



Yameme
Integrated Marketing Co.,Ltd.

A white wireframe model of a human figure, showing the arm and hand extended towards the center of the frame.

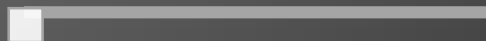
FOHEART[®]

A white wireframe model of a human figure, showing the torso and head.

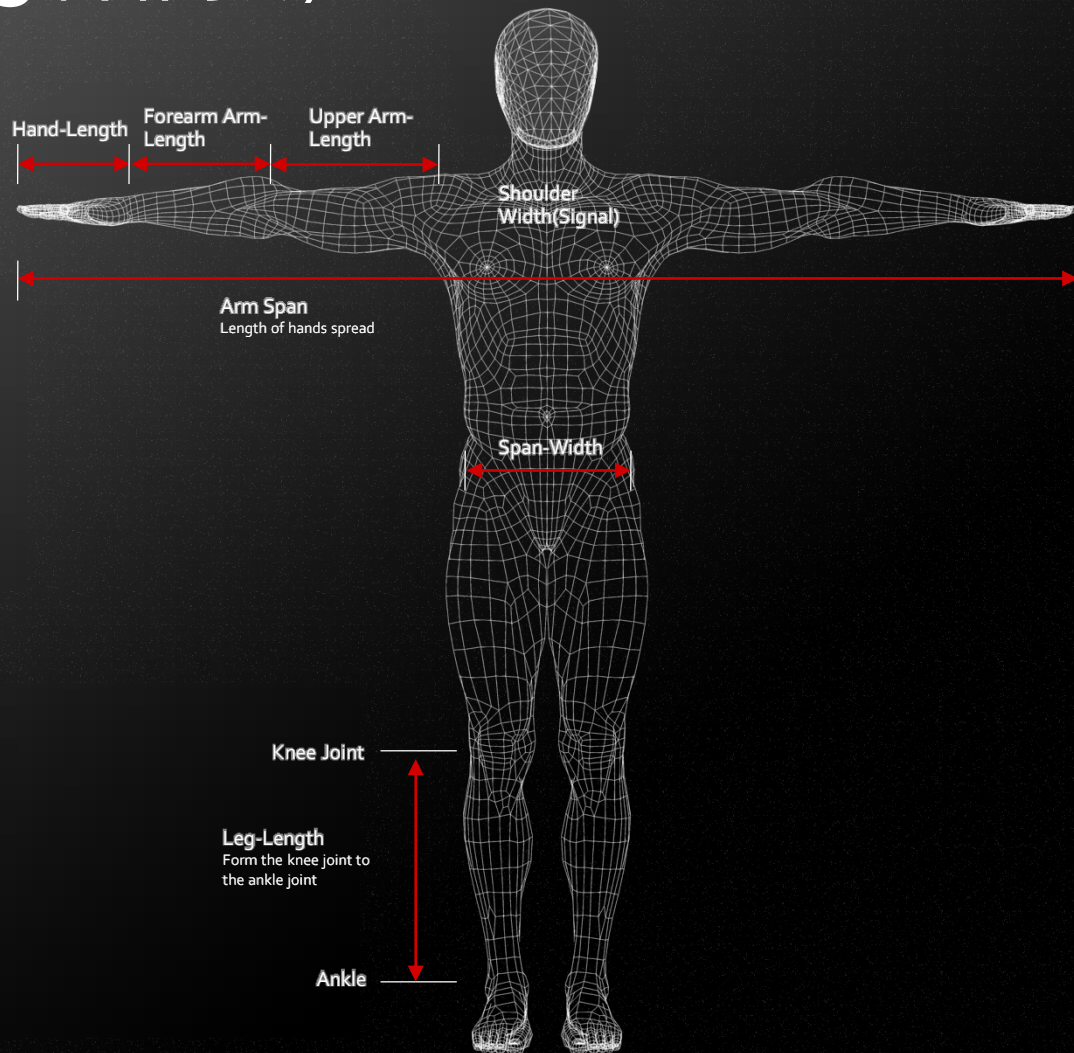
BODY MEASUREMENTS

BODY DIMENSIONS (本体寸法)

