

# **ISO Movie Names Proposal**

# ISO Movie Code - Structure

- The first 8 characters of the ISO Channel Code should be used to describe the position of the camera.
- Only for detail views (generally all onboard cameras) the displayed detail should also be described by the 8 first characters of the ISO Channel Code and appended to the position information with an underscore.

**<CameraPosition>\_<DetailDescription>**

e.g.

<b>T4CAM0MI</b>	stationary total view from the leftside
<b>T2CAM0TP_12VEHC00</b>	stationary detail view from the front top (crash block) to the front of the vehicle
<b>13CAM0MI_11HEAD00</b>	onboard camera, looking from the front passenger seat 3 to the head of the driver 1 of the vehicle

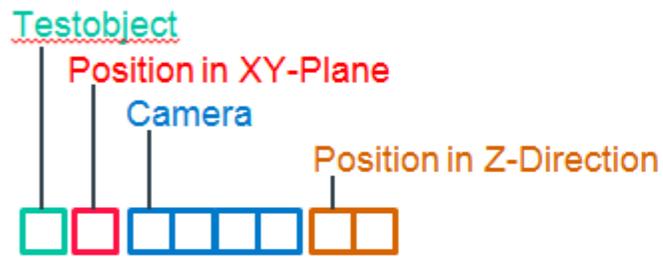
# ISO Movie Code - Structure

ISO8(\_ISO8)

<CameraPosition>\_<Detail>



<CameraPosition>:



1,2,T,S,... (stationary = T=Testrig)  
 1,2,3,4,5,6,7,8,9,0  
 CAM0, CAM1, CAM2, ... (to distinguish)  
 BO, MI, TP

<Detail> (optional, only for detail views):

