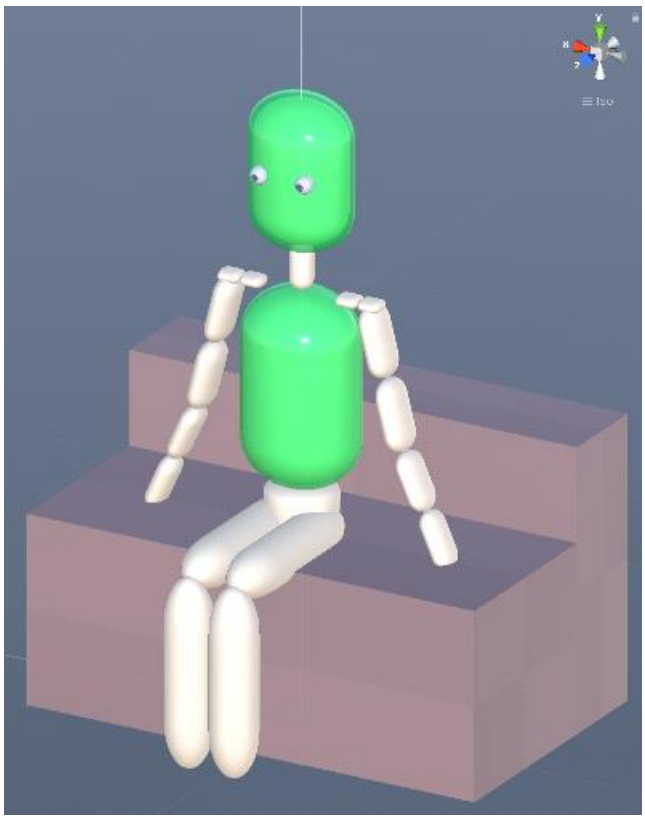
動作作成メモ

2019年7月2日　　9:11

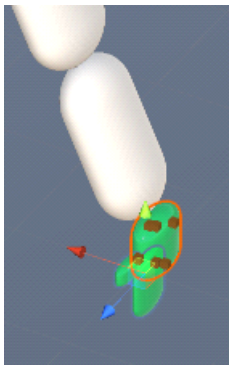
- 左手座標系
- 原点は腰の下



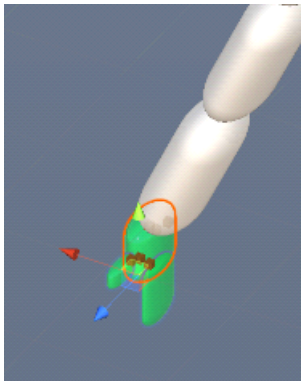
- 手先の座標系

  Global座標系で回転なし状態が以下の状態

  左手



  右手



  - RightHandController={"id":"RightHandController","targetPoint":{"x":0.25,"y":0.8,"z":0.5},"translateSpeed":3.0,"targetRotatation":{"x":-90.0,"y":0.0,"z":0.0},"rotateSpeed":5.0,"keepTime":0.0,"mode":1,"gazeTracking":true,"priority":0.0,"goalTranslationThreshold":0.01,"goalRotationThreshold":1.0}\n
  - LeftHandController={"id":"LeftHandController","targetPoint":{"x":-0.25,"y":0.8,"z":0.5},"translateSpeed":3.0,"targetRotatation":{"x":-90.0,"y":0.0,"z":0.0},"rotateSpeed":5.0,"keepTime":0.0,"mode":1,"gazeTracking":true,"priority":0.0,"goalTranslationThreshold":0.01,"goalRotationThreshold":1.0}\n

- 握り
  - part=Light/RightFingers, Light/RightIndexFinger, Light/RightSum
  - angle = 0~90, 90degs -> grasp
  - grasp={"motionPartName":"RightFingers", "targetAngle":90, "springValue":5}

- 腕の動作
  - 手をぐるっと回す際に必ず回内するとは限らない．そのため「安全な中継ポイントを経由するかどうか」チェックを入れると最初のポイントまでのベジェ曲線を描いてくれる，つまり次の点はベジェ曲線点はやめて
- 座標系の定義
  - OnObject
  - FromObject
  - TowardObject