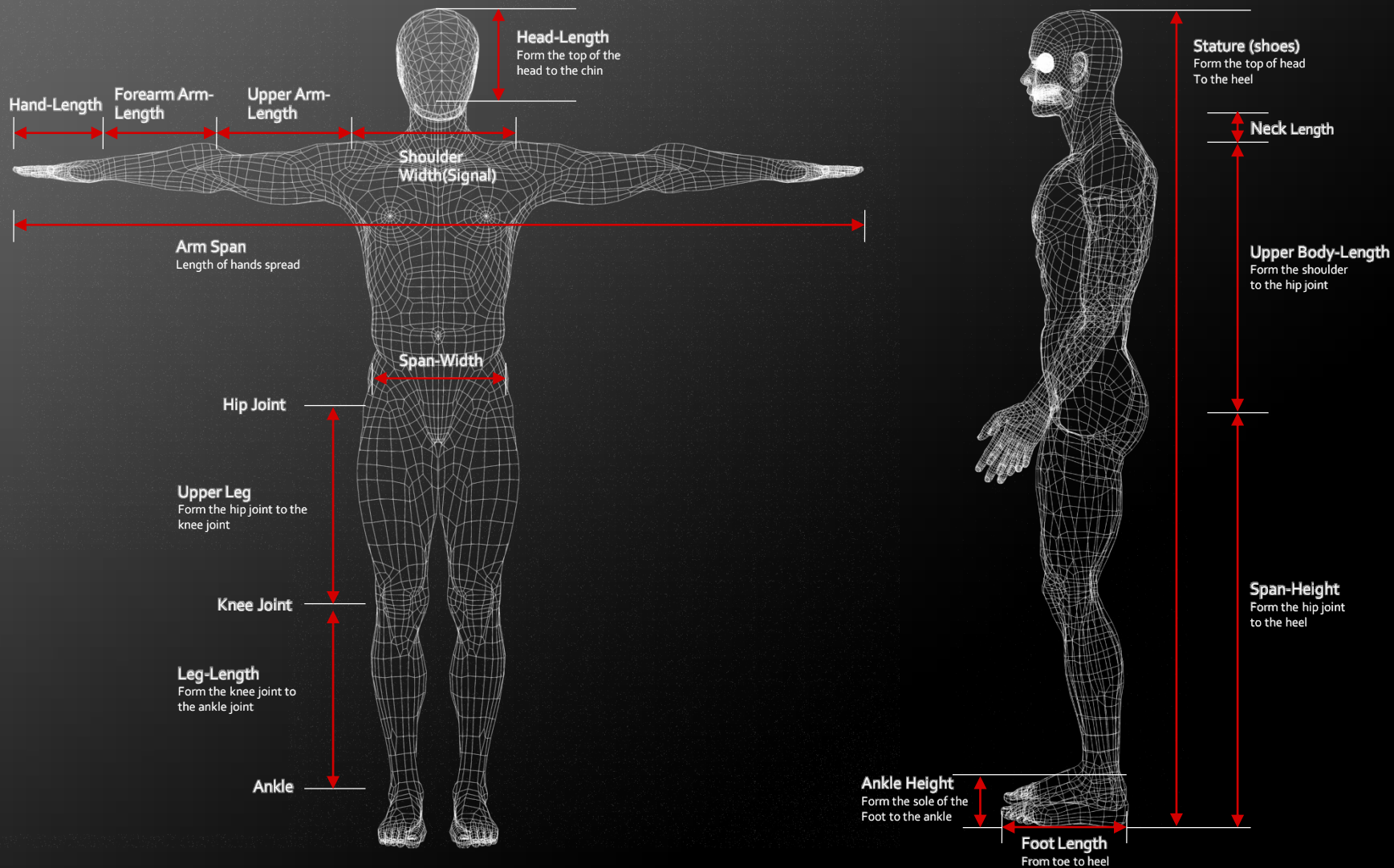
Measurement Length Setting (測定長の設定)



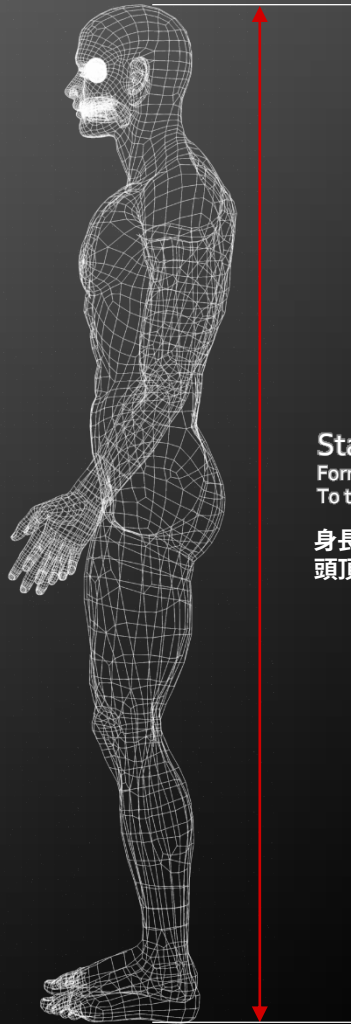
- ☐ Stature (Body Height)
身長
- ☐ Span-Height (Floor to the trochanter)
床下からHip Jointまでの長さ
- ☐ Upper Body-Length
上半身の長さ (肩からHip Joint)
- ☐ Neck Length
首の長さ
- ☐ Span-Width (Center of legs)
腰幅
- ☐ Arm Span (Fingertip to fingertip)
腕の長さ (指先から反対の指先まで)
- ☐ Foot Length
足のサイズ (つま先からかかとまで)
- ☐ Ankle Height
足首までの高さ (床下からくるぶしまで)
- ☐ Leg-Length (Floor to lateral epicondyle)
膝までの高さ (床下からくるぶしまで)
- ☐ Hand-Length
手の長さ (指先から手首まで)
- ☐ Forearm-Length
前腕部の長さ (手首から肘まで)
- ☐ Upper Arm-Length
上腕部の長さ (肘から上腕部付け根まで)



MEASUREMENT PARAMETERS (測定パラメータ)



LENGTH DEFINITION STATURE (長さの定義-身長)



