

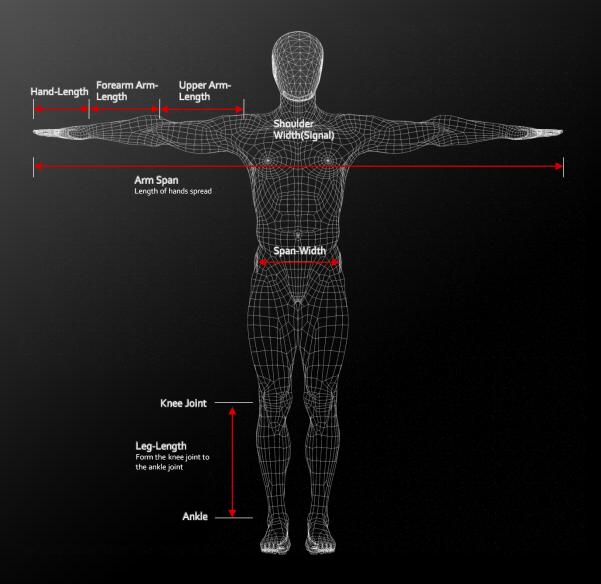


**BODY MEASUREMENTS** 

### **BODY DEMINSIONS**

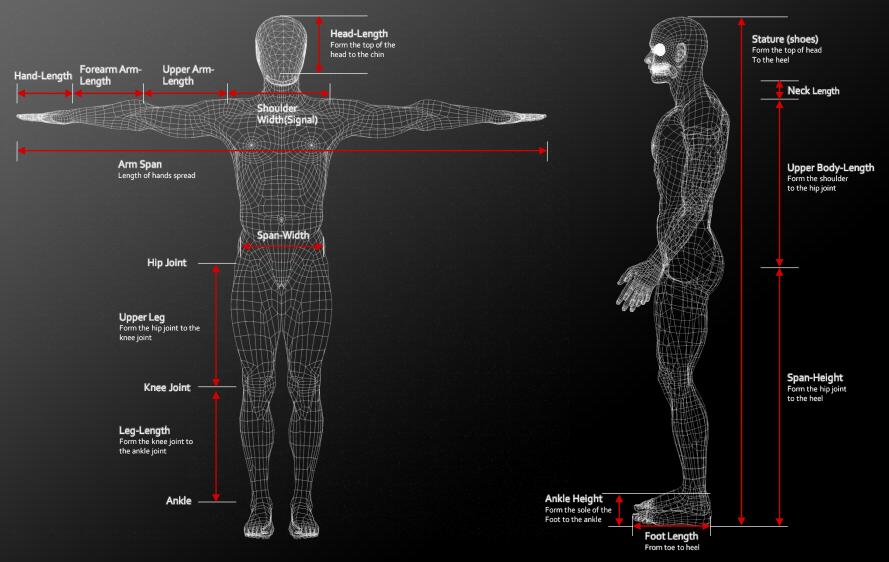
#### Measurement Length Setting

- Stature (Body Height)
- Span-Height (Floor to the trochanter)
- Upper Body-Length
- Neck Length
- Span-Width (Center of legs)
- Arm Span (Fingertip to fingertip)
- Foot Length
- Ankle Height
- Leg-Length (Floor to lateral epicondyle)
- Hand-Length
- Forearm-Length
- Upper Arm-Length





# **MEASUREMENT PARAMETERS**





#### LENGTH DEFINITION — STATURE

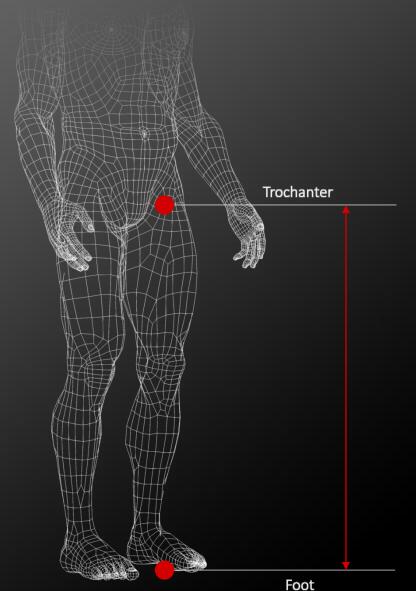


Stature (shoes)
Form the top of head
To the heel

> Stature is from floor to top of head.



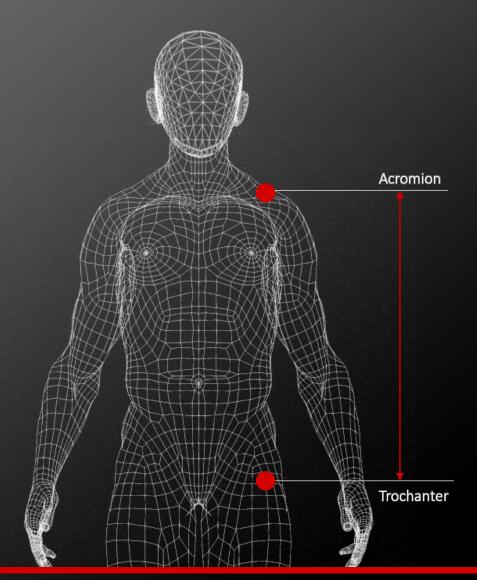
# LENGTH DEFINITION — SPAN HEIGHT



➤ Span height is from the floor to trochanter.