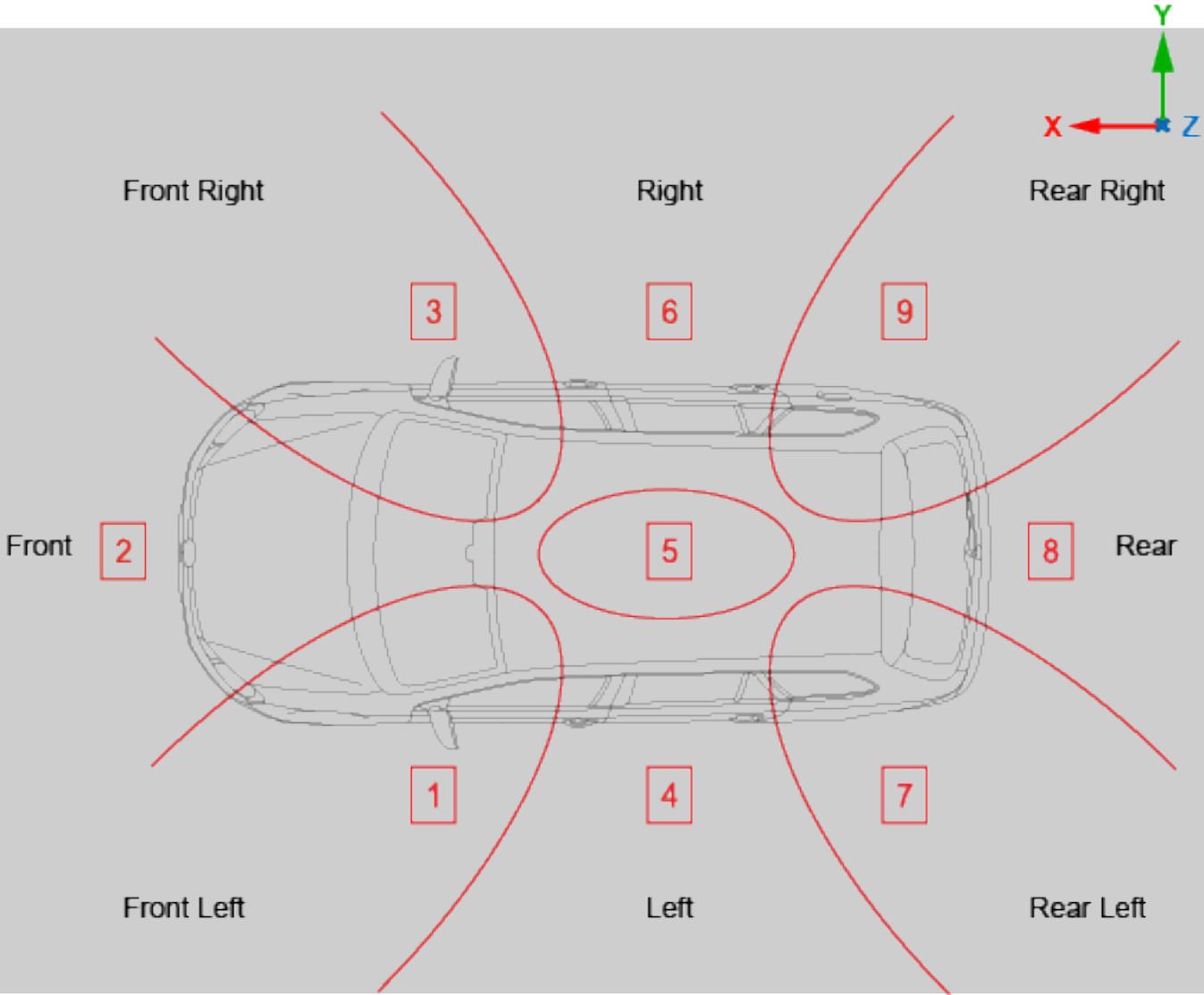


1,2,T,S,D...  
 1,2,3,4,5,6,7,8,9,0  
 all ML  
 all FL3

# ISO Movie Code - Rules

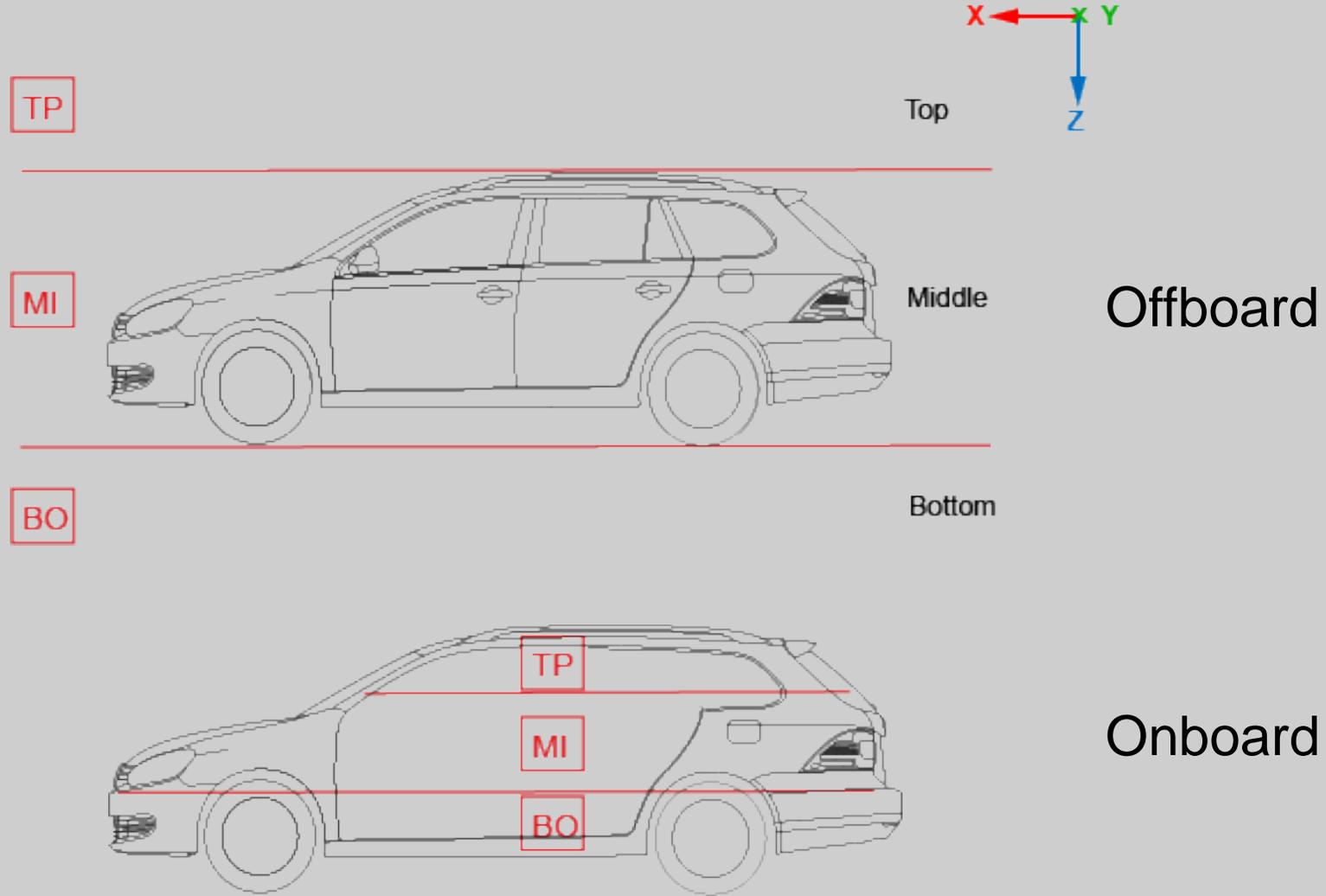
- The complete movie filename has to be combined from the testnr and the Movie Code:  
**<testnr>\_<cameraposition>[\_<detaildescription>]**
- The Movie Code has to be unique within one test.  
In case of name conflicts use **CAMi+1** instead of **CAM i** for the MainLocation.
- Parts of the Movie Codes which are not used should be filled with nulls **0**.
- The position in the XY-plane of the *Testrig* is given by the extrapolated position section of the vehicle.
- If more than one testobject is visible within a view, the focus for a detail description should be on the vehicle.
- Position information at the boundary of the sections and the detail descriptions have to be agreed between the exchanging partners.