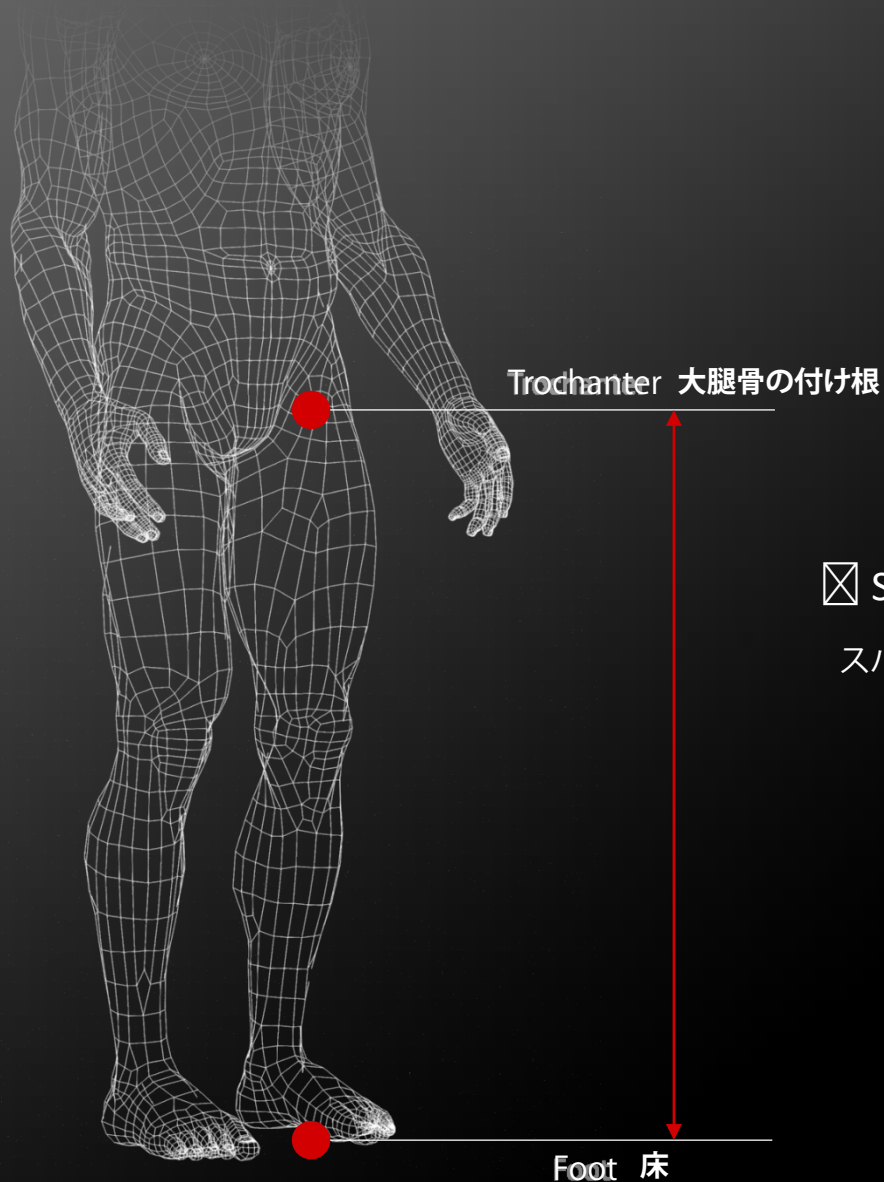
Stature (shoes)

Form the top of head
To the heel

身長(靴)
頭頂部からかかとまで

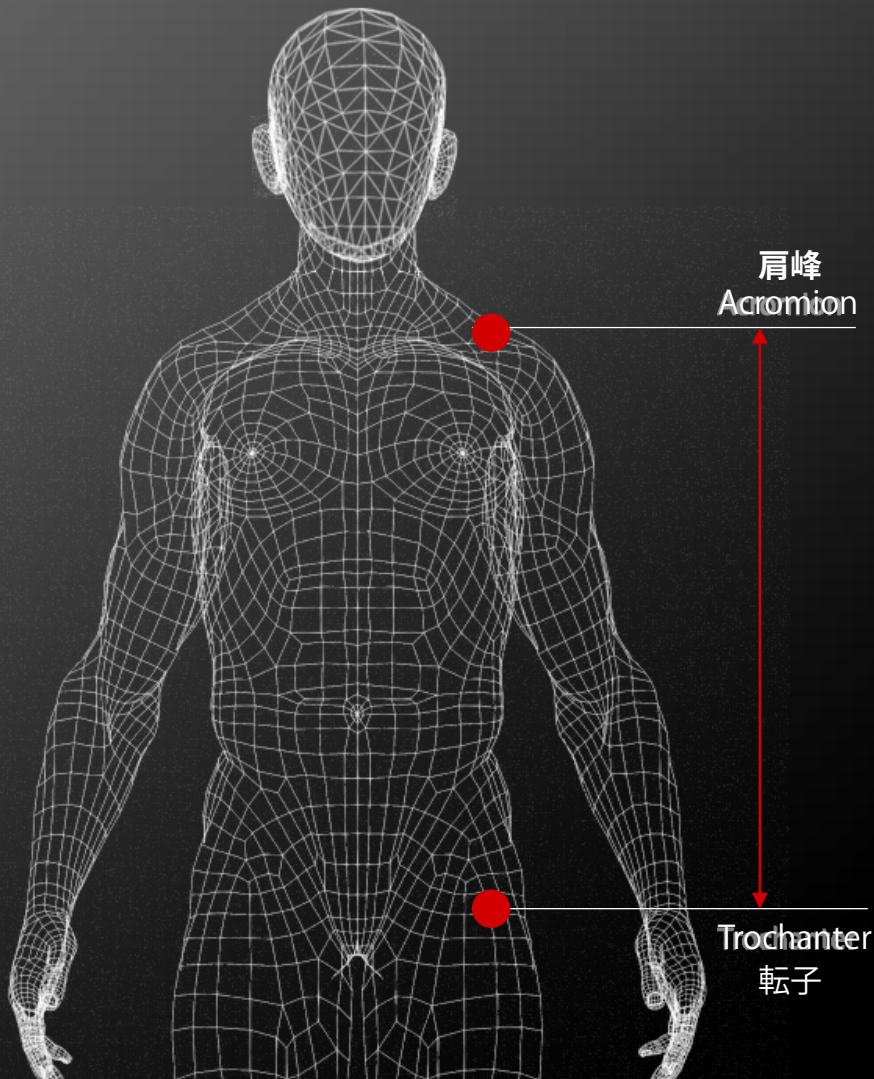
- ☒ Stature is from floor to top of head.
床下から頭頂部までの長さ

