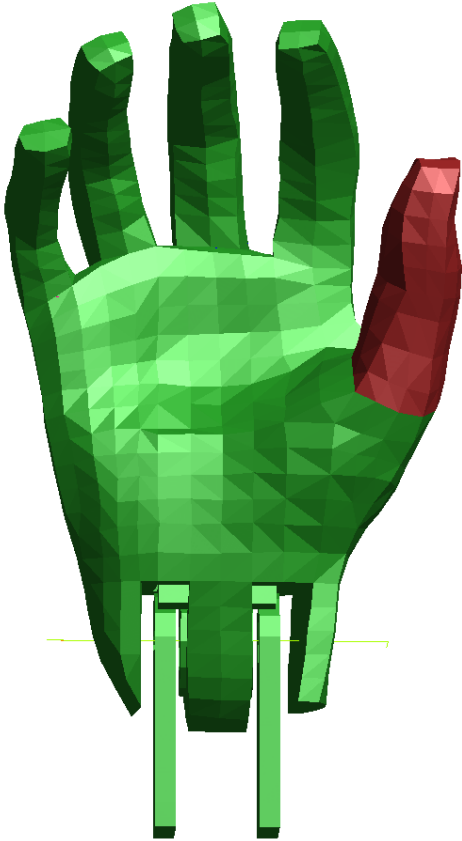


Wrist Rigid Part.



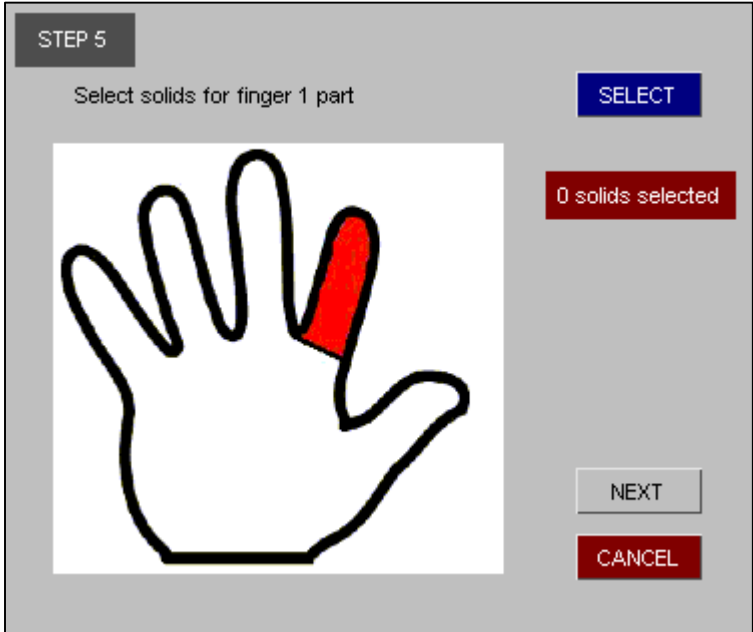
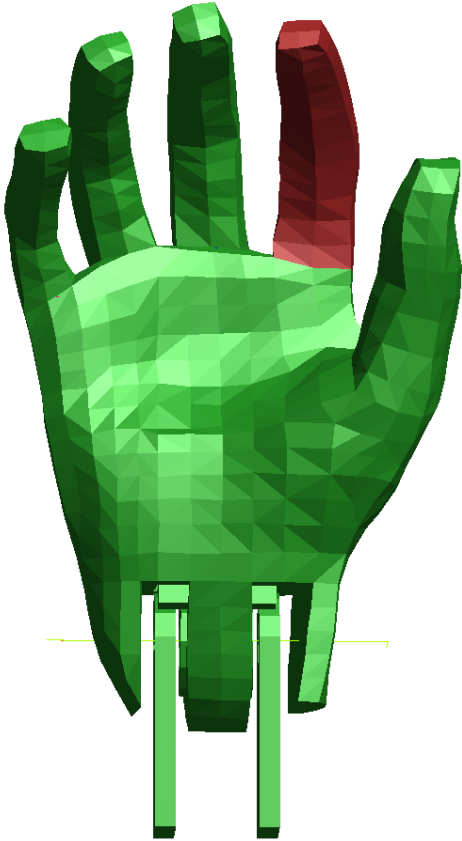
Step 4 – Selecting Thumb solids

Select the solids for the thumb part as shown below.



