

This tutorial describes the 2007 publication. For the updated 2014 IOR foot model [see here](#).

Sample Data

Sample data can be downloaded [here](#).

Once the zip file has been downloaded, you can find a static C3D and three dynamic trials in the SampleFiles folder. These files will be used to complete the tutorial.

The model, planar angles and joint angles for the right side were defined and plotted in the Leardini_2007_Angles.cmo. Once the left side angles have been defined, the report template will graph both the left and right angles.

Introduction

Visual3D is a general tool capable of implementing many different foot models.

This tutorial describes the IOR Foot analysis as it was published in the ORIGINAL paper (shown below):

Leardini, A., M.G. Benedetti, L. Berti, D. Bettinelli, R. Nativio, and S. Giannini. "Rear-foot, Mid-foot and Fore-foot Motion during the Stance Phase of Gait." Gait & Posture 25 (2007): 453-55

Modifications were made to the original IOR Foot analysis (published in the paper below). **The modified tutorial can be found [here](#).**

Portinaro, N., A. Leardini, A. Panou, V. Monzani, and P. Caravaggi. "Modifying the Rizzoli foot model to improve the diagnosis of pes-planus: application to kinematics of feet in teenagers." Journal of Foot and Ankle Research (2014) Below is a tutorial demonstrating how to implement the ORIGINAL analysis in Visual3D. If you would rather see a fully completed model you can simply download the following file [blank] and open it in Visual3D.

Multi-Segment Foot Marker Set



CA^[1](FCC)^{[2]:p. 160} = Posterior Surface of Calcaneus ST^[1](FST)^[2] = Sustentaculum Tali of Calcaneus
 PT^[1](FPT)^[2] = Lateral apex of the peroneal tubercle TN^[1](FNT)^[2] = Medial apex of the tuberosity
 navicular FMH^[1](FM1)^[2] = Head of 1st Metatarsus SMH^[1](FM2)^[2] = Head of 2nd Metatarsus
 VMH^[1](FM5)^[2] = Head of 5th Metatarsus VMB^[1](FMT)^[2] = Tuberosity of 5th Metatarsal PM^[1](PM6)^[2] =
 Proximal Medial Phalanx FMB^[1] = Base of First Metatarsal SMB^[1] = Base of Second Metatarsal

Metatarsus (Met)

Landmarks

1. Create RMET_DIST: - Click Landmarks button - Click Add New Landmark button - Create Landmark: <i>RMET_DIST</i>	Landmark Name: <i>RMET_DIST</i> Define Orientation Using: Starting Point: <i>RFMH</i> Ending Point: <i>RVMH</i> Lateral Object: <i>RSMB</i> Project From: <i>RSMH</i>	Do NOT Check: <i>Offset by Percent (1.0 = 100%)</i> Check: <i>Calibration Only Landmark</i>	
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Segment Definition

1. Create RMet Segment: - In the Segments tab, select <i>RMet</i> in the Segment Name box. - Select Kinematic Only - Click on the Create Segment button. - In the RMet tab, enter these values:	Define Proximal Joint and Radius Lateral: <i>None</i> Joint: <i>RSMB</i> Medial: <i>None</i> Radius: <i>0.1</i> Define Distal Joint and Radius Lateral: <i>None</i> Joint: <i>RMET_DIST</i> Medial: <i>None</i> Radius: <i>0.1</i> Extra Target to Define Orientation Location: <i>Medial</i> <i>RFMH</i> Select Tracking Targets: <i>RFMB, RFMH, RSMB, RSMH, RVMB, RVMH</i>	- Click on Build Model. - Click on Close Tab before proceeding.	
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2. Modify the Segment Coordinate System: Define the Segment Orientation as:	A/P Axis: <i>+Y</i> Distal to Proximal: <i>-X</i>	
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The image to the right (and all other images in this tutorial) show a mediolateral view of the segment coordinate system after it has been modified.