LENGTH DEFINITION SPAN HEIGHT (長さの定義-スパンの高さ)



- ☒ Span height is from the floor to trochanter.
スパンの高さは、床から転子(大腿骨の付け根)までです。

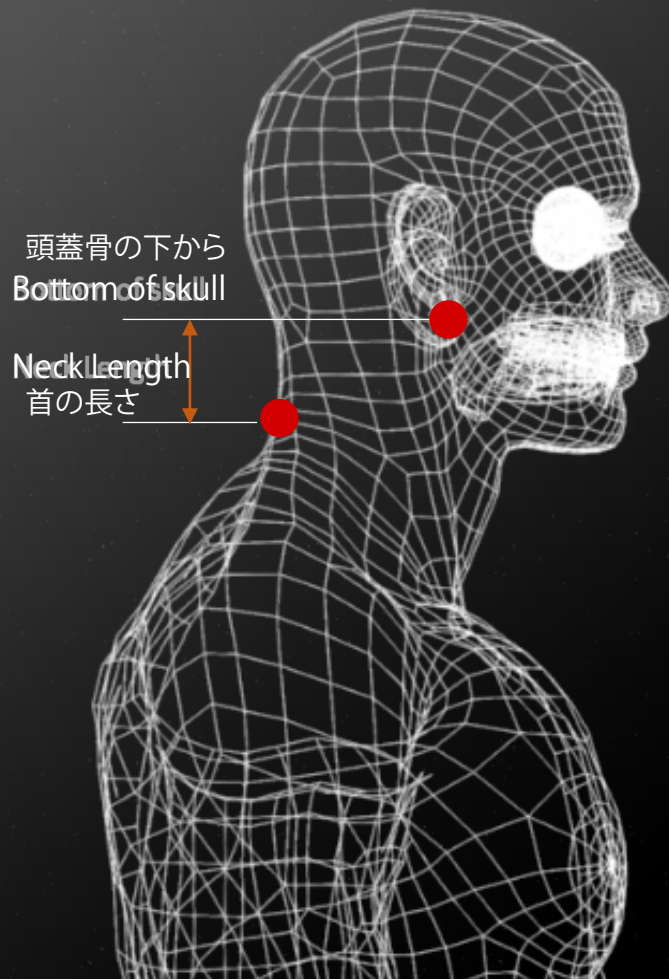
LENGTH DEFINITION UPPER BODY (長さの定義-上半身)



☒ Upper body length is from the acromion to trochanter

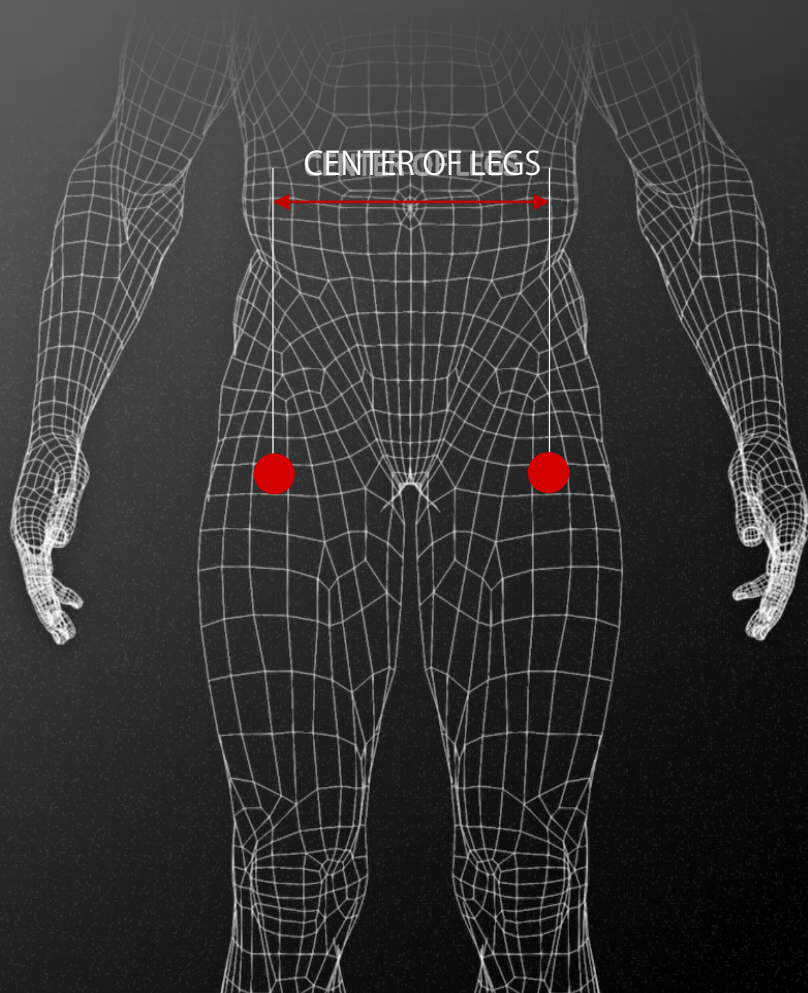
上半身の長さは、肩峰 (acromion) から転子 (Trochanter) まで

