

# Edit the Vision Parameters



This task describes the Vision function and how to set and edit manikin vision attributes. Using this function, you will see a scene through the manikin's eyes, displayed in a separate window.



Please note: this feature is available in the DPM Review workbench if the workbench DPM Human Review is purchased.



Just like humans, a manikin can see its environment. Manikin vision can be with both eyes or limited to only one eye. Even the blind spot is simulated.

## The Manikin eyes follow the 3D compass with Reach and IK Mode


This proposes a more natural behavior for the manikin's vision when it is performing a reach or IK on an object. The vision of the manikin is directed to the object the manikin is trying to pick up, which would be more like human behavior.

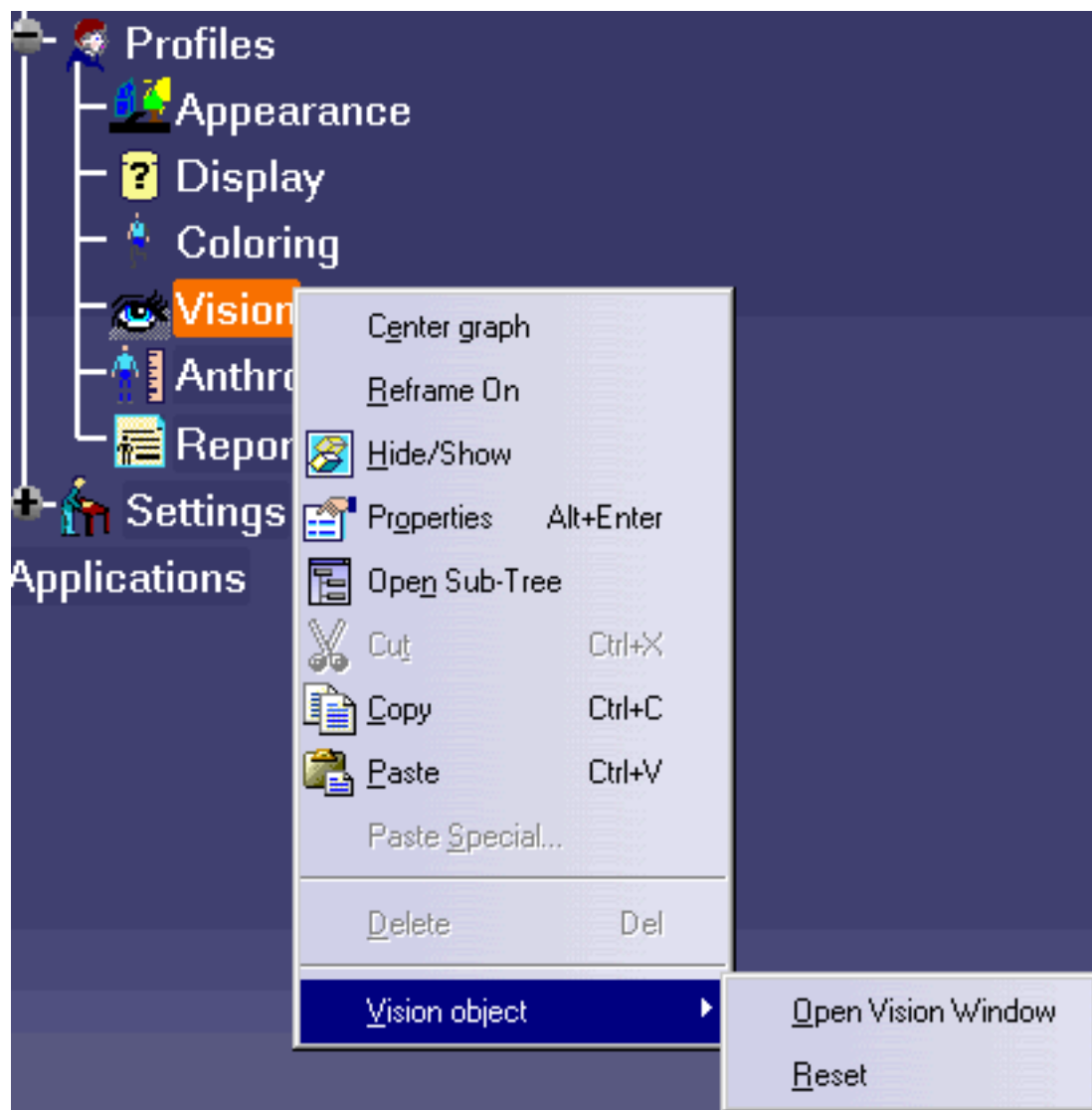
## Line of Sight

In order to reproduce the human vision with more accuracy, in this new vision model, the camera doesn't follow the line of sight orientation anymore. In other words, the central spot (which corresponds to the line of sight) moves inside the Vision Window following the eyes motion. The vision window no longer readjusts to the motion of the line of sight. Only when the head is moved, the vision window updates itself.