# ISO Movie Code - Zones in the XY- plane



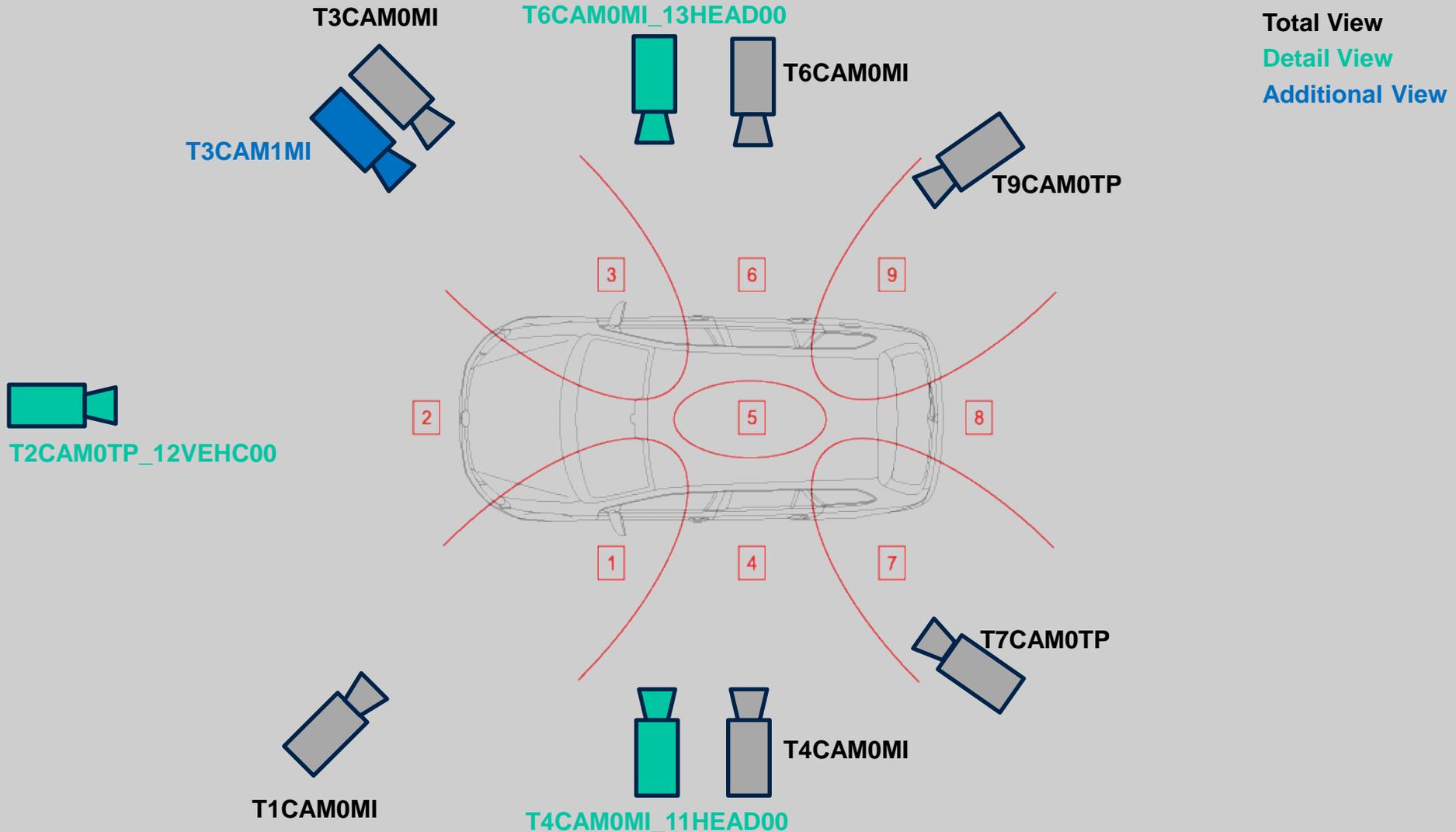
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# ISO Movie Code - Zones in the Z-direction