LENGTH DEFINITION **NECK** (長さの定義-首)



☒ Fossae to acromion
鼻の穴から肩峰まで

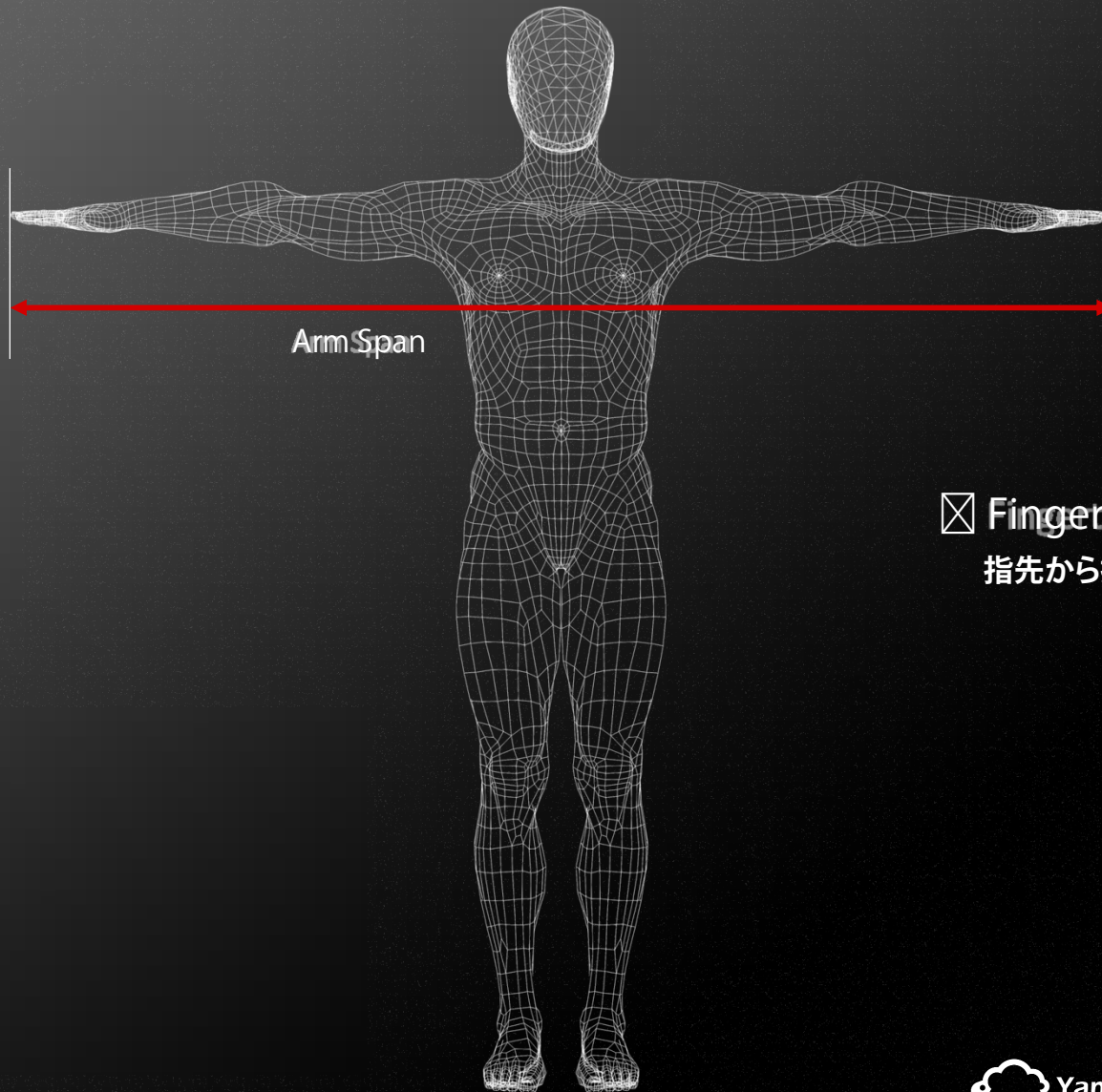
LENGTH DEFINITION SPAN WIDTH (長さの定義-距離幅)