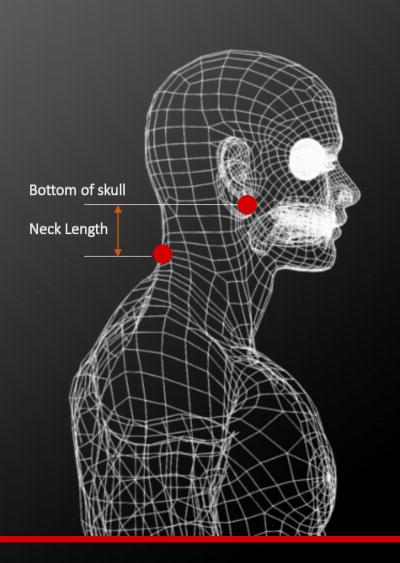
### LENGTH DEFINITION - UPPER BODY



➤ Upper body length is from the acromion to trochanter



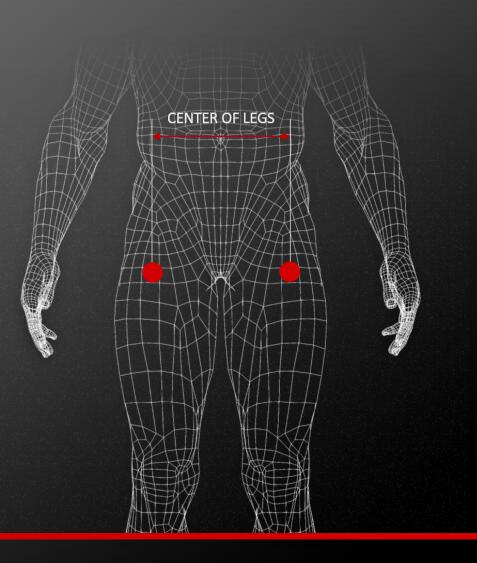
# LENGTH DEFINITION - NECK



➤ Fossae to acromion



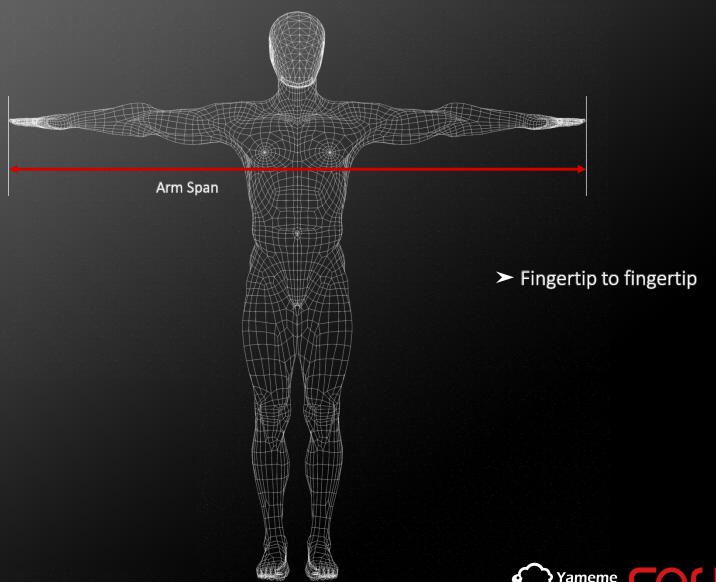
# LENGTH DEFINITION - SPAN WIDTH



Between these two points are the center of legs

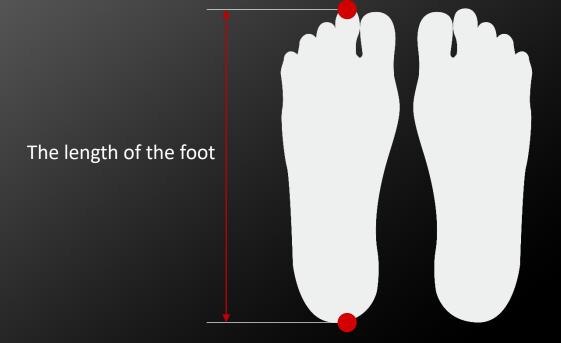


# LENGTH DEFINITION — ARM SPAN



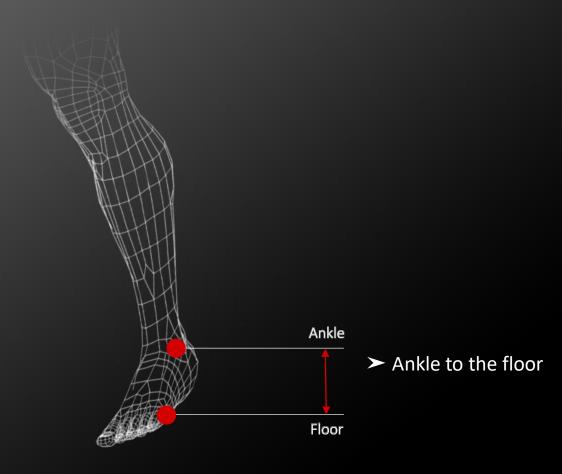


### LENGTH DEFINITION - FOOT LENGTH



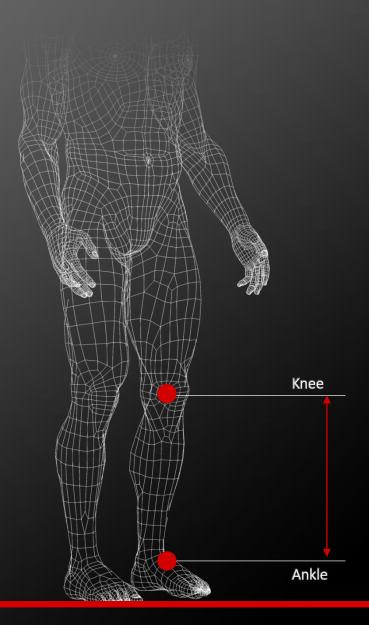


