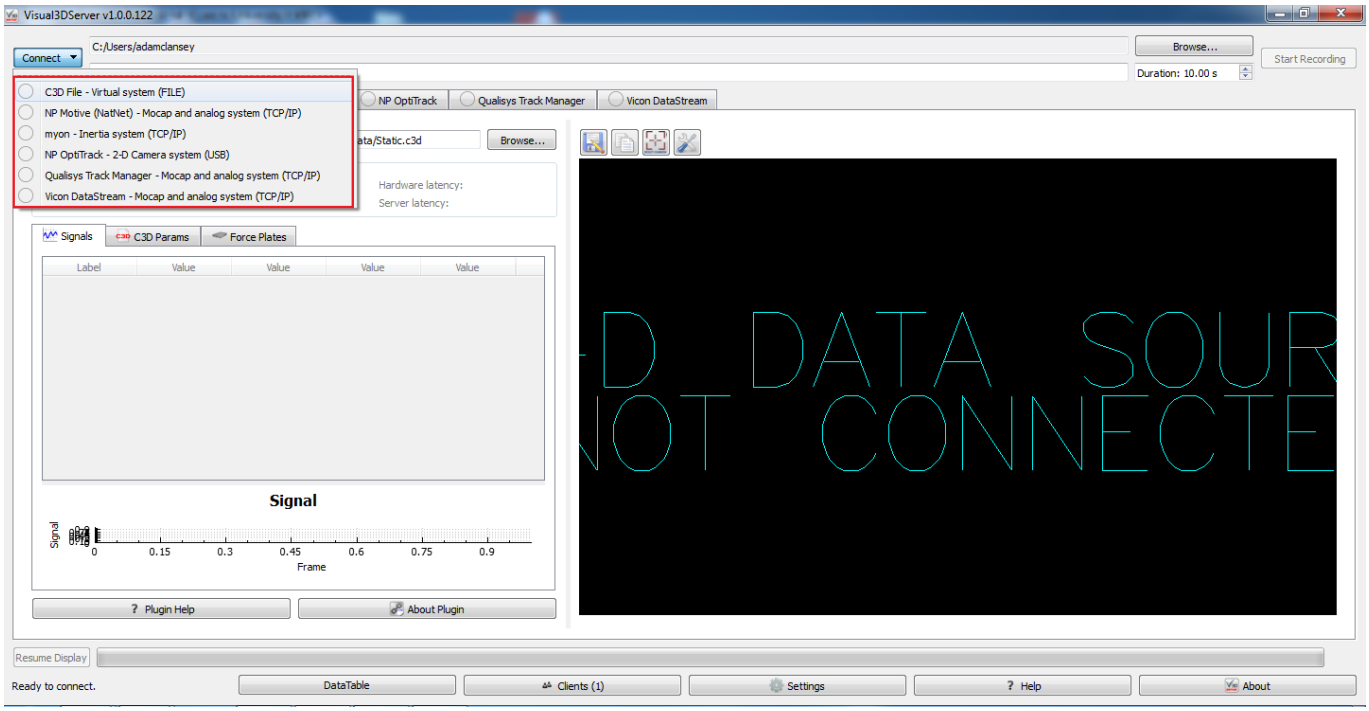
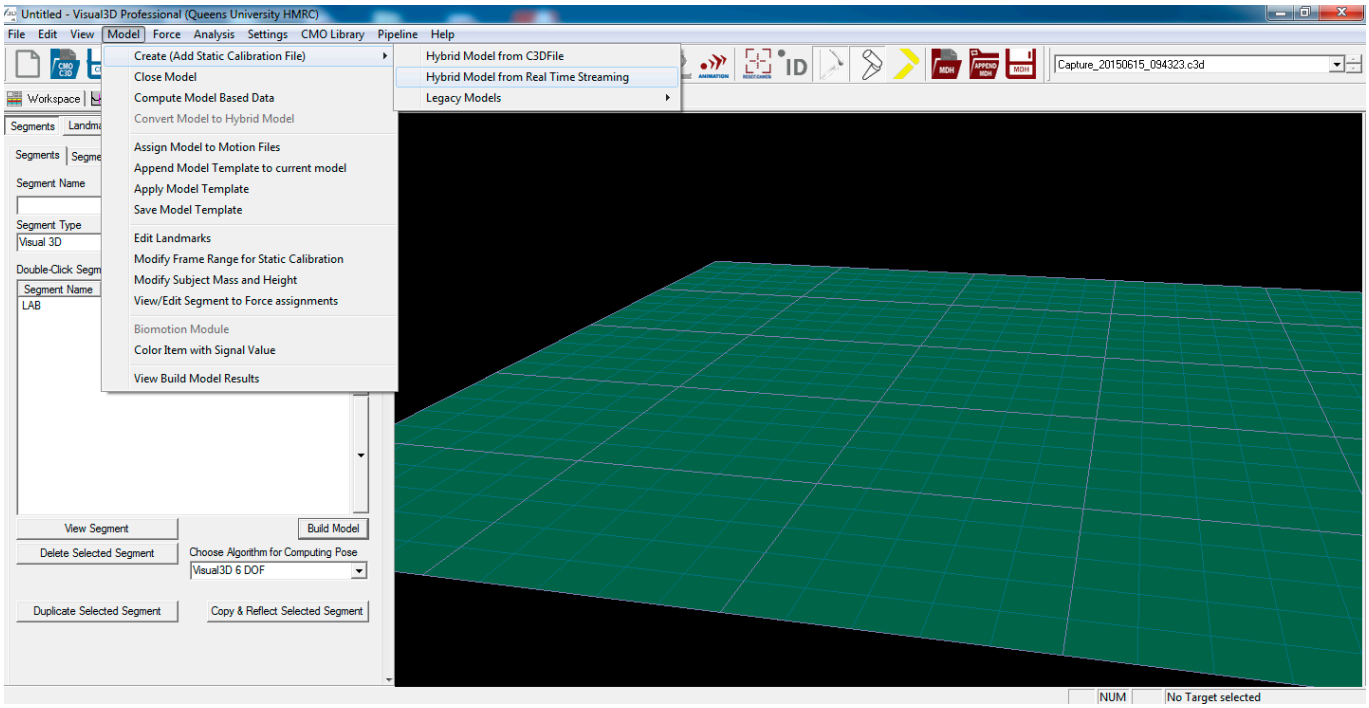
