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===== Functional Joints =====
- Load a static .c3d file into the workspace \\
{{:LoadStatic_ModelsTab.jpg?500}}
- Create the F_RHIP
  - In the **Models Tab**
  - Click the **Landmarks Button**
  - Select the **Functional Tab**
  - Select F_RHIP from the dropdown
  - Click **Create** \\ {{:FunctionalJointTab_FRHIP.jpg?500}}
- Select tracking targets
  - RPV targets
  - RTH targets
  - Click **Build Model Close**
  - Close tab // {{:FRHIP_TrackingTargets.jpg?500}}
- Click Post Processing Button // {{:Toolbar_PostProcessing.jpg?500}}
- In Post Processing dialog
  - Open motion trial
  - Select motion trial (when selected it should be highlighted in blue) //
{{:ModelBuilderAdvancedPostProcessing_AddMotionFile.jpg?500}}
  - Specify Start Frame
    - Find the start frame of the functional activity using the blue slider
on the bottom
    - Select the functional landmark (when selected it should be highlighted
in blue)
    - Click Set START Event to Current Frame \\
{{:Toolbar_PostProcessing_StartFrames.jpg?500}}
  - Specify End Frame
    - Find the end frame of the functional activity using the blue slider on
the bottom
    - Select the functional landmark (when selected it should be highlighted in
blue)
    - Click Set END Event to Current Frame \\
{{:Toolbar_PostProcessing_EndFrames.jpg:500}}
  - Click Compute All Landmarks
  - Results will pop up
  - Click OK
  - Close the dialog box
  - The functional right hip landmark should appear in the 3D viewer \\
{{:FunctionalJointsTab_RHIP_Created.jpg?500}}
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