☒ Between these two points are the center of legs

これらの2点の間は、脚の中心です。

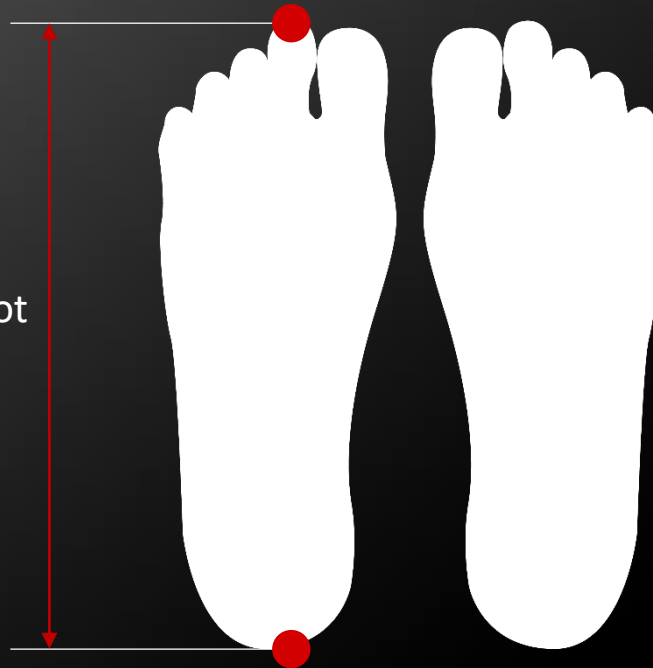
LENGTH DEFINITION **ARM SPAN** (長さの定義-腕の長さ)



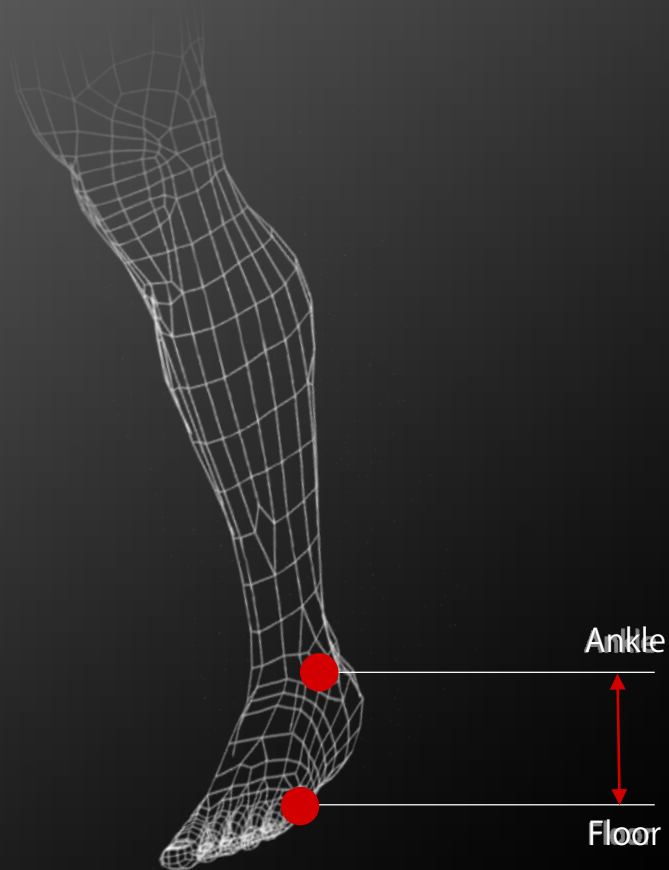
☒ Fingertip to fingertip
指先から指先までの腕の距離

LENGTH DEFINITION FOOT LENGTH (長さの定義-足のサイズ)

The length of the foot
足の長さ

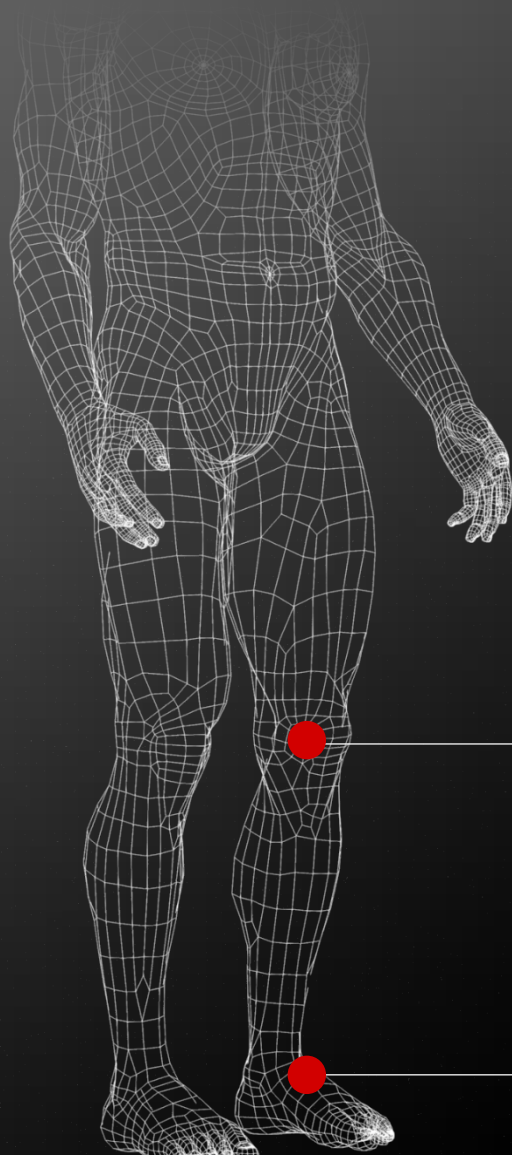


LENGTH DEFINITION- ANKLE HEIGHT (長さの定義-足首の高さ)



☒ Ankle to the floor 床から足首

LENGTH DEFINITION LEG (長さの定義-下腿)