# LENGTH DEFINITION — ANKLE HEIGHT





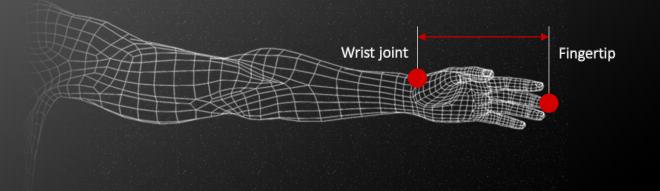
### LENGTH DEFINITION - LEG



➤ Floor to lateral epicondyle



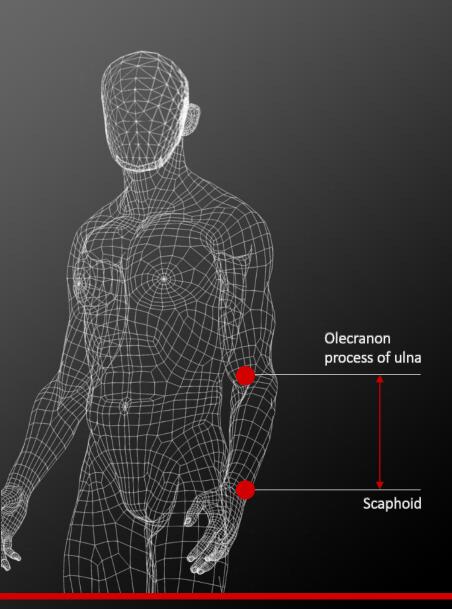
# LENGTH DEFINITION - HAND



➤ Wrist joint to fingertip



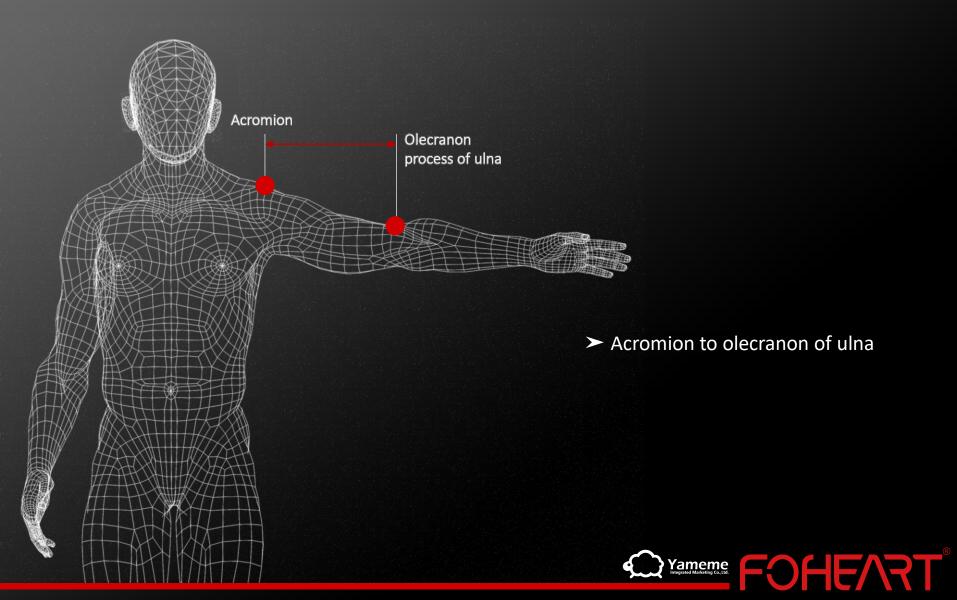
# LENGTH DEFINITION - FOREARM



➤ Olecranon process of ulna to scaphoid



# LENGTH DEFINITION - UPPER ARM



#### **SKELETON DATA APPLY**

- ➤ Go to Actor Panel and select skeleton
- ➤ Enter body measurement to skeleton section
- > Save data as file (custom actor body dimension)