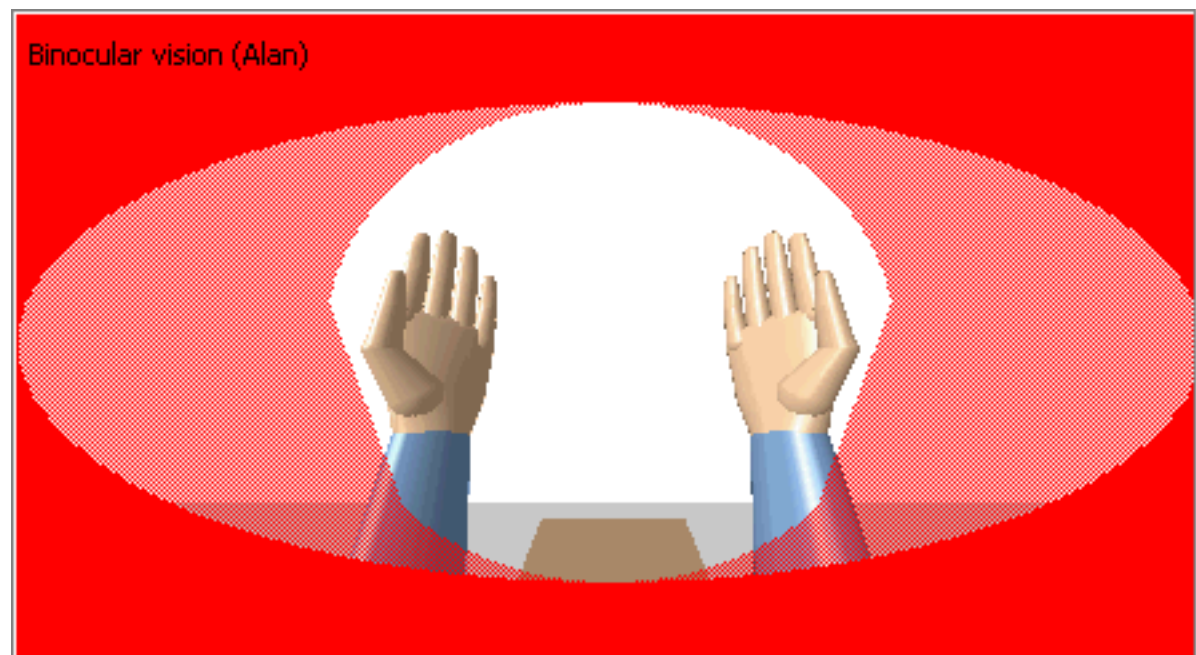
With this new vision model, we realized that it was very important to make a clear distinction between field of view and [Vision Cone](#).



1. Select **Vision**  from the **Manikin Tools** toolbar and then select a manikin, OR double-click on the **Manikin > Profiles > Vision** node OR right-click on **Vision**, and select **Vision object > Open Vision Window**.



The default vision window appears:





