

ISO Movie Names Proposal

ISO Movie Code - Structure

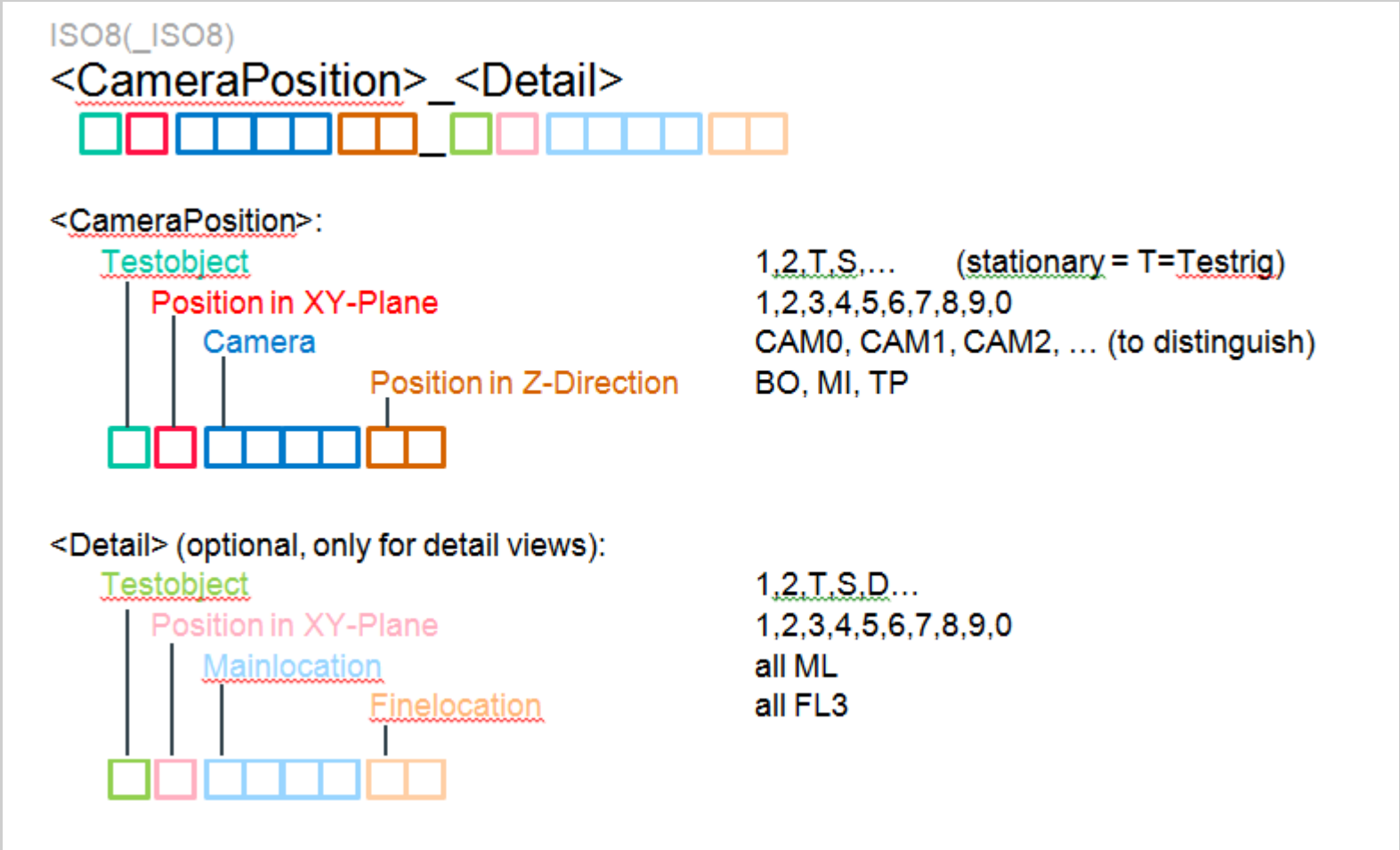
- The first 8 characters of the ISO Channel Code should be used to describe the position of the camera.
- Only for detail views (generally all onboard cameras) the displayed detail should also be described by the 8 first characters of the ISO Channel Code and appended to the position information with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

<CameraPosition>_<DetailDescription>

e.g.