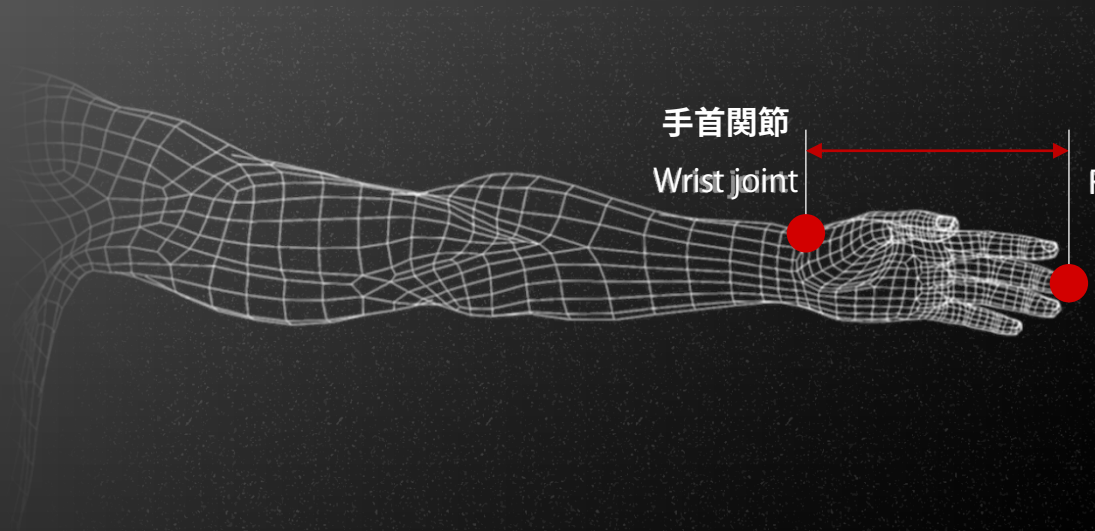


☒ Floor to Patella 床から膝蓋骨

Knee 膝

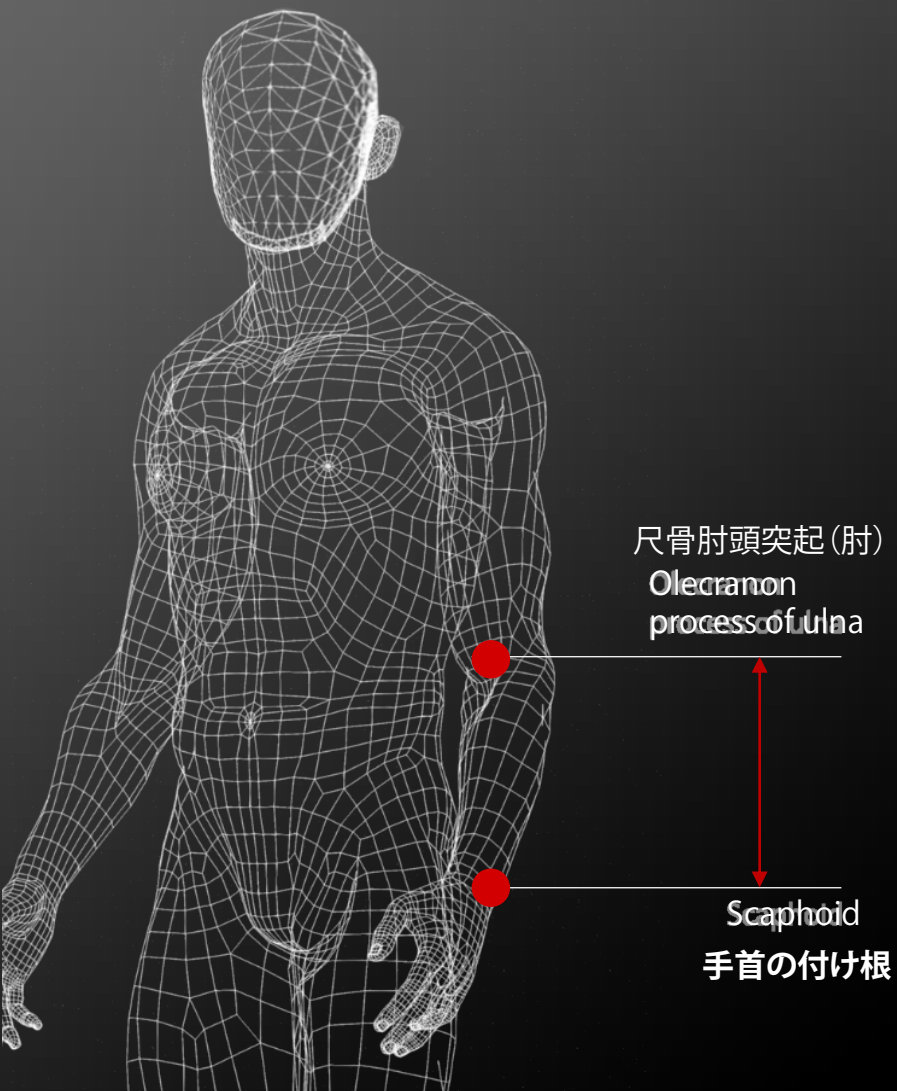
Ankle くるぶし

LENGTH DEFINITION **HAND** (長さの定義-手のサイズ)



