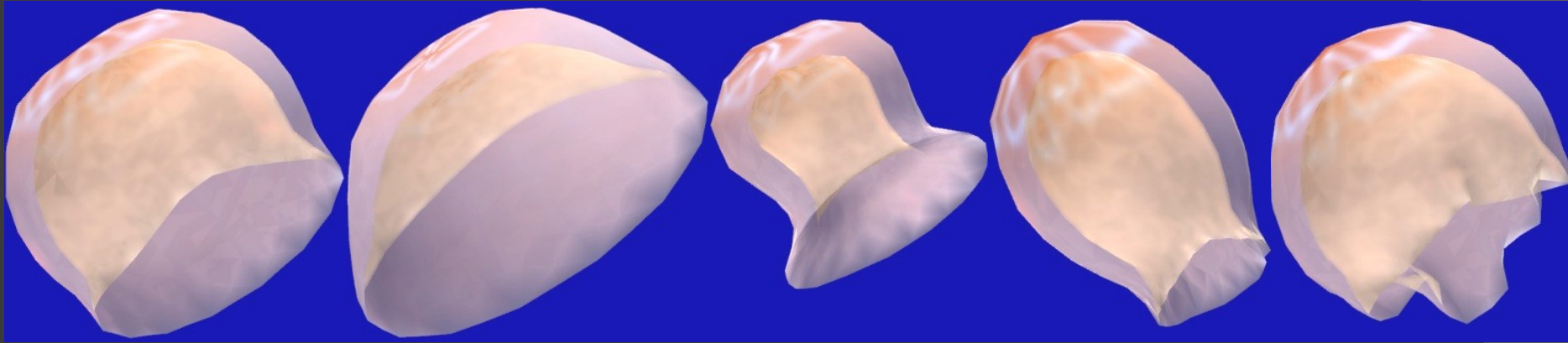


# ProcDef

## Short Manual



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This is a research prototype. Do not re-distribute.  
It may have bugs and problems, but we do not provide any support.  
Sorry, there currently is not detailed manual.

このソフトは研究目的のプロトタイプです。再配布はしないでください。  
バグ等, 基本的には対応できません。  
また, 詳細なマニュアルは今のところありません

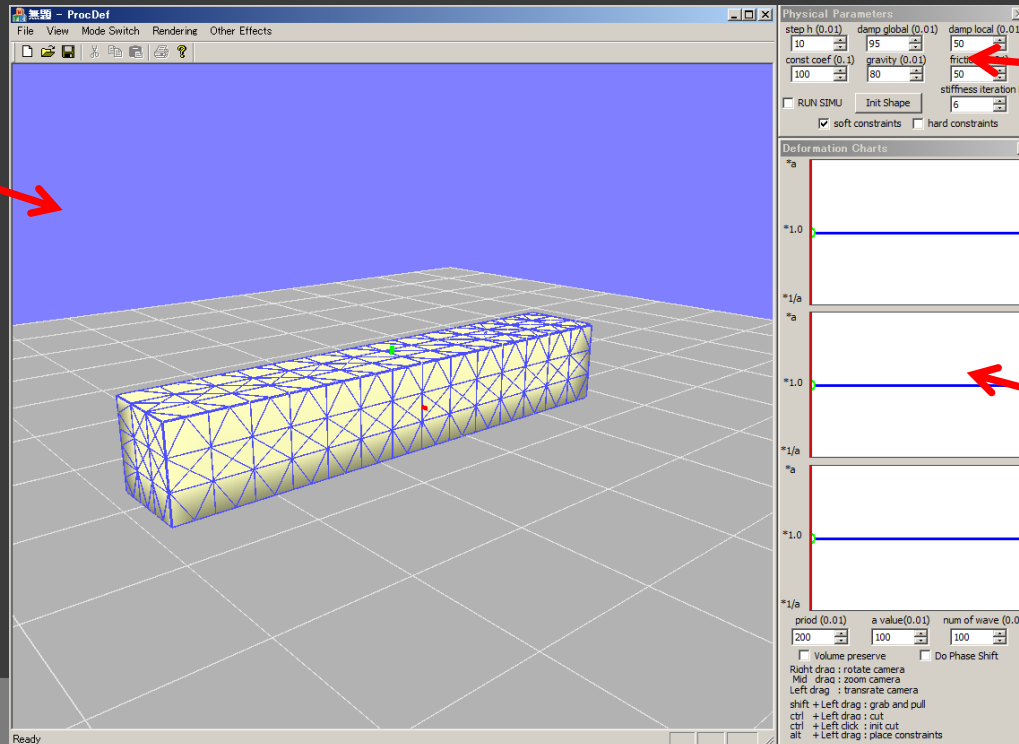
# Environment

- Windows 7 (maybe) / Windows Vista / Windows XP (maybe)
- Requires “Visual Studio 2008 Runtime”

## To boot

- Double Click ProcDef.exe
- Click RUNSIMU box in Parameter Dialog to start simulation

Main Window



Parameter Dialog

Deformation Charts

# Input Files

- ⦿ Click “Menu>File>Open Model” to open file
  - File format : fname.ele
  - Other necessary files are automatically opened.  
(All files should share the same “fname.\*”)

## FILES

- ⦿ Tetrahedral mesh model (necessary)
  - fname.ele & fname.node
  - Please see <http://tetgen.berlios.de/>
- ⦿ Texture (optional)
  - fname.bmp & fname.uv
- ⦿ Control fields and deformation charts (optional)
  - .prcdf
  - Click “File>export Cntrl Fields and Deform Charts” to save current control fields and deformation charts

# Three Modes

- ◎ You can change the mode from “Menu>Mode Switch”
  - Standard Interaction mode:
    - You can deform model by manipulating deformation charts or directly dragging the object
  - Stimuli Response
    - You can add external stimuli by Alt + left click
  - Paint Fields
    - You can modify Orientation/Amplitude/PhaseShift field by painting interface

## Common manipulations

- Left dragging : Translation
- Middle dragging: Zooming
- Right dragging : Rotation
- Ctrl+ L drag : cut the object
- Hit keys “1” – “9” for switch rendering mode (see Menu>Rendering)

◎ Please also see

- Dialogs
- Demo video at <http://www.riken.jp/brict/Ijiri/>