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**NATIONAL STANDARD OF THE
PEOPLE'S REPUBLIC OF CHINA**

GB/T 41419-2022

**Digital fittings - Vocabulary and terminology used for the virtual
human body**

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foreword

This document is in accordance with the provisions of GB/T 1.1-2020 "Guidelines for Standardization Work Part 1. Structure and Drafting Rules of Standardization Documents" drafted.

This document is modified and adopted ISO 18825-1.2016 "Digital fitting of clothing - Part 1. Vocabulary and terminology for virtual human body".

Compared with ISO 18825-1.2016, the following structural adjustments have been made.

--- Added the chapter "Normative References".

The main technical differences between this document and ISO 18825-1.2016 and the reasons are as follows.

a) the scope of the document (see Chapter 1) has been changed to make it more clear to whom it applies;

b) Changed the definition of the term "virtual human model" (see 3.1.1) to make the definition clearer and avoid ambiguity;

c) Changed the example diagram in Appendix A (see Figure A.1), referring to the size modification in GB/T 1335 (all parts), which is more in line with Chinese

body condition.

The following editorial changes have been made to this document.

--- In order to coordinate with the existing standards, the standard name is changed to "Terms and Definitions for Digital Fitting Virtual Human Body";

--- Replaced ISO 8559 with GB/T 16160 cited for information (see 3.2.3);

--- Use pictures drawn by domestic software (see Figures 1 to 8) to replace the corresponding ISO standard Figures 1 to 8, and supplement the virtual human body

An example diagram of bones and joints in the back and a sitting posture diagram in the example of human posture (see Figure 8);

--- Added references;

--- Added index.

Please note that some content of this document may be patented. The issuing agency of this document assumes no responsibility for identifying patents.

1 Scope

This document defines terms and definitions for virtual human bodies in digital fitting systems.

This document applies to all practical application areas of digital fitting systems, online communication of garments and all stages of commerce, including design

accounting, manufacturing, sales and customer management.

2 Normative references

There are no normative references in this document.

3.1 General terms

3.1.1

virtualhumanmodel

3D model of man in digital format.

3.1.2

parametrichumanbody

A virtual human model with variable parameters such as size, shape, etc.

Example. see Figure 1.

Note 1. The sample model imported from the 3D model library creates a parametric human body by modifying its parameters. The parameterized human body is based on a database, and the

Sample models will vary. Therefore, parametric human bodies can be created based on parameters such as height, body mass index (BMI), etc. Example of parametric human body types

See Appendix A.

Note 2. The parameters of the parameterized human body are given in the parameterized

human body software, and the parameters of the parameterized human body can be added according to the user's purpose.

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