

Visual3D Tutorial: Marker-Markerless Comparison

** This tutorial has been updated to use the [Manage_File_Merge](#) command. Previous versions used `Manage_Theia3D_Processing`, however this command is no longer recommended since [Manage_File_Merge](#) was updated to be used for file types other than just from Theia3D. This command can merge Theia3D output along with other C3D marker based data files.**

This tutorial demonstrates the merging of Theia3D output c3d files and synchronized c3d files with marker based data. This method can be used to simultaneously build and compare models for data collected using synchronized markerless and marker based motion capture.

Demo Files

To begin, download the [zip file](#) containing folder paths and files for this tutorial. This folder contains separate CMZs for both the markerless and marker based captures that will be merged.

Merge Theia3D Files and Marker based files

Once merged, the Theia3D signals will be assigned a prefix ML: and a subject tag ML while the marker based signals will be assigned a prefix M: and a subject tag M. The pair of synchronized files will be merged into one file. The ground reaction force will be assigned to both models (there is a little inside trick here) and difference signals and metrics will be generated and reported.

Project: THEIA3D_MB_ML

Root path to search: \\vmware-host\Shared Folders\Desktop\Visual3D Stuff\Test Files_Markerless\Visual3D_Theia_Tutorial2\

Theia3D Session Folder Mask: *_THEIA

Theia3D File Mask: *pose_filt_0.c3d

Other3D Session Folder Mask: *_QTM

Other3D File Mask (Optional): *walk*.c3d

Other3D Static File Mask (Optional): *static*.c3d

Other3D Model Template Mask (Optional): *.mdh

File Tags: GROUP+SESSION+TASK

Theia3D Subject Tags: ML

Other3D Subject Tags: M

GCVSPL Variance: 0.00001

☒ Merge Theia3D Files

☐ Import Analog Files

☐ Open CMZ Library After Processing

☒ Recreate the Event Labels

☒ QA Force Assignments

Restrict Number of Session Files: 3

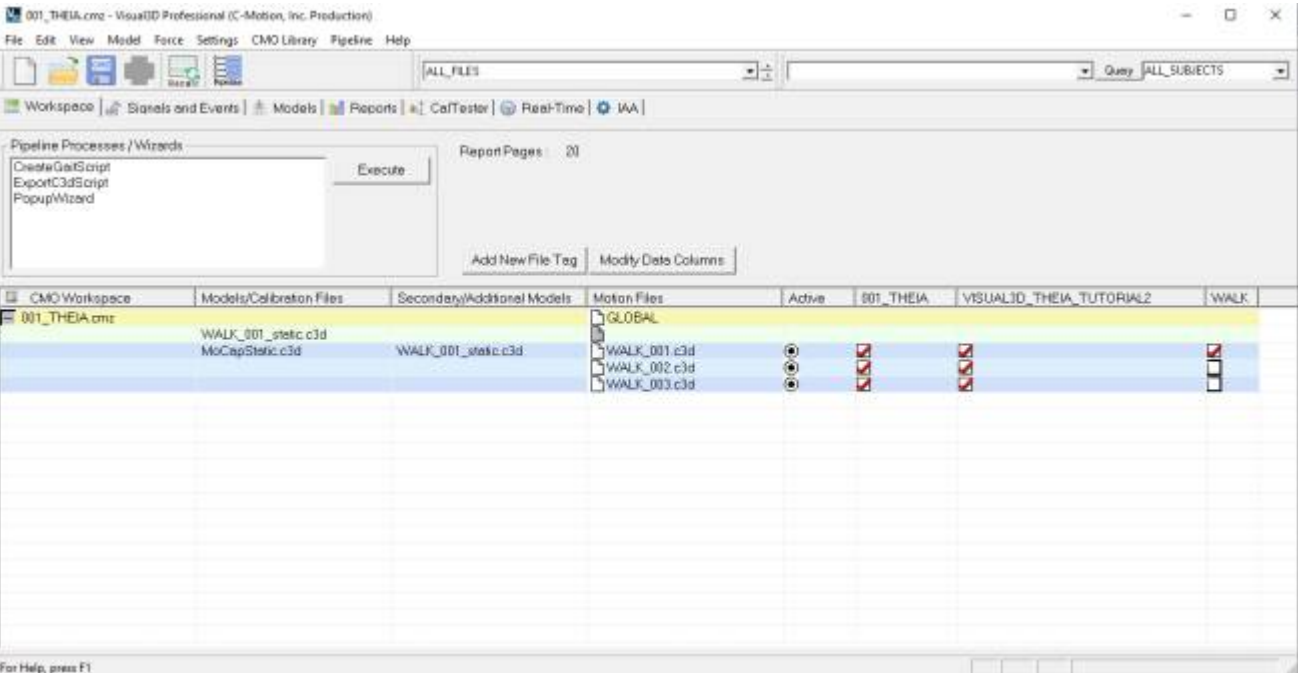
Input Folder Structure: DEFAULT

OK Cancel

The following Visual3D command can be used to merge the two CMZs together:

```
Manage_File_Merge
/ROOT_FOLDER=...\Visual3D_Theia_Tutorial2\
! /HMX_INDEX_MASK=
! /USE_HMX_INDEX=FALSE
! /ACTION=
! /TAGS=ACTION
! /IMPORT_ANALOG_FILES=FALSE
! /MERGE_PRIMARY_FILES=FALSE
/MERGE_PRIMARY_AND_OTHER_FILES=TRUE
! /MERGE_EVENT_LABELS=FALSE
