

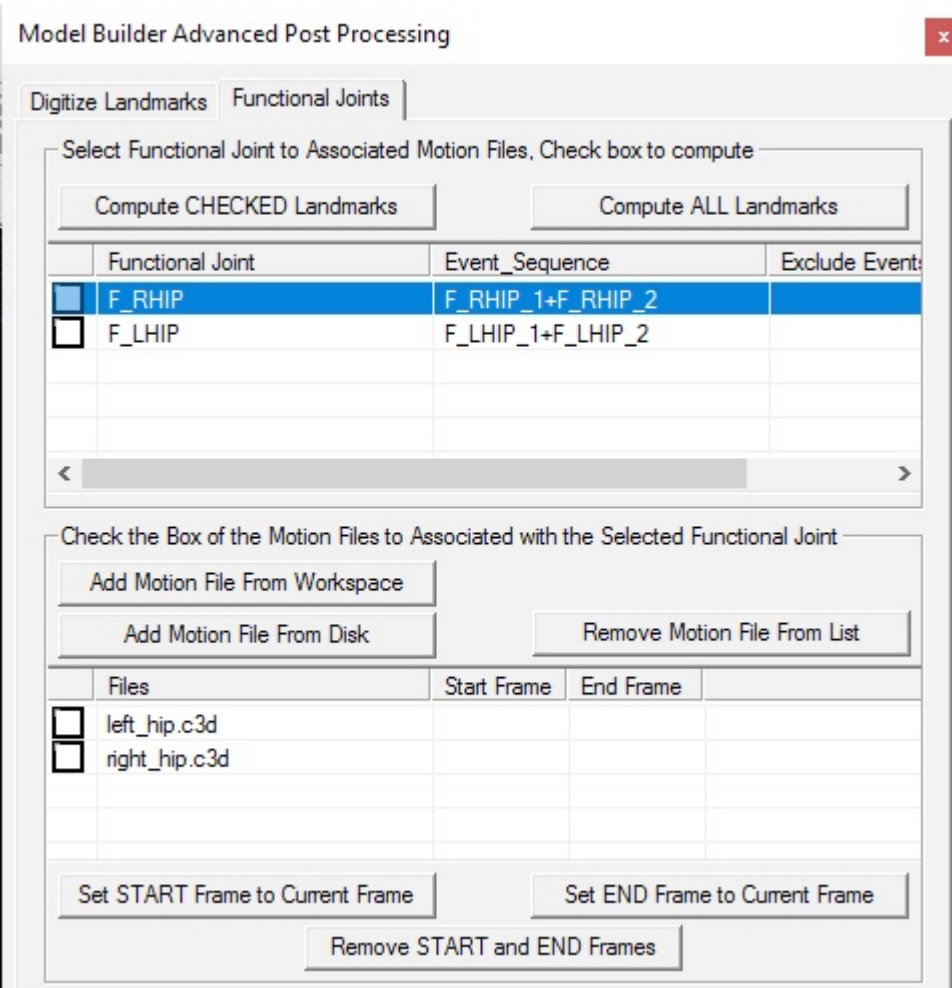
Functional Joints Post Processing

After accumulating and [defining functional joint landmarks](#), it is necessary to post-process them from the [Model Builder](#)'s Post-Process feature (click on the Post-Processing icon on the toolbar