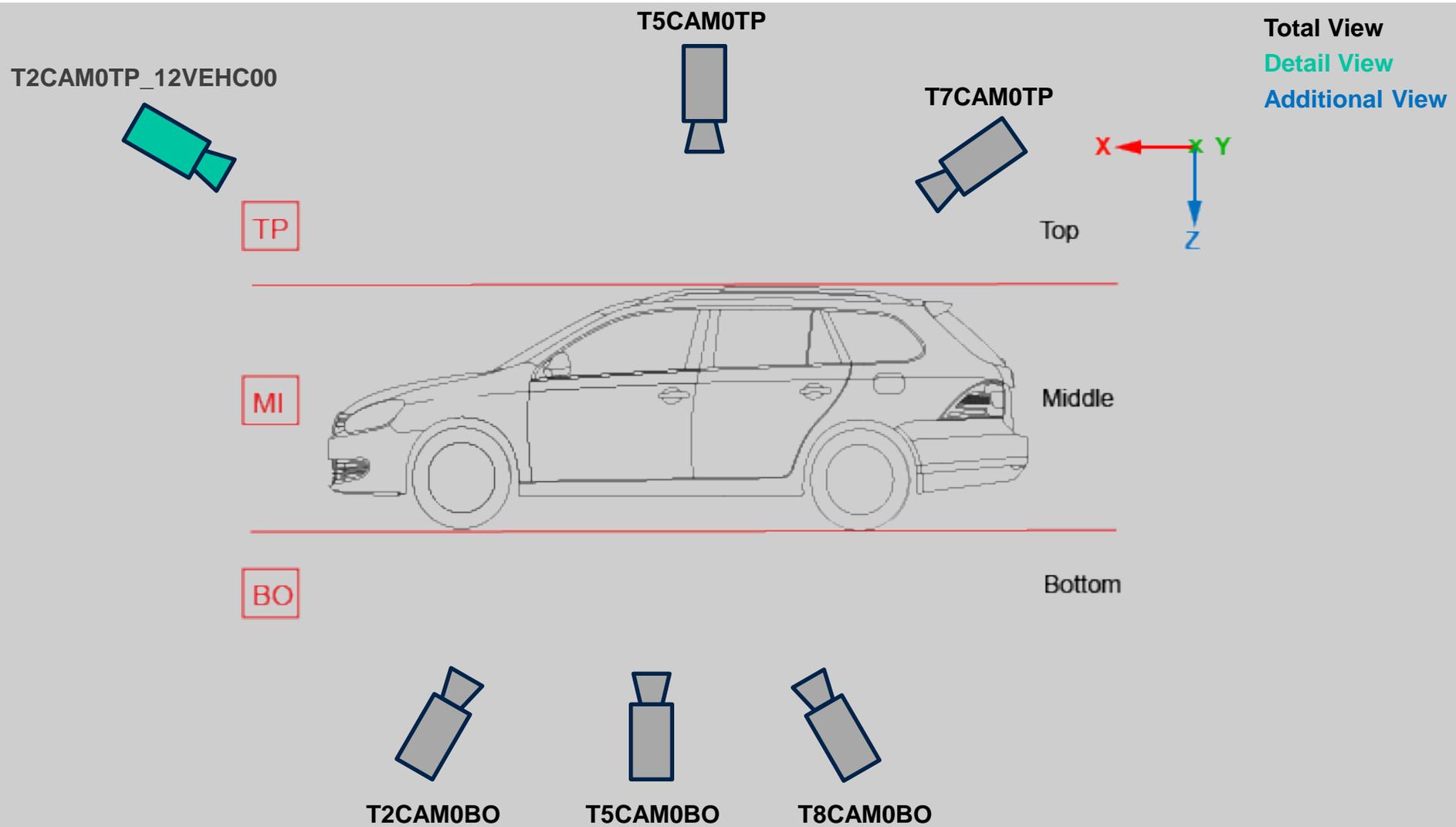
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# ISO Movie Code - Example Frontal Impact - Topview



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# ISO Movie Code - Example Frontal Impact - Sideview



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# ISO Movie Code - Example Side Impact - Onboard