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

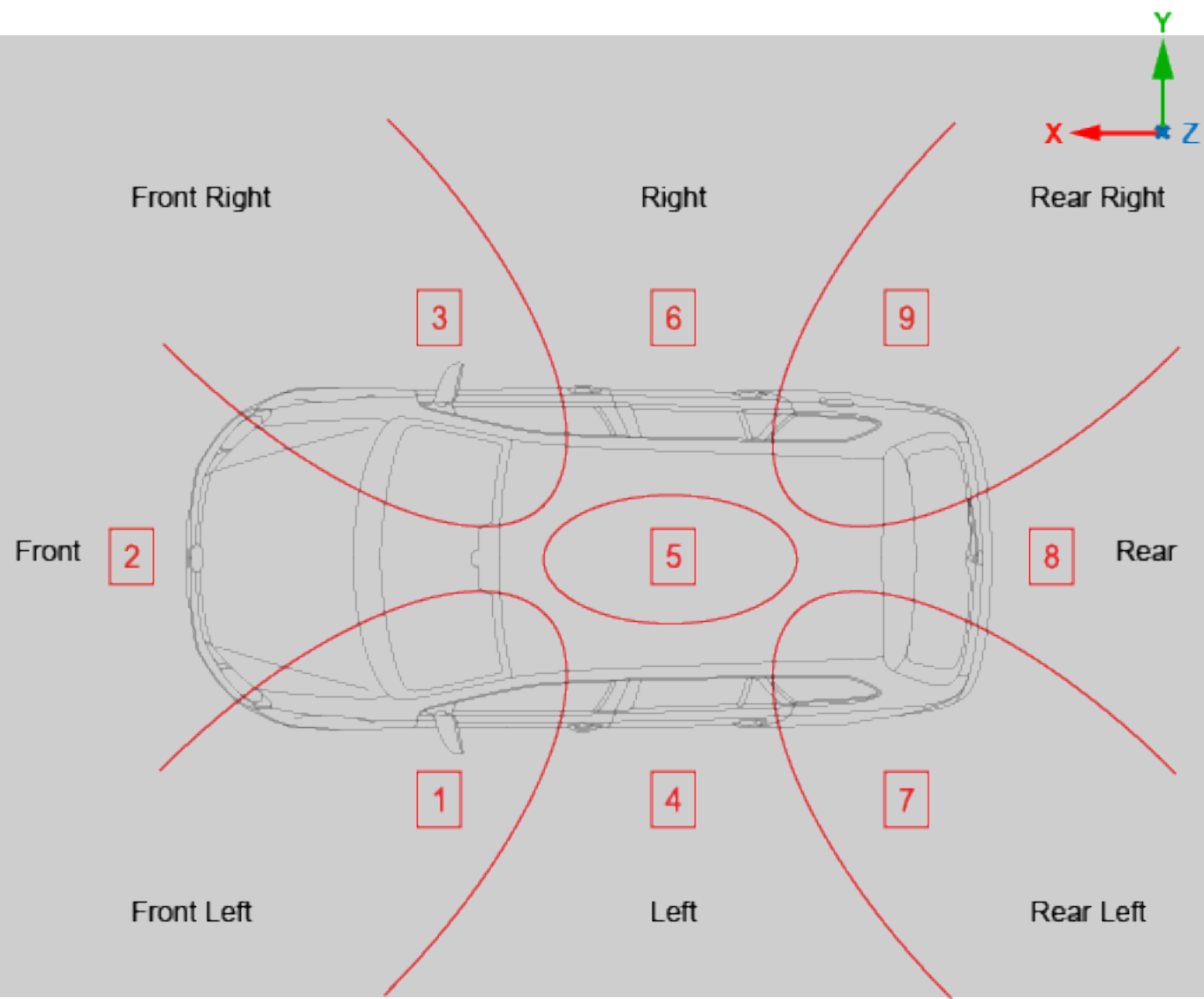
ISO Movie Code - Structure



ISO Movie Code - Rules

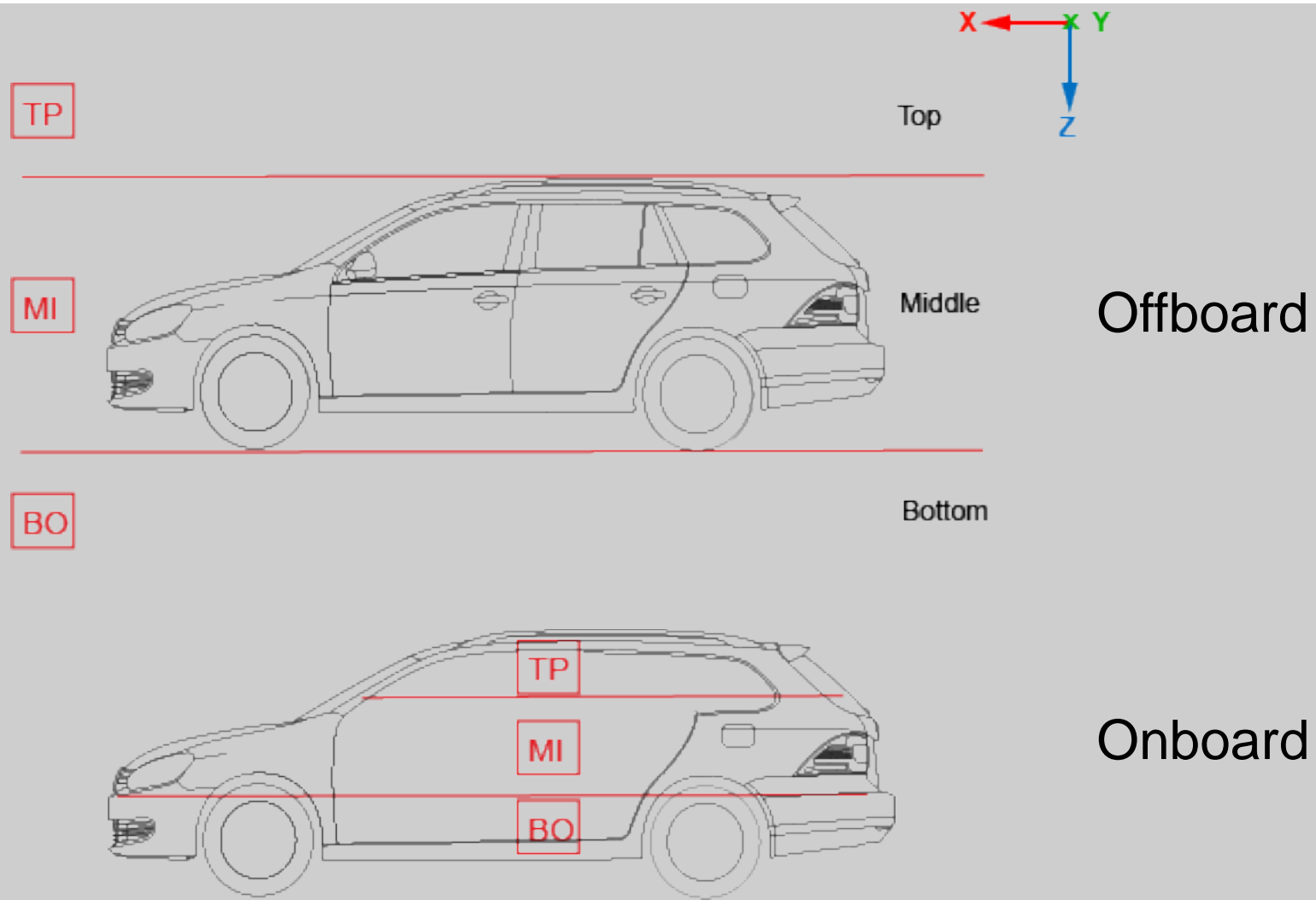
- The complete movie filename has to be combined from the testnr and the Movie Code:
<testnr>_<cameraposition>[_<detaildescription>]
- The Movie Code has to be unique within one test.
In case of name conflicts use **CAMi+1** instead of **CAM i** for the MainLocation.
- Parts of the Movie Codes which 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