Mid-foot (Mid)

Landmarks

1. Create RID Joint Center: - Click Landmarks button - Click Add New Landmark button - Create Landmark: <i>RID</i>	Landmark Name: <i>RID</i> Define Orientation Using: Starting Point: <i>RTN</i> Ending Point: <i>RVMB</i>	- Offset Using the Following AXIAL Offset: <i>0.5</i> Check: <i>Offset by Percent (1.0 = 100%)</i> Check: <i>Calibration Only Landmark</i>	
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Segment Definition

1. Create RMid Segment: - In the Segments tab, select <i>RMid</i> in the Segment Name box. - Select Kinematic Only. - Click on the Create Segment button. - In the RMid tab, enter these values:	Define Proximal Joint and Radius Lateral: <i>None</i> Joint: <i>RID</i> Medial: <i>None</i> Radius: <i>0.1</i> Define Distal Joint and Radius Lateral: <i>None</i> Joint: <i>RSMB</i> Medial: <i>None</i> Radius: <i>0.1</i> Extra Target to Define Orientation Location: <i>Medial</i> <i>RTN</i> Select Tracking Targets: <i>RSMB, RTN, RVMB</i>	- Click on Build Model. - Click on Close Tab before proceeding.	
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2. Modify the Segment Coordinate System: Define the Segment Orientation as:	A/P Axis: <i>+Y</i> Distal to Proximal: <i>-X</i>	
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Calcaneus (Cal)

Landmarks

1. Create RFT_DIST: - Click Landmarks button - Click Add New Landmark button - Create Landmark: <i>RFT_DIST</i>	Landmark Name: <i>RFT_DIST</i> Define Orientation Using: Starting Point: <i>RCA</i> Ending Point: <i>RFMH</i> Lateral Object: <i>RVMH</i> Project From: <i>RSMH</i>	Do NOT Check: <i>Offset by Percent (1.0 = 100%)</i> Check: <i>Calibration Only Landmark</i>	
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Segment Definition

1. Create Right Foot Segment: - In the Segments tab, select <i>Right Foot</i> in the Segment Name box. - Click on the Create Segment button. - In the Right Foot tab, enter these values:	Define Proximal Joint and Radius Lateral: <i>None</i> Joint: <i>RCA</i> Medial: <i>None</i> Radius: $0.5 * \text{DISTANCE}(RST, RPT)$ Define Distal Joint and Radius Lateral: <i>None</i> Joint: <i>RFT_DIST</i> Medial: <i>None</i> Radius: $0.5 * \text{DISTANCE}(RFMH, RVMH)$ Extra Target to Define Orientation Location: <i>Medial</i> <i>RFMH</i> Select Tracking Targets: <i>RCA, RFMH, RVMH</i>	- Click on Build Model. - Click on Close Tab before proceeding.	
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2. Modify the Segment Coordinate System: Define the Segment Orientation as:	A/P Axis: <i>+Y</i> Distal to Proximal: <i>-X</i>	
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Shank (Sha)

Landmarks

1. Create RIM: - Click Landmarks button - Click Add New Landmark button - Create Landmark: <i>RIM</i>	Landmark Name: <i>RIM</i> Define Orientation Using: Starting Point: <i>RLM</i> Ending Point: <i>RMM</i>	- Offset Using the Following AXIAL Offset: <i>0.5</i> Check: <i>Offset by Percent (1.0 = 100%)</i> Check: <i>Calibration Only Landmark</i>	
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2. Create RSK_PROX: - Click Landmarks button - Click Add New Landmark button - Create Landmark: <i>RSK_PROX</i>	Landmark Name: <i>RSK_PROX</i> Define Orientation Using: Starting Point: <i>RIM</i> Ending Point: <i>RLM</i> Lateral Object: <i>RHF</i> Project From: <i>RTT</i>	Do NOT Check: <i>Offset by Percent (1.0 = 100%)</i> Check: <i>Calibration Only Landmark</i>	
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Segment Definition

1. Create Right Shank Segment: - In the Segments tab, select <i>Right Shank</i> in the Segment Name box. - Click on the Create Segment button. - In the Right Shank tab, enter these values:	Define Proximal Joint and Radius Lateral: <i>None</i> Joint: <i>RSK_PROX</i> Medial: <i>None</i> Radius: <i>DISTANCE(RSK_PROX,RHF)</i> Define Distal Joint and Radius Lateral: <i>None</i> Joint: <i>RIM</i> Medial: <i>None</i> Radius: <i>0.5*DISTANCE(RLM,RMM)</i> Extra Target to Define Orientation Location: <i>Lateral RLM</i> Select Tracking Targets: <i>RHF, RLM, RMM, RTT</i>	- Click on Build Model. - Click on Close Tab before proceeding.	
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2. Modify the Segment Coordinate System: Define the Segment Orientation as:	A/P Axis: <i>+X</i> Distal to Proximal: <i>+Y</i>	
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Angles

Landmarks

The F2Pt and F2Ps planar angles are calculated as the angle between the lines created by the targets FMB-FMH and FMH-PM. To calculate this angle using the Compute Planar Angle command, an offset along the line between FMB and FMH is created to define the 3 point angle.