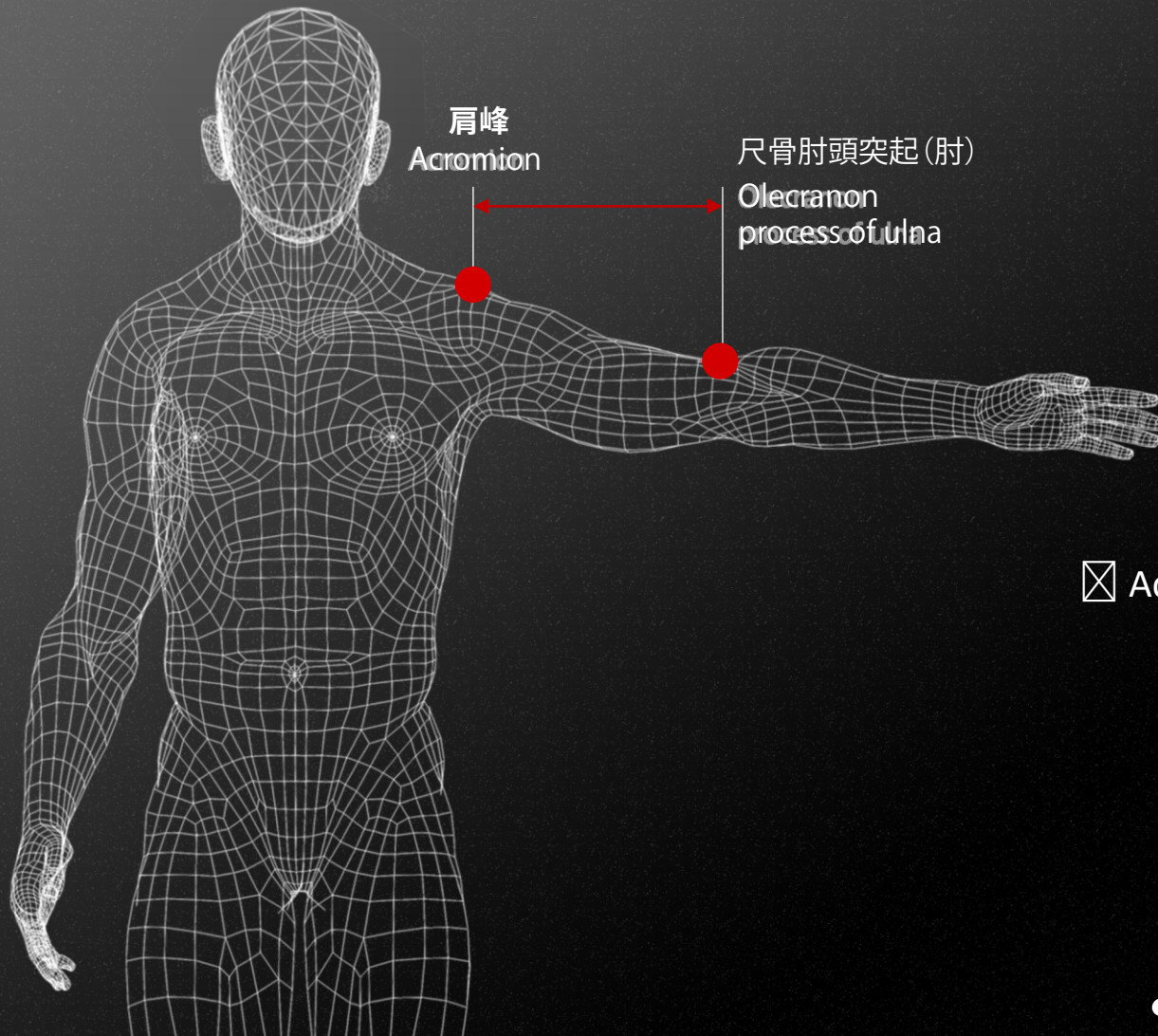
☒ Wrist joint to fingertip
手首と指先の関節

LENGTH DEFINITION FOREARM (長さの定義-前腕)



- ☒ Olecranon process of ulna to scaphoid
手首の付け根から尺骨肘頭突起 (肘)

LENGTH DEFINITION UPPER ARM (長さの定義-上腕)



☒ Acromion to olecranon of ulna
肩峰から尺骨肘頭突起 (肘)

SKELTON DATA APPLY (骨格データの適用)

- ☒ Go to Actor Panel and select skeleton
アクターパネルに移動し、スケルトンを選択します。
- ☒ Enter body measurement to skeleton section
スケルトンセクションへの身体測定値の入力
- ☒ Save data as file (custom actor body dimension)
データをファイルとして保存する(カスタムアクターボディディメンション)

Actor Panel (Live)

Calibration | Skeleton

Bone's Length Setting

Load Save As Apply Template

Set the following parameters (unit:cm)

Stature(shoes)	175.01
Span-Height	91.58
UpperBody-Length	54.24
Neck Length	9.56
Head-Length	19.63
Span-Width	19.00
Arm Span	176.87
Foot Length	24.99
Ankle Height	10.50
Leg-Length	36.74
UpperLeg	44.34
Hand-Length	18.50
Forearm-Length	22.66
UpperArm-Length	31.32
Shoulder Width(Signal)	15.95

male:195cm
male:190cm
male:185cm
male:180cm
male:175cm
male:170cm
male:165cm
male:160cm
female:185cm
female:180cm
female:175cm
female:170cm
female:165cm
female:160cm
female:155cm
female:150cm

Actor Panel | Kinetics | Animations | Camera | DataGlove

Actor Panel (Live)

Calibration | Skeleton

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