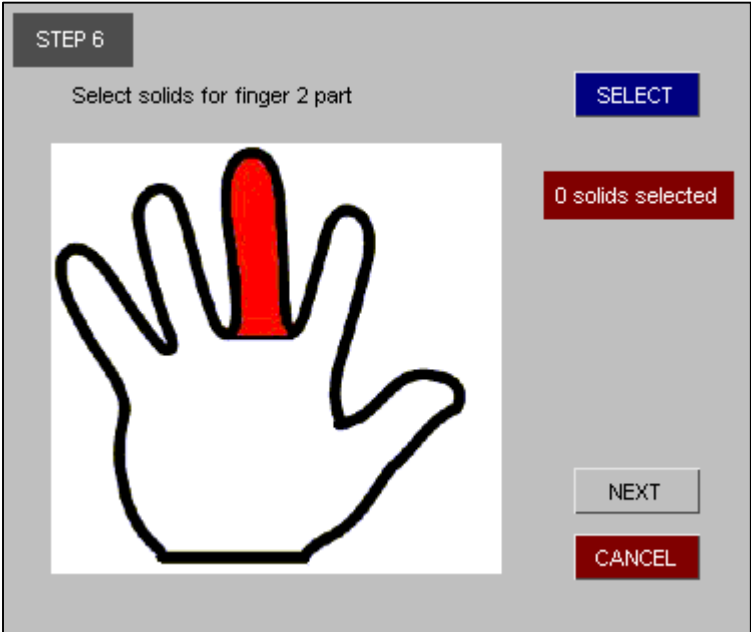
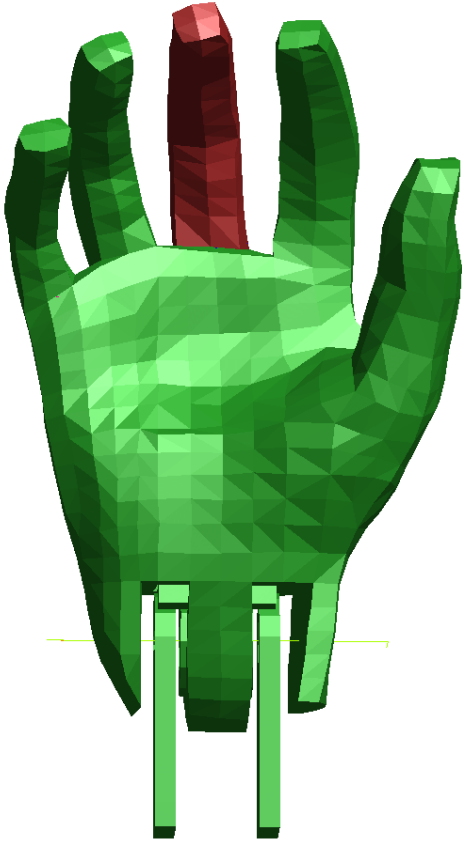
Step 5 – Finger 1 Solids

Select the solids for the finger 1 part as shown below.