/PRIMARY_SESSION_FOLDER=*001_THEIA
! /PRIMARY_FILE_MASK=*.c3d
! /PRIMARY_FILE_MAS_FOR_MODEL=
/THEIA3D_PREFIX=ML:
/THEIA3D_SUBJECT_TAG=ML
/PRIMARY_COLOR=Black
! /PRIMARY_SEX=UNKNOWN
! /CREATE_MODEL_FOR_EACH_C3D_FILE=FALSE
/OTHER_SESSION_FOLDER=*001_QTM
/OTHER_FILE_MASK=*.c3d
/OTHER_MODEL_MASK=*.c3d
/OTHER_MODEL_TEMPLATE_MASK=*.mdh
```

```
/OTHER_PREFIX=M:
/OTHER_SUBJECT_TAG=M
/OTHER_COLOR=Black
! /NUMBER_OF_SESSION_FILES_ALLOWED=
! /SAVE_DEFAULT_CMZ_FILES=TRUE
! /DEFAULT_CMZ_NAME=<SESSION>
! /OPEN_CMZ_LIBRARY=FALSE
! /VIRTUAL_LAB=
/INPUT_DATA_FOLDER_PRIMARY=TRIAL
/INPUT_DATA_FOLDER_SECONDARY=ACTION
/INPUT_STATIC_DATA_FOLDER=SESSION
! /KINETIC_THORAX=RTA
! /ANALOG_FILTER_CUTOFF=12
! /TARGET_FILTER_CUTOFF=12
/FP_AUTO_BASELINE=Treadmill_Foreaft
! /VISUAL3D_PIPELINE_POST_MERGE=
! /VISUAL3D_PIPELINE_PREMERGE=
;
```



The resulting file contains 3 merged c3d files and 2 models

Workspace | Signals and Events | Models | Reports | CalTester | Real-Time | IAA

1:

2:

3: STRIDE : Joint Angles

4: STRIDE : Segment Angles

5: STRIDE : Segment Proximal End

6: STRIDE : Joint Angle Differences_M_ML

7: STRIDE : Segment Angle Differences_M_ML

8: STRIDE : Segment Proximal End Differences_M_ML

9: STRIDE - RMS Segment Angle Differences - Foot, Shank, Thigh, Arm, Forearm, Hand

10: STRIDE - RMS Joint Position Differences - Ankle, Knee, Hip, Shoulder, Elbow, Wrist

11: STRIDE - RMS Joint Angle Differences - Ankle, Knee, Hip, Shoulder, Elbow, Wrist

12: STANCE : Joint Angles

13: STANCE : Segment Angles

14: STANCE : Segment Proximal End

15: STANCE : Joint Angle Differences_M_ML

16: STANCE : Segment Angle Differences_M_ML

17: STANCE : Segment Proximal End Differences_M_ML

18: STANCE - RMS Segment Angle Differences - Foot, Shank, Thigh, Arm, Forearm, Hand

19: STANCE - RMS Joint Position Differences - Ankle, Knee, Hip, Shoulder, Elbow, Wrist

20: STANCE - RMS Joint Angle Differences - Ankle, Knee, Hip, Shoulder, Elbow, Wrist

Edit Selected

Delete Selected

Insert Page Before

Insert Page After

Duplicate Page

Search/Replace

Overlay Report

Delete Report

Update Report

Add a new report item to the report

Page 4

Column 1

Span 1

Row 1

Span 1

Item to add:

2D Graph

Add

From:
<https://has-motion.com/wiki/> - Wiki Documentation Site

Permanent link:
https://has-motion.com/wiki/doku.php?id=visual3d:tutorials:knowledge_discovery:marker_markerless_comparison&rev=1782408895

Last update: 2026/06/25 17:34

