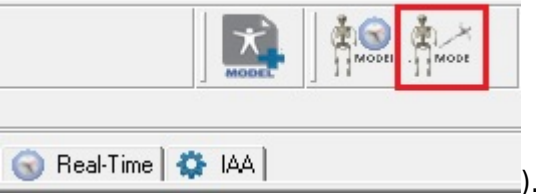


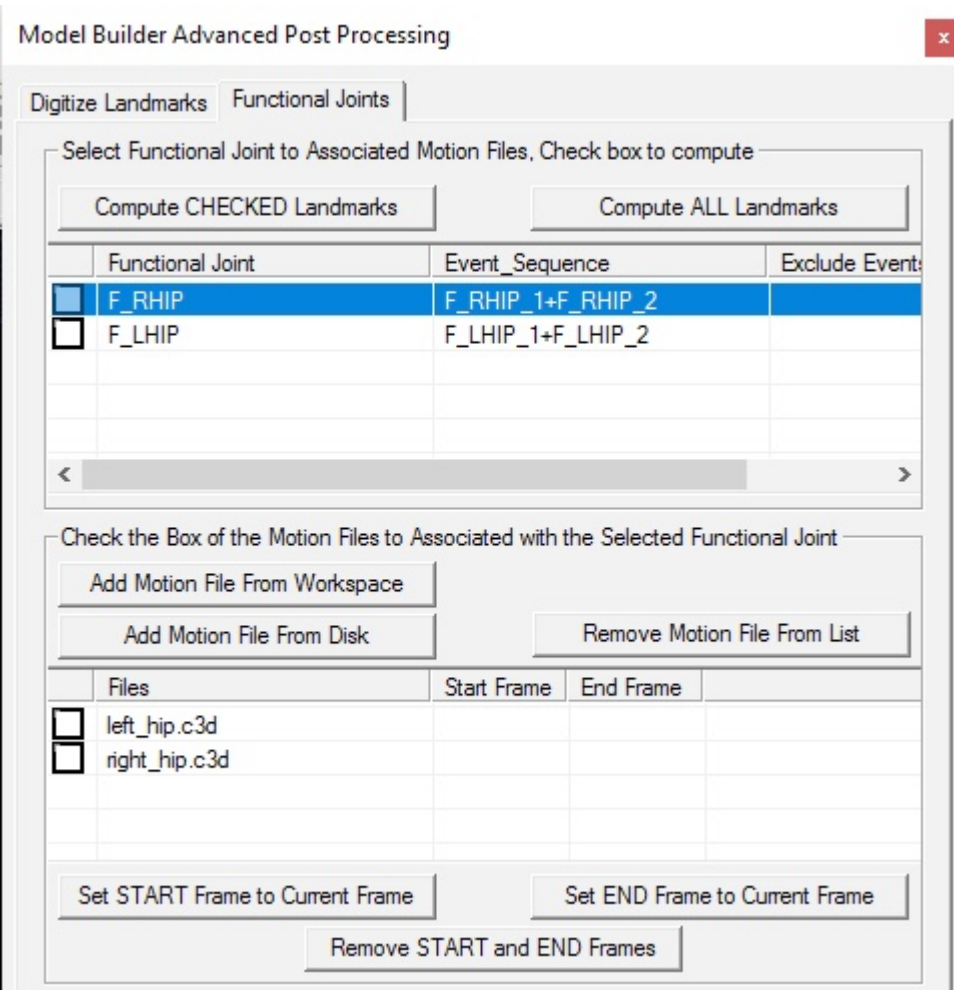
Functional Joints Post Processing

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

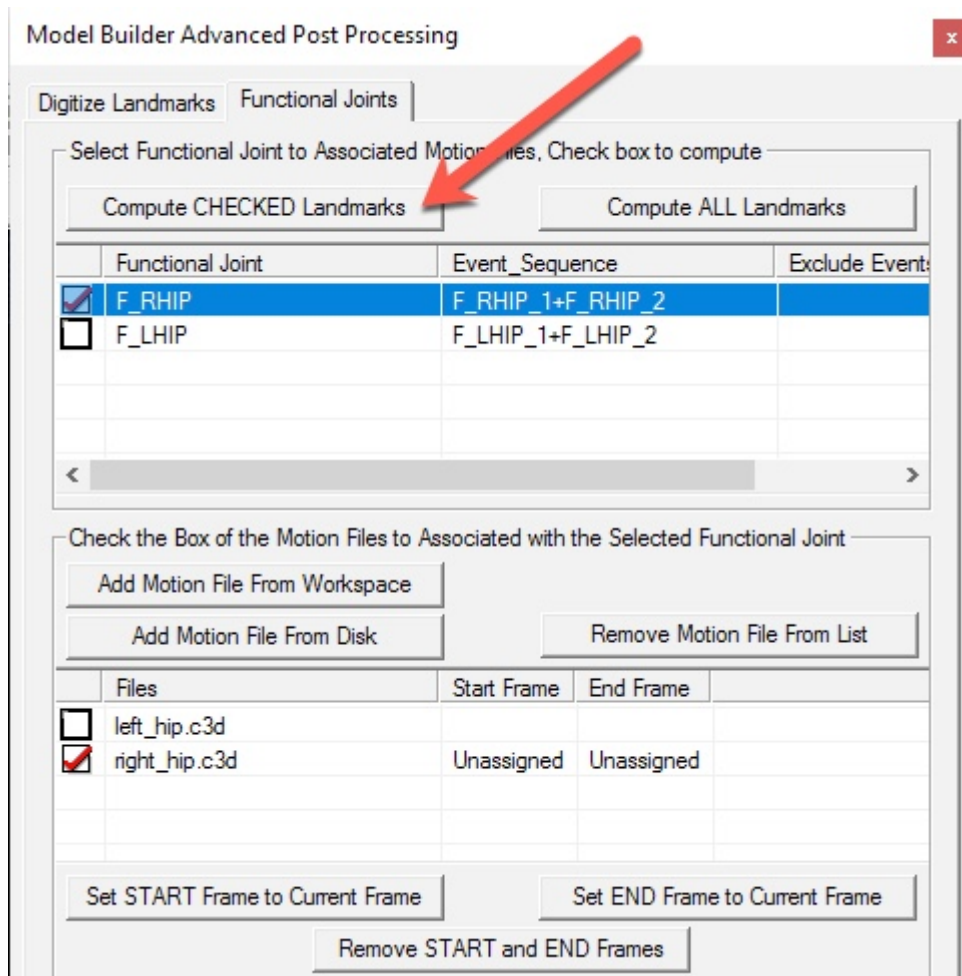


Functional Joints

Defined functional joint landmarks are listed in the top half of the tab. Select the check box for the functional joint to make it active for the rest of the tab. **Note** The selected F_RHIP landmark was created with an Event Sequence defining the range of frames to be used from the motion trial.

