SRI International

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SEMANTICALLY ENABLED AUTOMATED ASSESSMENT IN VIRTUAL ENVIRONMENTS (SAVE) – VERSION 1.2

M4 SEMANTIC MAPPING REQUIREMENTS

Project Document No: SAVE 15-004

CONTENTS

1. SHOOTING RANGE - SEMANTIC MAPPING REQUIREMENTS

In the Semantic 3D Annotation Tool…

   From the Flora Repository, select the Flora file: `M4.flr`

   From the 3D Repository, select the 3D model file: `ShootingRange.dae`

Create the links identified below, then save to a new file such as   `/s3d/MyShootingRange.s3d`

Root node:

Type	Super Class	Flora Class	3D Node
asset	PhysicalEntity / Region	ShootingRange	ShootingRange

Objects:

Type	Super Class	Flora Class	3D Node
object	PhysicalEntity / PhysicalObject	ShootingTarget	ShootingRangeArea1
object	PhysicalEntity / PhysicalObject	ShootingTarget	ShootingRangeArea2
object	PhysicalEntity / PhysicalObject	ShootingTarget	ShootingRangeArea3
object	PhysicalEntity / PhysicalObject	ShootingTarget	ShootingRangeArea4
object	PhysicalEntity / PhysicalObject	ShootingTarget	ShootingRangeArea5
object	PhysicalEntity / PhysicalObject	ShootingTarget	ShootingRangeArea6
object	PhysicalEntity / PhysicalObject	ShootingTarget	ShootingRangeArea7
object	PhysicalEntity / PhysicalObject	ShootingTarget	ShootingRangeArea8

2. M4 - SEMANTIC MAPPING REQUIREMENTS

In the Semantic 3D Annotation Tool…

From the S3D Repository, select the existing S3D file: `M4_starter.s3d`

Create the links identified below, then save to a new file such as: `/s3d/M4_myfile.s3d`

Root node:

Note this link will already be in place in the starter file.

Type	Super Class	Flora Class	3D Node
asset	PhysicalEntity / PhysicalObject	M4	M4_Carbine starter

Objects:

Type	Super Class	Flora Class	3D Node
object	PhysicalEntity / PhysicalObject	Sling	Sling
object	PhysicalEntity / PhysicalObject	Extractor	Extractor
object	PhysicalEntity / PhysicalObject / Pin	ExtractorPin	Extractor_Pin
object	PhysicalEntity / PhysicalObject	BoltCam	Bolt_Cam_Pin
object	PhysicalEntity / PhysicalObject	FiringPinRetainingPin	Firing_Pin_Retaining_Pin
object	PhysicalEntity / PhysicalObject	FiringPin	Firing_Pin
object	PhysicalEntity / PhysicalObject / Screw	CarryHandleScrew	Round_Nut
object	PhysicalEntity / PhysicalObject / Screw	CarryHandleScrew	Round_Nut1
object	PhysicalEntity / PhysicalObject	Round	Projectile1
object	PhysicalEntity / PhysicalObject	Casing	Casing1
object	PhysicalEntity / PhysicalObject	Round	Projectile2
object	PhysicalEntity / PhysicalObject	Casing	Casing2
object	PhysicalEntity / PhysicalObject	Round	Projectile3
object	PhysicalEntity / PhysicalObject	Casing	Casing3
object	PhysicalEntity / PhysicalObject	Round	Projectile4
object	PhysicalEntity / PhysicalObject	Casing	Casing4
object	PhysicalEntity / PhysicalObject	UpperHandGuard	Upper_Handguard
object	PhysicalEntity / PhysicalObject	LowerHandGuard	Lower_Handguard
object	PhysicalEntity / PhysicalObject	SlipRing	Handguard_Slip_Ring_LAMA918813252
object	PhysicalEntity / PhysicalObject	SlingSwivel	Small_Sling_Swivel
object	PhysicalEntity / PhysicalObject / Switch	Selector	Selector_Lever
object	PhysicalEntity / PhysicalObject	MagazineReleaseButton	Magazine_Catch_Button
object	PhysicalEntity / PhysicalObject	MagazineReleaseButton	Magazine_Catch
object	PhysicalEntity / PhysicalObject	Hammer	Hammer
object	PhysicalEntity / PhysicalObject / Pin	PivotPin	Pivot_Pin
object	PhysicalEntity / PhysicalObject / Pin	TakedownPin	Takedown_Pin
object	PhysicalEntity / PhysicalObject	BoltCatch	Bolt_Catch
object	PhysicalEntity / PhysicalObject	ButtStockLockLever	Buttstock_Release_Lever
object	PhysicalEntity / PhysicalObject	LowerReceiverExtension	Lower_Receiver_Extension
object	PhysicalEntity / PhysicalObject	Buffer	Buffer
object	PhysicalEntity / PhysicalObject	Trigger	Trigger
object	PhysicalEntity / PhysicalObject	BufferRetainer	Buffer_Retainer
object	PhysicalEntity / PhysicalObject	SlingLoop	Swivel_LAMA1259863095