P<3079.2>™/D<01>  
Draft <Std.> for <Mixed Reality Standard Framework for Human Motion Training>

Developed by the

<Human Factors for Immersive Content Working Group>

of the

IEEE <Computer Society>

Approved <Date Approved>

IEEE SA Standards Board

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Abstract: <Select this text and type or paste Abstract—contents of the Scope may be used>

1. Framework for mixed reality content using motion sensor is defined.
2. (Scope version) This standard defines a framework for mixed reality content aimed at motion training, including terms and definitions, requirements and use cases. Mechanisms to synchronize the motion sensor and projector coordinate system are defined. Motion acquisition methods, application programming interfaces and user interfaces are described.

Keywords: <Select this text and type or paste keywords>

[[1]](#footnote-1)•

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Introduction

This introduction is not part of P<3079.2>/D<01>, Draft <Std.> for <Mixed Reality Standard Framework for Human Motion Training>.

<This standard defines the framework of the mixed reality for the human motion training.>

Contents

<After draft body is complete, select this text and click Insert Special->Add (Table of) Contents>

Draft <Std.> for <Mixed Reality Standard Framework for Motion Learning>

1. Overview

이 표준은 동작인식 센서를 이용하여 학습을 목표로 하는 숙련된 레퍼런스 코치의 동작을 인식하고, 코치의 동작 데이터 (관절의 좌표 정보, 회전 정보, 수축과 이와 정보)를

이 표준은

This standard defines the framework of the mixed reality for the human motion training that can training the corresponding motion after recognizing user’s various motions using a motion recognition sensor (eg. camera, marker, etc.).

This standard document includes the followings:

* Framework Architecture
* User scenario
* Use-cases
* Requirements
  1. Scope

This standard defines a framework for mixed reality content aimed at effective motion learning, including terms and definitions, requirements and data formats. Mechanisms to synchronize the motion sensor and projector coordinate system are defined. Motion acquisition methods, application programming interfaces and user interfaces are described.

* 1. Purpose

이 표준은 사용자가 동작을 기반으로 하는 운동, 격투기, 댄스 등의 다양하게 학습하고자 하는 동작을 비대면으로 정확하고 안전하게 훈련할 수 있도록 시스템을 개발하는데 사용된다. 해당 시스템을 개발하기 위하여 필요한 프레임워크가 도출될 수 있도록 사용자 시나리오와 요구사항들을 정의하는 것이다.

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***<This subclause is mandatory and shall appear after the Scope and Purpose (if included).>***

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The word *should* indicates that among several possibilities one is recommended as particularly suitable, without mentioning or excluding others; or that a certain course of action is preferred but not necessarily required (*should* equals is *recommended that*).

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The word *can* is used for statements of possibility and capability, whether material, physical, or causal (*can* equals is *able to*).

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The following referenced documents are indispensable for the application of this document (i.e., they must be understood and used, so each referenced document is cited in text and its relationship to this document is explained). For dated references, only the edition cited applies. For undated references, the latest edition of the referenced document (including any amendments or corrigenda) applies.

1. Definitions, acronyms, and abbreviations
   1. Definitions

For the purposes of this document, the following terms and definitions apply. The IEEE Standards Dictionary Online should be consulted for terms not defined in this clause. [[4]](#footnote-4)

* 1. Acronyms and abbreviations

============================================================================

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   1. Second level header

Third level header

* + - * 1. Fourth level header

Fifth level header

[Equation placeholder]

1. —
2. —
3. First level header

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# (informative) Annex Heading placeholder

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### Annex header 2

#### Annex header 3

##### Annex header 4

###### Annex header 5

[Annex Equation placeholder] (A.1)

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