

Last update: 2024/07/17 15:45 visual3d:documentation:modeling:marker_sets:plug-in_gait_clavicle https://www.wiki.has-motion.com/doku.php?id=visual3d:documentation:modeling:marker_sets:plug-in_gait_clavicle

[illegible]

Clavicle Definition

Clavicle Definition					
1. Create LClavicle Segment: In the Segments tab, select LClavicle in the Segment Name box. Select Kinematic Only Click on the Create Segment button. In the LClavicle tab, enter these values: Define Proximal Joint and Radius Lateral: None Joint: CLAV_Offset Medial: None Radius: 0.01 Define Distal Joint and Radius Lateral: None Joint: LSJC Medial: None Radius: 0.01 Extra Target to Define Orientation Location: Lateral LSHO Select Tracking Targets ☐ LWJC ☐ LASI ☐ LFRA ☒ LSHO ☐ RWJC ☐ LBHD ☐ LHEE ☐ LTHI ☐ C7 ☐ LELB ☐ LKNE ☐ LTIB ☒ CLAV ☐ LFHD ☐ LMT5 ☐ LTOE ☐ LANK ☐ LFIN ☐ LPSI ☐ LUPA 2. Create RClavicle: - When defining the right landmark, use same definitions as for the left landmark. NOTE: Because there are only two tracking targets, the Clavicle segment will not be built until the POSE is set to Inverse Kinematics.					

An Example of an IK chain using this clavicle segment can be downloaded [here](#).

References

1. ↑ ^{1.0 1.1} “Plug-In Gait” Web. 6 Jan 2016.
http://www.irc-web.co.jp/vicon_web/news_bn/PIGManualver1.pdf

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