

Functional Joints Post Processing

Computing functional joints manually from the post processing interface.

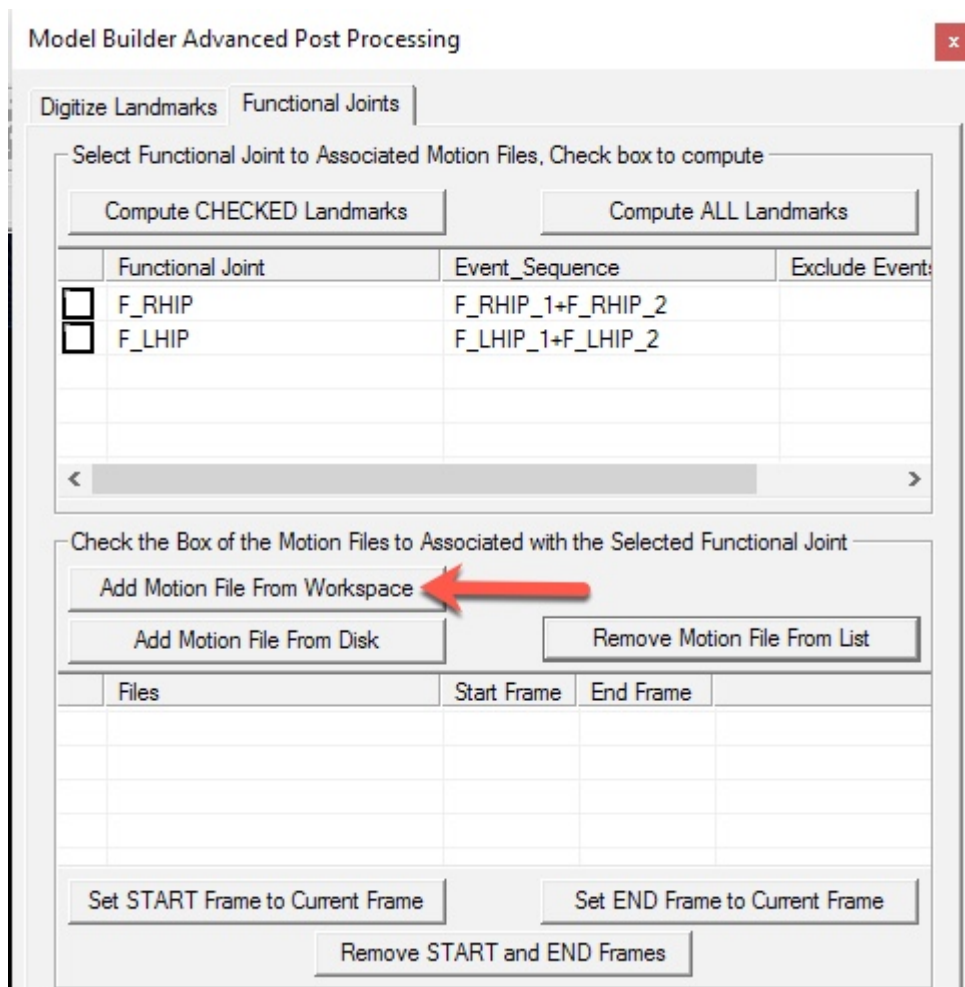
Model Builder Post Processing

After accumulating and defining the landmarks, select the Model Builder Post Process icon on the Toolbar



Add a New Motion File containing the functional movements

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.



Note that this landmark was created with an Event Sequence defining the range of frames of the motion trial to use.

Alternatively, the 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

Select a functional landmark

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

Select the motion 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
☐	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

Select the check box for the functional joint

Select the button to Compute the Checked landmark.

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

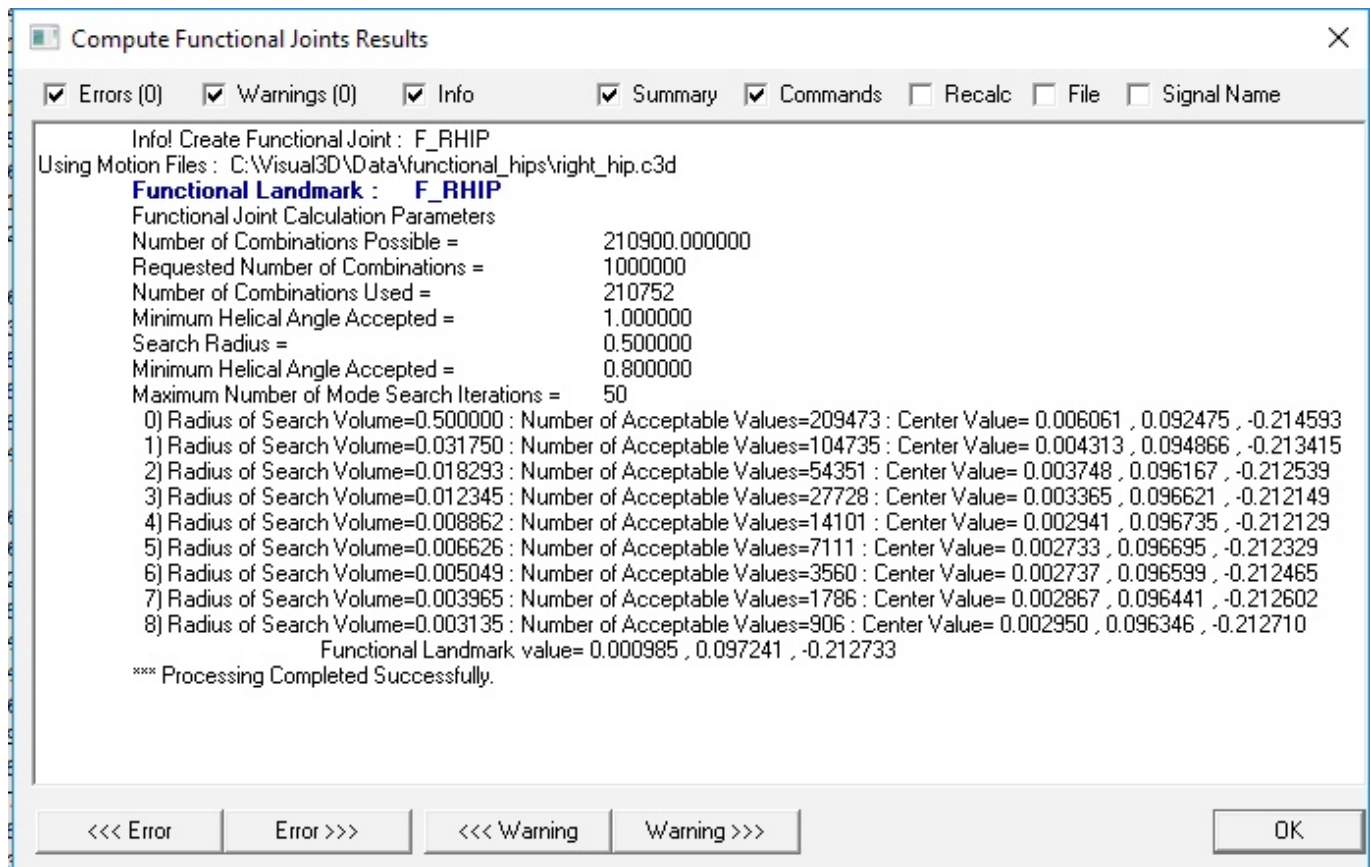
Functional Joint	Event_Sequence	Exclude Events
☒ F_RHIP	F_RHIP_1+F_RHIP_2	
☐ F_LHIP	F_LHIP_1+F_LHIP_2	

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

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

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.

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