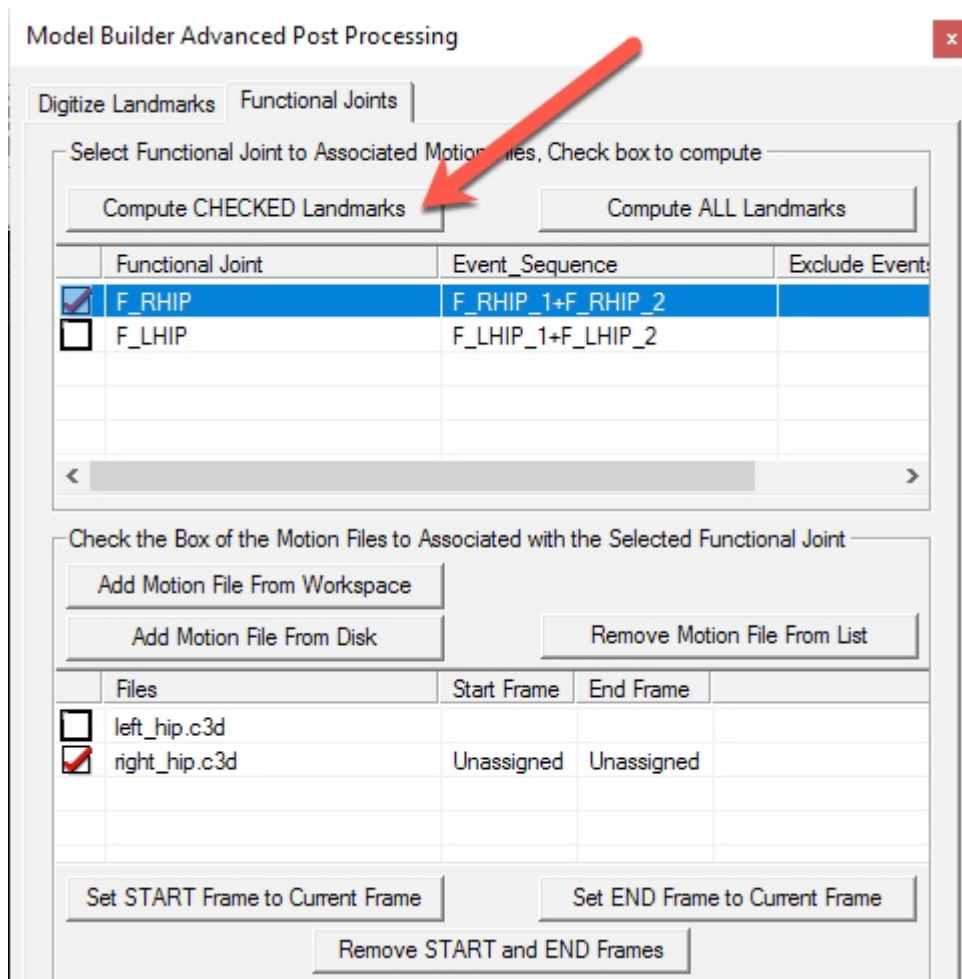


Functional Joints

All defined functional joint landmarks will appear in the top-half of the tab. Select a functional joint by checking the associated checkbox to make it active for the tab.



Once you're ready, click on "Compute CHECKED Landmarks" or "Compute ALL Landmarks" to compute the locations of your functional joint landmarks.



Associated Motion Files

It is possible to specify that a file already open in the [workspace](#) can be used for the functional movement, or to load a [C3D file](#) from disk. Note that more than one file can be added to the list, but each landmark may only be assigned to one movement trial.

Model Builder Advanced Post Processing

Digitize Landmarks | Functional Joints

Select Functional Joint to Associated Motion Files, Check box to compute

Compute CHECKED Landmarks Compute ALL Landmarks

	Functional Joint	Event_Sequence	Exclude Event
☐	F_RHIP	F_RHIP_1+F_RHIP_2	
☐	F_LHIP	F_LHIP_1+F_LHIP_2	

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Check the Box of the Motion Files to Associated with the Selected Functional Joint

Add Motion File From Workspace Add Motion File From Disk Remove Motion File From List

Files	Start Frame	End Frame

Set START Frame to Current Frame Set END Frame to Current Frame

Remove START and END Frames

Motion trials need to be selected by checking the checkbox to be made active within the tab.

Model Builder Advanced Post Processing

Digitize Landmarks
Functional Joints

Select Functional Joint to Associated Motion Files, Check box to compute

Compute CHECKED Landmarks

Compute ALL Landmarks

	Functional Joint	Event_Sequence	Exclude Events
☒	F_RHIP	F_RHIP_1+F_RHIP_2	
☐	F_LHIP	F_LHIP_1+F_LHIP_2	

Check the Box of the Motion Files to Associated with the Selected Functional Joint

Add Motion File From Workspace

Add Motion File From Disk

Remove Motion File From List

	Files	Start Frame	End Frame
☐	left_hip.c3d		
☒	right_hip.c3d	Unassigned	Unassigned

Set START Frame to Current Frame

Set END Frame to Current Frame

Remove START and END Frames

Note that the selected landmark was created with an Event Sequence defining the range of frames of the motion trial to use. If this is not the case, the user can select a **start frame** and an **end frame** for each landmark. The buttons “Set START Event to Current Frame” and “Set START Event to Current Frame” allow the user to play the animation of the movement trial and press the buttons at the appropriate frames. After loading the movement trials, they will appear in the bottom list box.