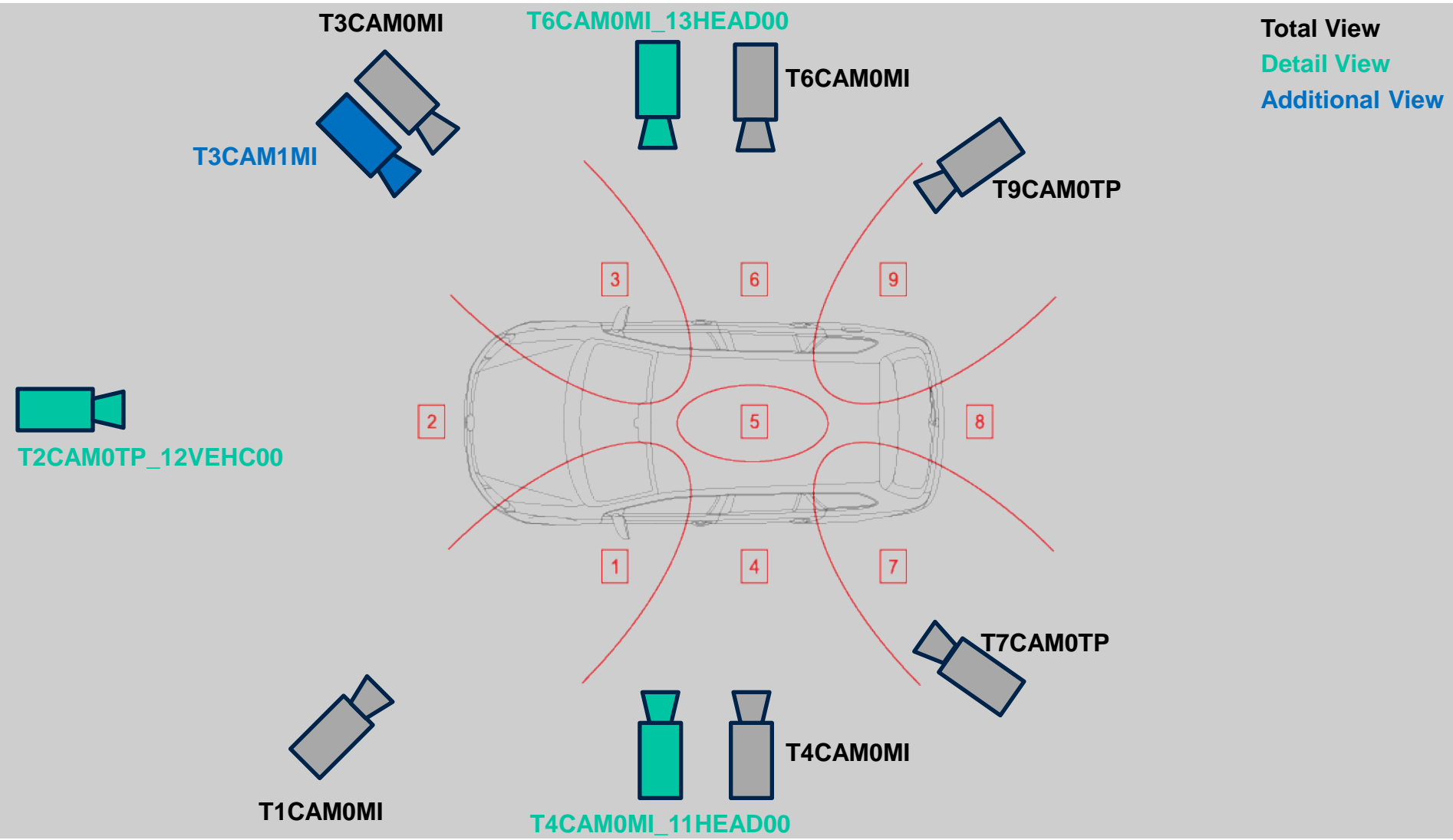
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ISO Movie Code - Zones in the Z-direction