1. Create RF2P_Offset: - Click Landmarks button - Click Add New Landmark button - Create Landmark: <i>RF2P_Offset</i>	Landmark Name: <i>RF2P_Offset</i> Define Orientation Using: Starting Point: <i>RFMB</i> Ending Point: <i>RFMH</i>	- Offset Using the Following AXIAL Offset: 1.5 Check: <i>Offset by Percent (1.0 = 100%)</i> Do NOT Check: <i>Calibration Only Landmark</i>	✖
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2. Create LF2P_Offset: When defining the left signal, use same definitions as for the <i>RF2P_Offset</i> landmark	
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The F2G, S2G and V2G angles are calculated in the plane orthogonal to the ground. These landmarks will need to be projected onto the ground. To project landmarks onto the ground, the Lab_O, Lab_X and Lab_Y landmarks will need to be created to identify the plane of the ground.

3. Create Lab_O: - Click Landmarks button - Click Add New Landmark button - Create Landmark: <i>Lab_O</i>	Landmark Name: <i>Lab_O</i>	- Offset Using the Following ML/AP/AXIAL Offsets: X: 0.0 Y: 0.0 Z: 0.0 Do NOT Check: <i>Offset by Percent (1.0 = 100%) (Meters when not checked)</i> Do NOT Check: <i>Calibration Only Landmark (Not generated for assigned motion file(s))</i>	✖
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4. Create Lab_X: - Click Landmarks button - Click Add New Landmark button - Create Landmark: <i>Lab_X</i>	Landmark Name: <i>Lab_X</i>	- Offset Using the Following ML/AP/AXIAL Offsets: X: 0.05 Y: 0.0 Z: 0.0 Do NOT Check: <i>Offset by Percent (1.0 = 100%) (Meters when not checked)</i> Do NOT Check: <i>Calibration Only Landmark (Not generated for assigned motion file(s))</i>	✖
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5. Create Lab_Y: - Click Landmarks button - Click Add New Landmark button - Create Landmark: <i>Lab_Y</i>	Landmark Name: <i>Lab_Y</i>	- Offset Using the Following ML/AP/AXIAL Offsets: X: 0.0 Y: 0.05 Z: 0.0 Do NOT Check: <i>Offset by Percent (1.0 = 100%) (Meters when not checked)</i> Do NOT Check: <i>Calibration Only Landmark (Not generated for assigned motion file(s))</i>	
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6. Create RFMH_proj: - Click Landmarks button - Click Add New Landmark button - Create Landmark: <i>RFMH_proj</i>	Landmark Name: <i>RFMH_proj</i> Define Orientation Using: Starting Point: <i>LAB_O</i> Ending Point: <i>LAB_X</i> Lateral Object: <i>LAB_Y</i> Project From: <i>RFMH</i>	Do NOT Check: <i>Offset by Percent (1.0 = 100%)</i> Do NOT Check: <i>Calibration Only Landmark</i>	
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Create landmarks 7-17 by following the same format as the RFMH_proj landmark for: ****

7. RFMB	12. LFMH
8. RSMH	13. LFMB
9. RSMB	14. LSMH
10. RVMH	15. LSMB
11. RVMB	16. LVMH
	17. LVMB

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Planar Angles

F2Pt

F2Pt - the angle between the lines FMH-PM and FMB-FMH projected onto the transverse plane of the metatarsus
Represents - valgus of the first metatarsophalangeal joint

1. Create RF2Pt planar angle: - Define Resulting Signal Name: <i>RF2Pt</i> - Calculate a 3 point angle between the following targets:	1 - <i>LANDMARK::ORIGINAL::RF2P_offset</i> 2 - <i>TARGET::ORIGINAL::RFMH</i> 3 - <i>TARGET::ORIGINAL::RPM</i> Angle Direction: <i>Left Hand Rule</i> Use Range: <i>-180 to 180 degrees</i> Projected onto Plane: <i>XZ</i> Note: The reference segment will need to be changed to <i>RMet</i> within the text option.	
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2. Create LF2Pt planar angle: When defining the left signal, use same definitions except set:	Angle Direction: <i>Right Hand Rule</i> Note: The reference segment will need to be changed to <i>LMet</i> within the text option.
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S2F

S2F - the angle between the lines FMB-FMH and SMB-SMH projected onto the transverse plane of the metatarsus

