

this tutorial page lists the many different ways to create landmarks within visual3d.

landmark type 1

creating a landmark at the end of a segment that is tracked with the segment.

landmark type 2

projecting a marker onto a plane.

landmark type 3

projecting a marker onto one of the principal planes of the laboratory.

landmark type 4

projecting a marker onto a line.

landmark type 5

creating a landmark that defines the location of a segment endpoint relative to 3 tracking markers (or landmarks).

landmark type 6

create a landmark relative to a segment coordinate system.

landmark type 7

create a landmark relative to the global coordinate system (lab).

landmark type 8

automatically created hip landmarks

landmarks defining the location of the hip joint center automatically created when the coda or helen hayes pelvis segment is created.

functional joint landmarks

calculation of a functional joint requires movement of one segment relative to another segment. the algorithm searches for a point (or for a one degree of freedom joint, an axis) that is stationary relative to the 2 segments (or 2 sets of markers).

tutorial: digitizing pointer post processing

identifying anatomical landmarks without having to place motion capture markers at the location using a digitizing pointer.

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