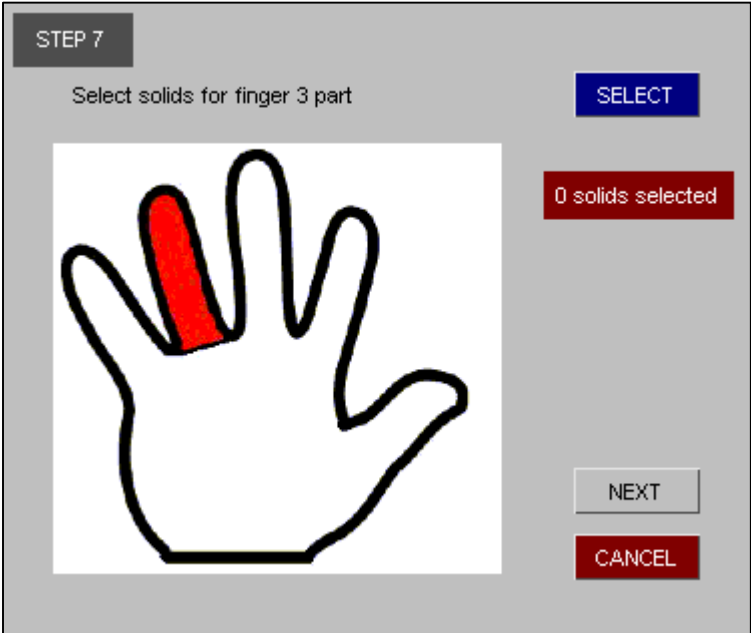
Step 6 – Finger 2 Solids

Select the solids for the finger 2 part as shown below.



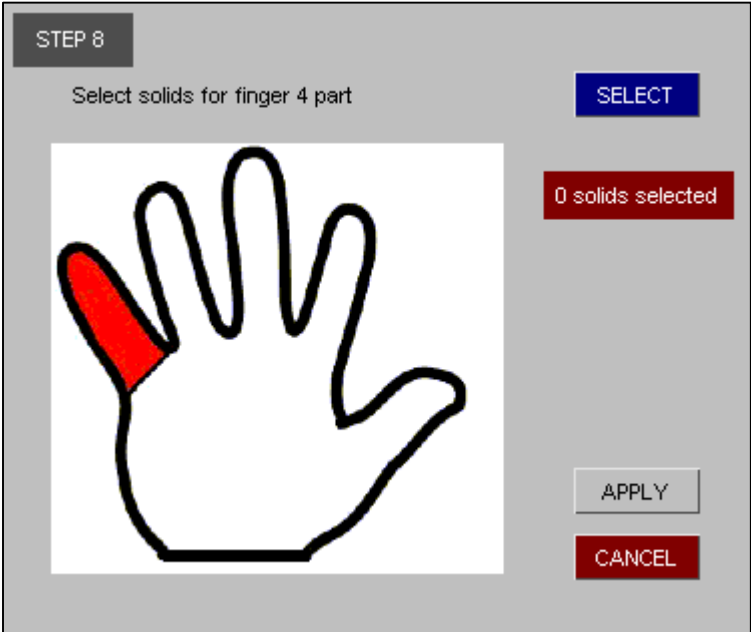
Step 7 – Finger 3 Solids

Select the solids for the finger 3 part as shown below.