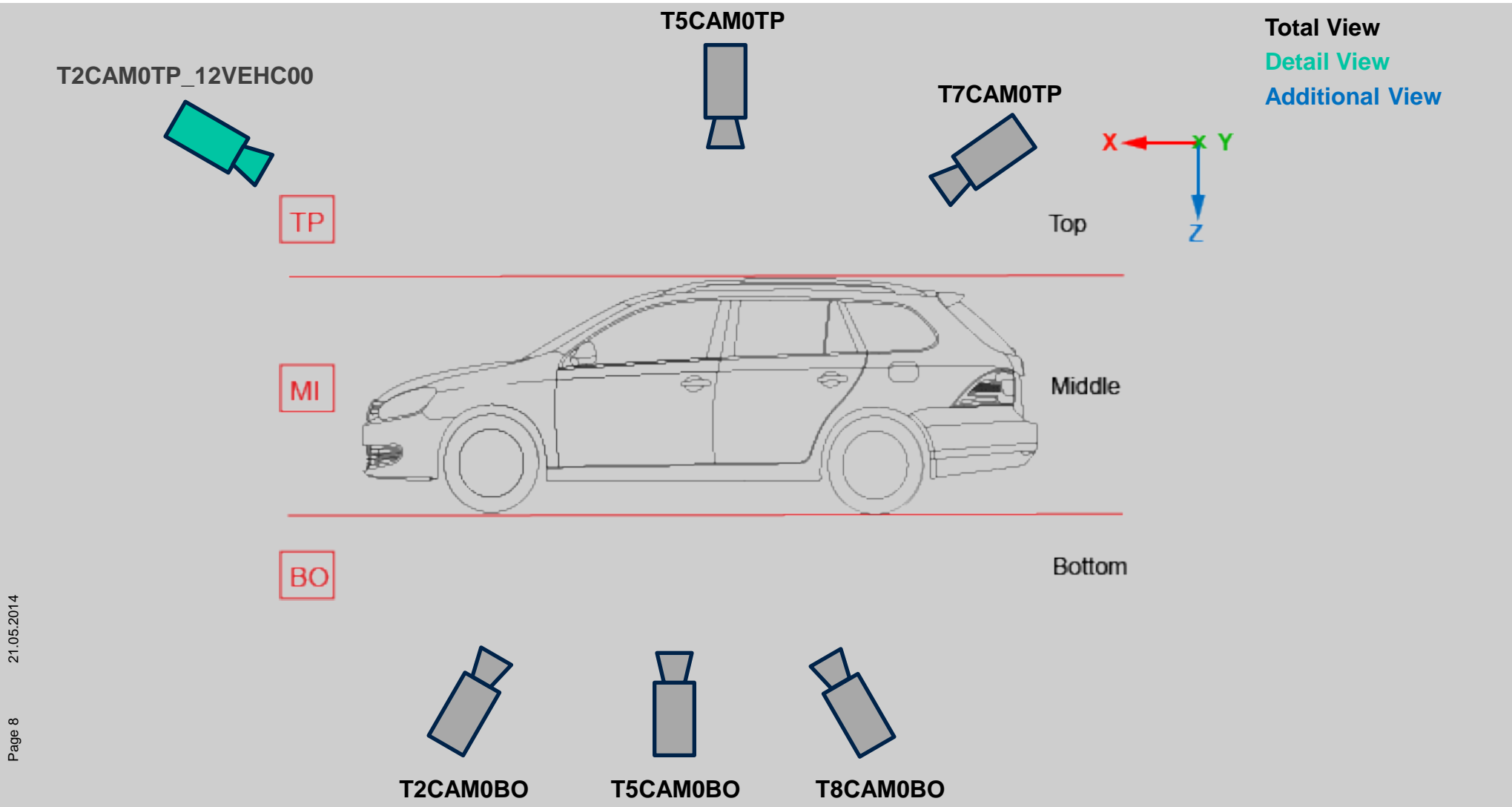
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ISO Movie Code - Example Frontal Impact - Topview



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ISO Movie Code - Example Frontal Impact - Sideview



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ISO Movie Code - Example Side Impact - Onboard