Model Builder Advanced Post Processing

Digitize Landmarks | Functional Joints

Select Functional Joint to Associated Motion Files, Check box to compute

Compute CHECKED Landmarks Compute ALL Landmarks

	Functional Joint	Event_Sequence	Exclude Event
☐	F_RHIP	F_RHIP_1+F_RHIP_2	
☐	F_LHIP	F_LHIP_1+F_LHIP_2	

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Check the Box of the Motion Files to Associated with the Selected Functional Joint

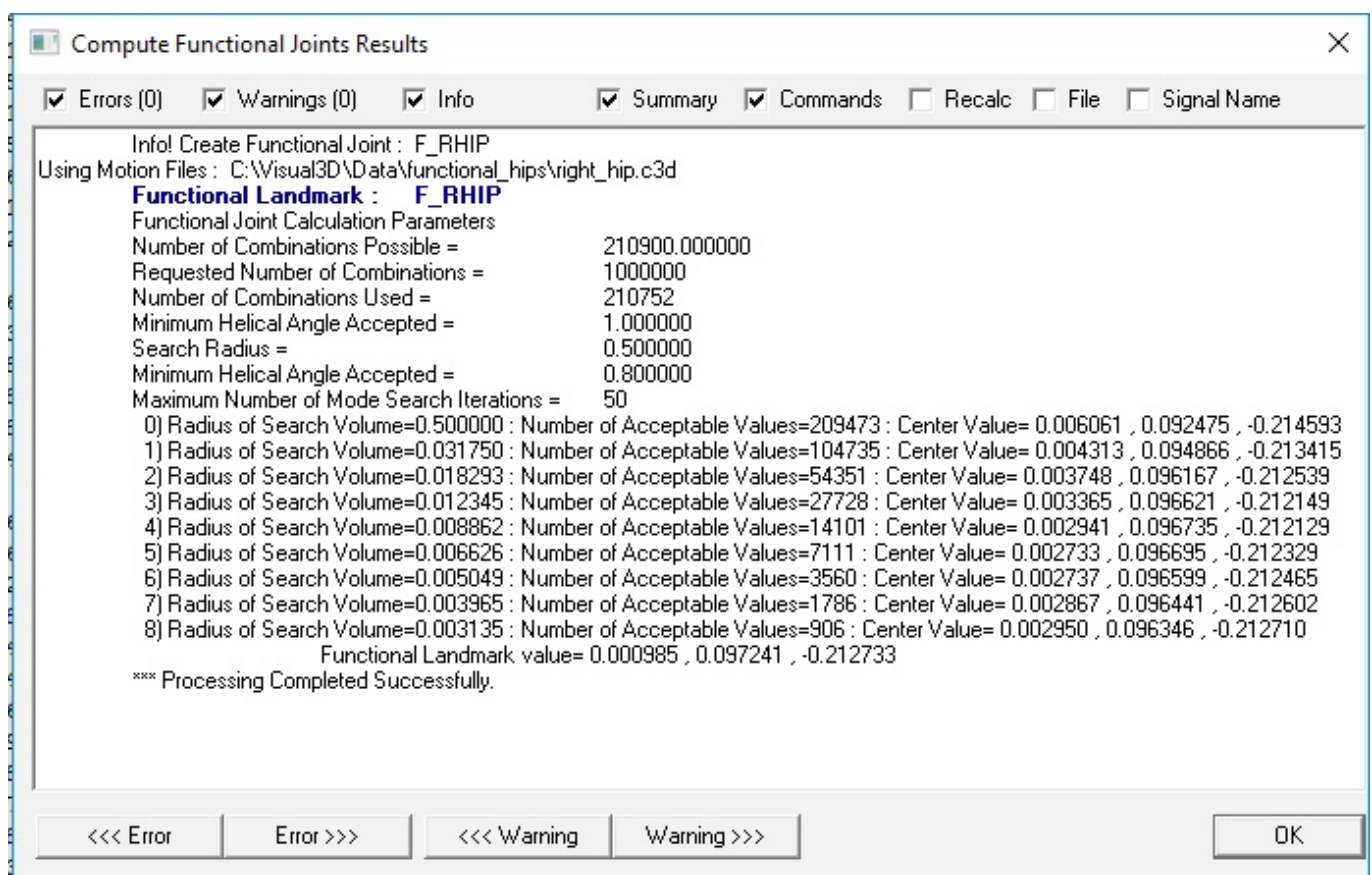
Add Motion File From Workspace Add Motion File From Disk Remove Motion File From List

	Files	Start Frame	End Frame
☐	left_hip.c3d		
☐	right_hip.c3d		

Set START Frame to Current Frame Set END Frame to Current Frame

Remove START and END Frames

Processing Results



The processing results from a functional will appear as above. First the name and parameters that were specified, then a series of intermediate steps in the algorithm in Visual3D that most people can safely ignore when there are no errors.

Troubleshooting

If Visual3D cannot compute a functional joint landmark, try these troubleshooting steps:

1. Verify that the segments/target names in your functional joint definition also exist in your dynamic motion trial.
2. Try redefining your functional joint to use more combinations.
3. Try using a different dynamic motion trial (**note**, you should use a specific functional movement trial for this purpose and not a general movement trial).

See Also

Check out our documentation for [defining functional joints](#).

Follow along with the [Create a Functional Joint at the Right Hip](#) tutorial for a complete walkthrough of the process.

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