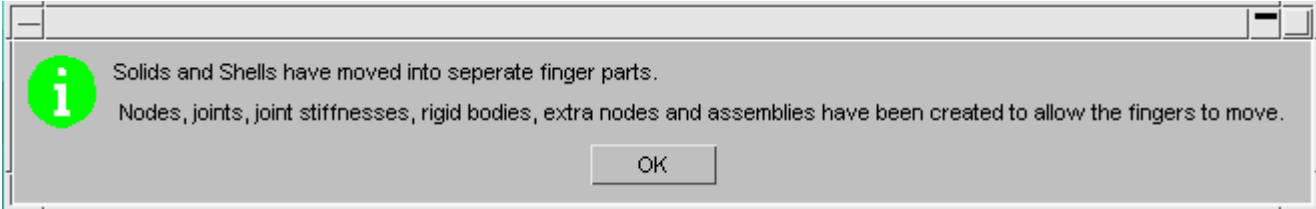
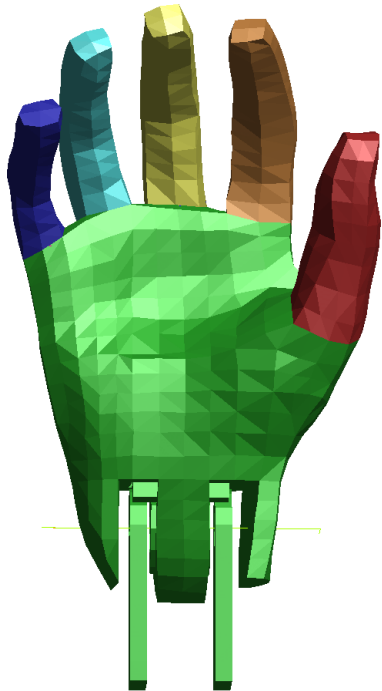
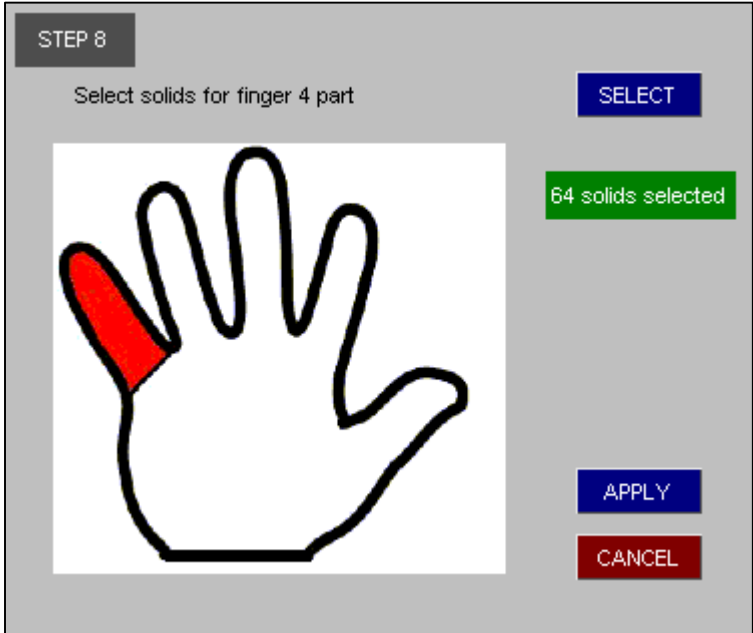
Step 8 – Finger 4 Solids

Select the solids for the finger 4 part as shown below.