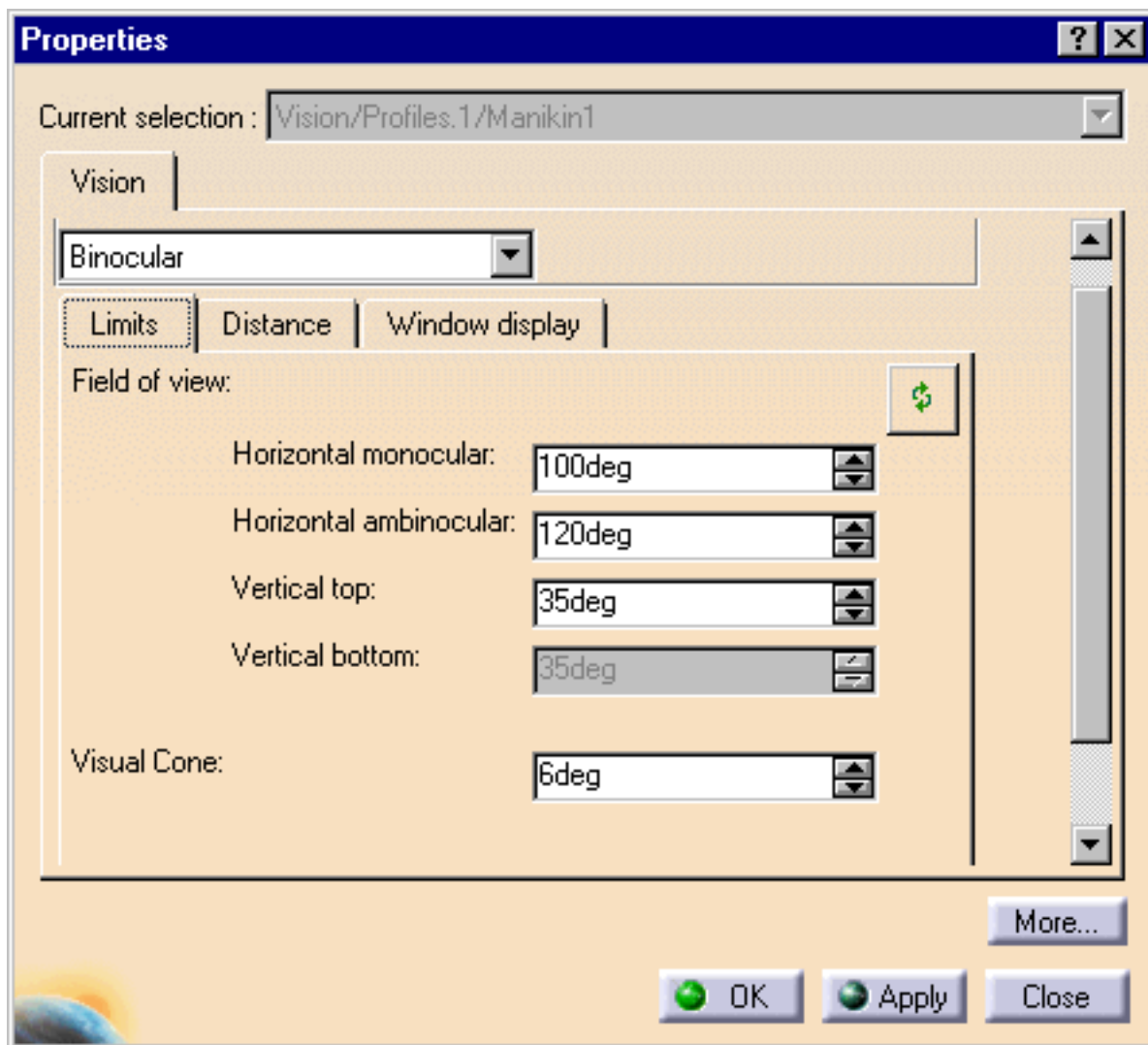
No vision window will appear until the manikin is selected.



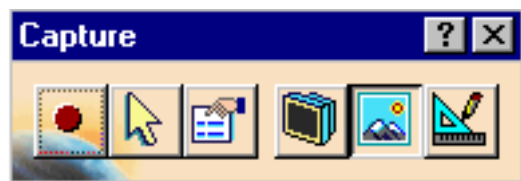
Right-clicking again on **Vision**, with the vision window open, provides you with the **Close Vision Window**, **Capture**, and **Reset** commands.

2. Right-click anywhere in the vision window and select **Properties**.

The **Properties** dialog box for the selected manikin's vision appears.



The other available options are **Close** (which closes the vision window) and **Capture**, which opens the **Capture** toolbox, and enables you to capture the view as an image file.



3. Use the dialog box to change the display appearance of the vision window. For more information on the available options, please see:

- [Vision](#)
- [Limits](#)
- [Distance](#)
- [Window Display](#)



For more information, please read [Changing Manikin Display Attributes](#).

See also [The Vision Window's Behaviors](#)