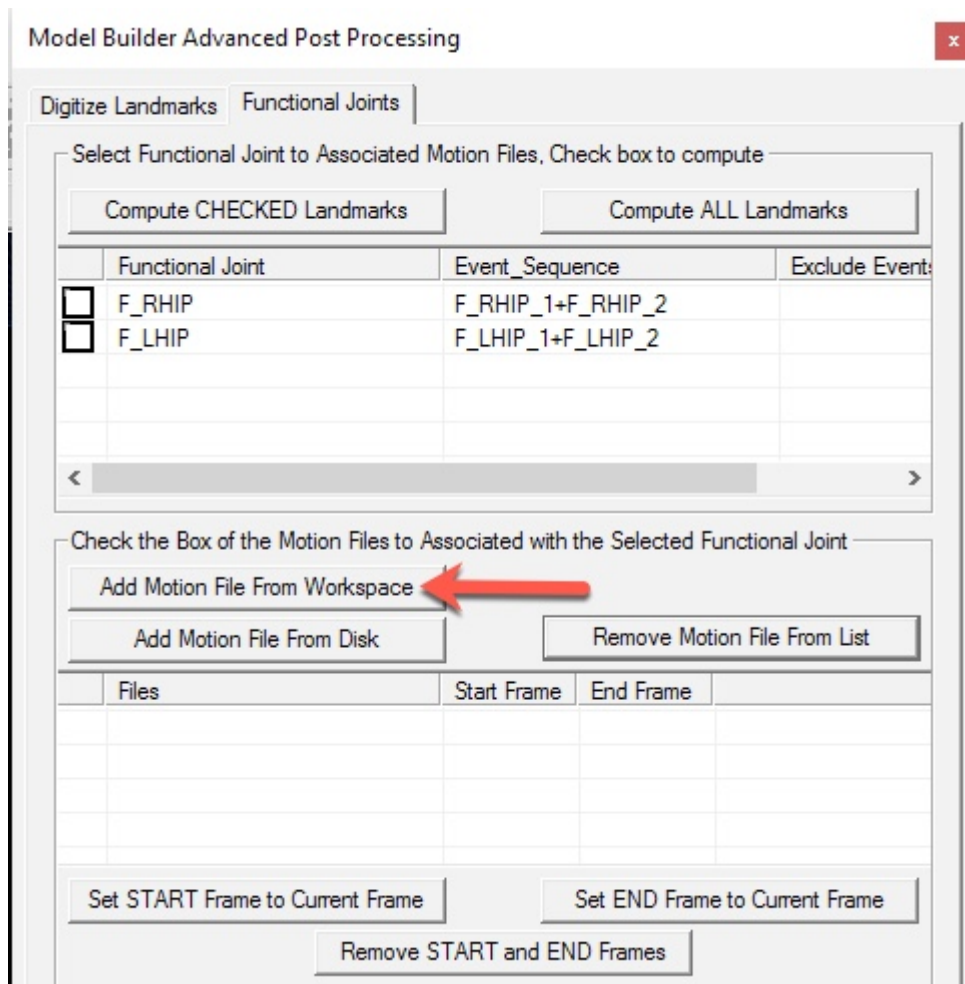


Once you're ready, click on either the "Compute Checked Landmarks" or "Compute ALL Landmarks" button to compute your functional joint landmarks.



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.



Motion trials need to be selected by checking the check box to be made active.

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