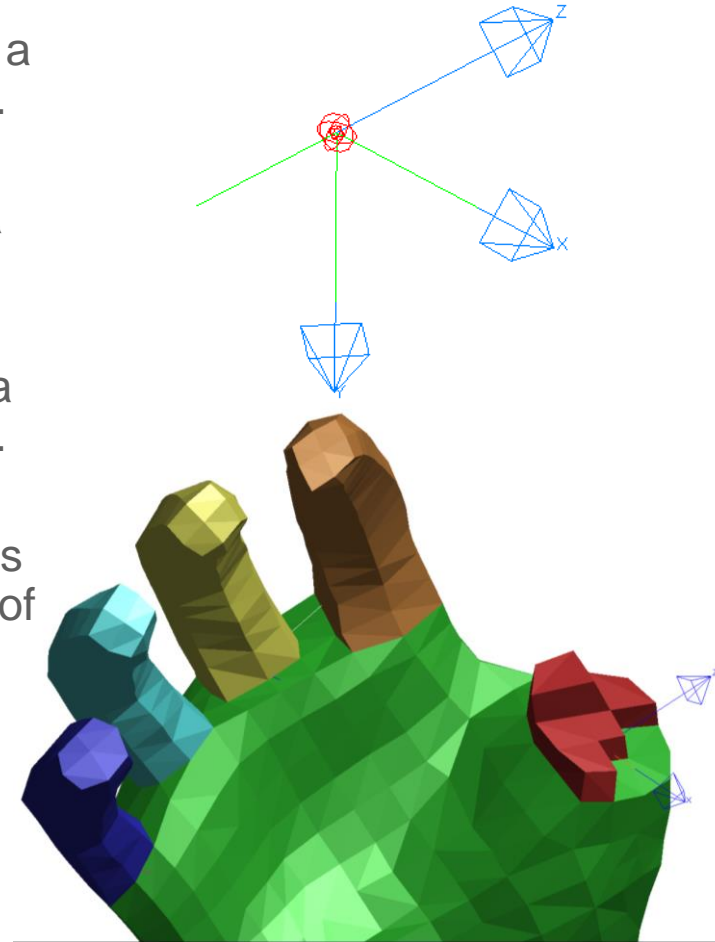
Dummy hand with fingers split

- Click on the apply button to create the finger parts for which the solids have been selected.
- Click on the cancel button to start over again.
- The message box shown below should appear if everything has been created correctly.



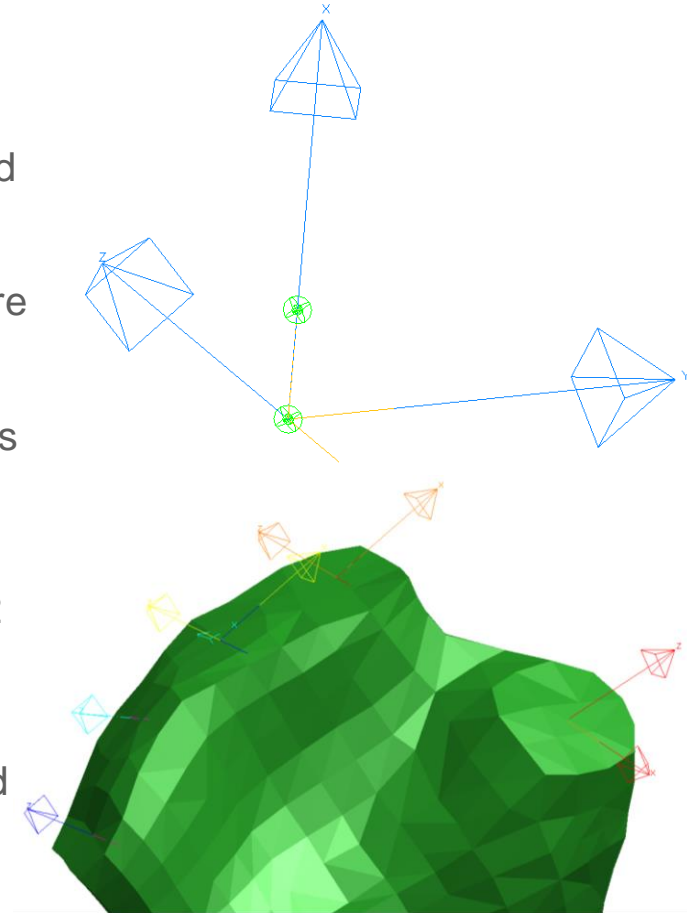
Joint Beams - Thumb

1. The 2 nodes selected at the thumb are used to create a vector which defines the y-direction of the joint beams.
2. The 2 nodes selected at the palm are used to create a vector to define the z-direction of the joint beams.
3. The cross product of these 2 vectors are used to find a vector which defines the x-direction of the joint beams.
4. To create the centre node at where these 3 joint beams meet, the average point is found between the surface of the thumb and the palm part.
5. The beams are used later on to create the co-ordinate system for the thumb.
6. A spherical joint is created for the thumb at the centre node.



Joint Beams - Fingers

1. The 2 nodes selected at the palm are used to create a vector which defines the x-direction of the joint beams.
2. The average point is found between the surface of the finger and palm parts.
3. Then, the node closest to this average point is used as the centre node.
4. The flagged solid in the centre node is found, and the face that is flagged within the solid with the finger and palm part is used to find the normal vector to this face.
5. The normal vector is calculated by finding the cross product of 2 vectors within this flagged face, and this is used to define the y-direction of the joint beams.
6. The cross product of the x and y-direction vectors are calculated to get a vector which defines the z-direction of the joint beams.
7. A revolute joint is created for each finger at the centre node.





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