

Segment Mass

Default Segment Mass

The default segment masses defined in Visual3D are based on [Dempster's regression equations](#).

The default segment masses (relative to total body mass) are:

foot	0.0145
shank	0.0465
thigh	0.10
hand	0.006
forearm	0.016
upper arm	0.028
pelvis	0.142
thorax/abdomen	0.355
head	0.081
trunk	0.497

Modifying Segment Mass

Segment Mass can be modified under the segment properties tab in Visual3D's model builder.

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