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	

< >

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			

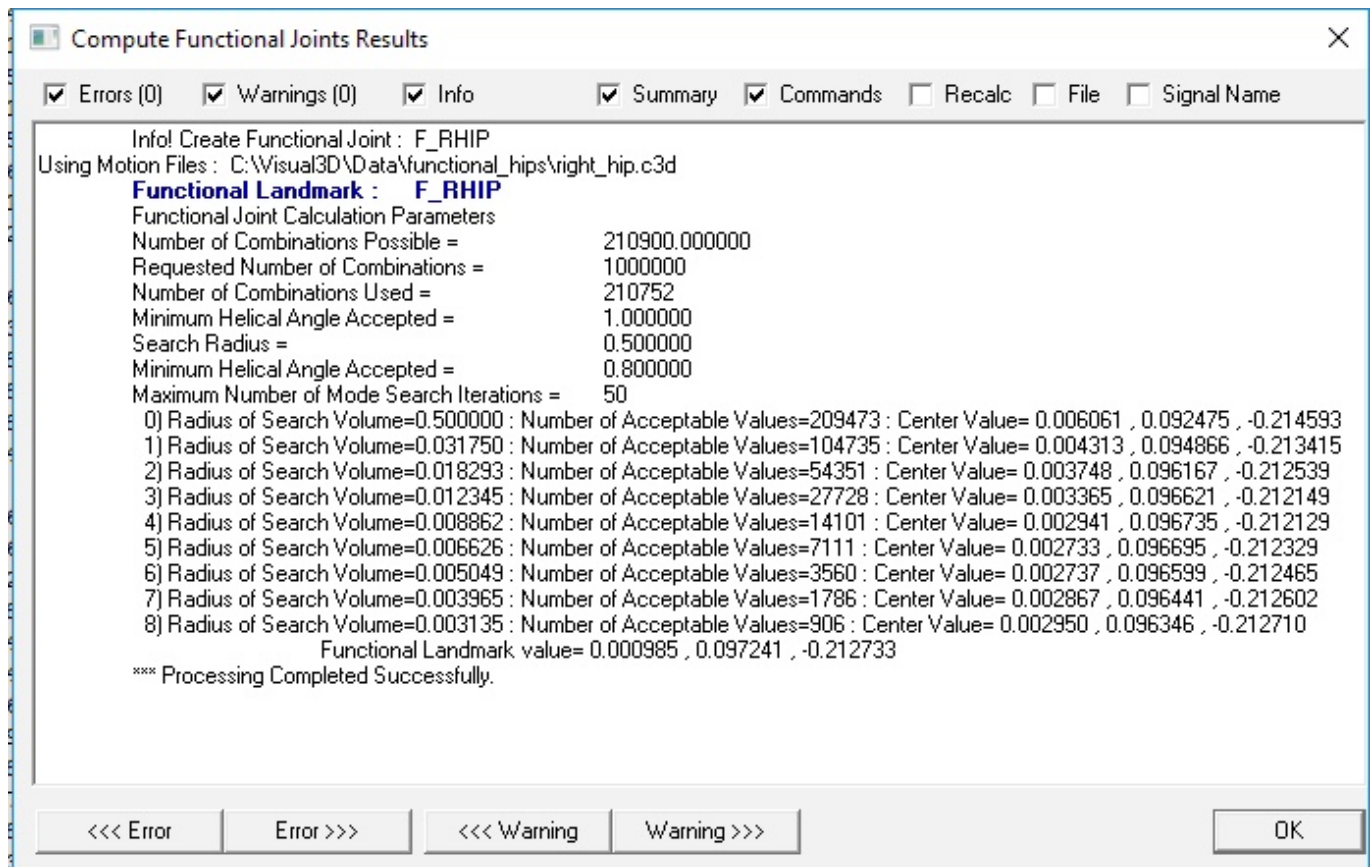
Set START Frame to Current Frame

Set END Frame to Current Frame

Remove START and END Frames

Select the motion trial

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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