1. Create RS2F planar angle: - Define Resulting Signal Name: <i>RS2F</i> - Calculate a 4 point angle between the following targets:	1 - <i>TARGET::ORIGINAL::RSMH</i> 2 - <i>TARGET::ORIGINAL::RSMB</i> 3 - <i>TARGET::ORIGINAL::RFMB</i> 4 - <i>TARGET::ORIGINAL::RFMH</i> Angle Direction: <i>Right Hand Rule</i> Use Range: <i>-180 to 180 degrees</i> Projected onto Plane: <i>XZ</i> Note: The reference segment will need to be changed to <i>RMet</i> within the text option.	
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2. Create LS2F planar angle: When defining the left signal, use same definitions except set:	Angle Direction: <i>Left Hand Rule</i> Note: The reference segment will need to be changed to <i>LMet</i> within the text option.
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S2V

S2V - the angle between the lines VMB-VMH and SMB-SMH projected onto the transverse plane of the metatarsus

The **SMH_proj** and **SMB_proj** landmarks will be used to calculate the **S2G** planar angle which are described in the [landmarks](#) section.

1. Create RS2G planar angle: - Define Resulting Signal Name: RS2G - Calculate a 4 point angle between the following targets:	1 - TARGET::ORIGINAL::RSMB 2 - TARGET::ORIGINAL::RSMH 3 - TARGET::ORIGINAL::RSMH_proj 4 - TARGET::ORIGINAL::RSMB_proj Angle Direction: Right Hand Rule 3D Space: Always 0 to 180 degrees
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2. Create LS2G planar angle: When defining the left signal, use same definitions as for the right angle

V2G

V2G - the angle between the lines VMB-VMH and the ground, plane orthogonal to the ground (3D angle relative to the ground)

The **VMH_proj** and **VMB_proj** landmarks will be used to calculate the **V2G** planar angle which are described in the [landmarks](#) section.

1. Create RV2G planar angle: - Define Resulting Signal Name: RV2G - Calculate a 4 point angle between the following targets:	1 - TARGET::ORIGINAL::RVMB 2 - TARGET::ORIGINAL::RVMH 3 - TARGET::ORIGINAL::RVMH_proj 4 - TARGET::ORIGINAL::RVMB_proj Angle Direction: Right Hand Rule 3D Space: Always 0 to 180 degrees
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2. Create LV2G planar angle: When defining the left signal, use same definitions as for the right angle

F2Ps

F2Ps - the angle between the lines FMH-PM and FMB-FMH projected onto the sagittal plane of the metatarsus

Represents - dorsiflexion of the first metatarso-phalangeal joint

1. Define the RSha_Foo_Angle: • Open the Compute Model Based dialog • Select JOINT_ANGLE from drop down list	Data Name: <i>RSha_Foo_Angle</i> Segment: <i>Right Foot</i> Reference Segment: <i>Right Shank</i> Cardan Sequence: <i>Z-X-Y</i>	• Use Negative: X: <i>TRUE</i> Y: <i>TRUE</i> Z: <i>FALSE</i>	
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Sha_Cal_Angle

1. Define the RSha_Cal_Angle: • Open the Compute Model Based dialog • Select JOINT_ANGLE from drop down list	Data Name: <i>RSha_Cal_Angle</i> Segment: <i>RCal</i> Reference Segment: <i>Right Shank</i> Cardan Sequence: <i>Z-X-Y</i>	• Use Negative: X: <i>TRUE</i> Y: <i>TRUE</i> Z: <i>FALSE</i>	
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Cal_Mid_Angle

1. Define the RCal_Mid_Angle: • Open the Compute Model Based dialog • Select JOINT_ANGLE from drop down list	Data Name: <i>RCal_Mid_Angle</i> Segment: <i>RMid</i> Reference Segment: <i>RCal</i> Cardan Sequence: <i>Z-X-Y</i>	• Use Negative: X: <i>TRUE</i> Y: <i>TRUE</i> Z: <i>FALSE</i>	
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Mid_Met_Angle

1. Define the RMid_Met_Angle: • Open the Compute Model Based dialog • Select JOINT_ANGLE from drop down list	Data Name: <i>RMid_Met_Angle</i> Segment: <i>RMet</i> Reference Segment: <i>RMid</i> Cardan Sequence: <i>Z-X-Y</i>	• Use Negative: X: <i>TRUE</i> Y: <i>TRUE</i> Z: <i>FALSE</i>	
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Cal_Met_Angle