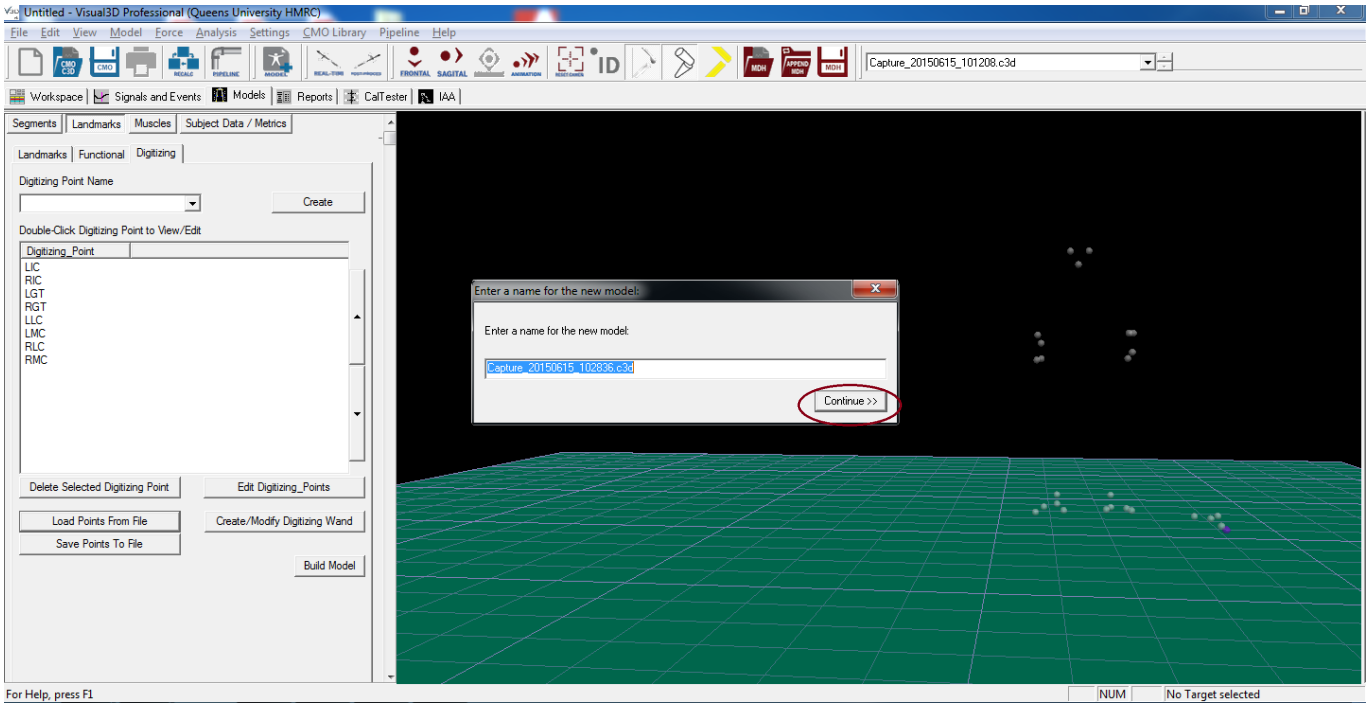
Digitizing

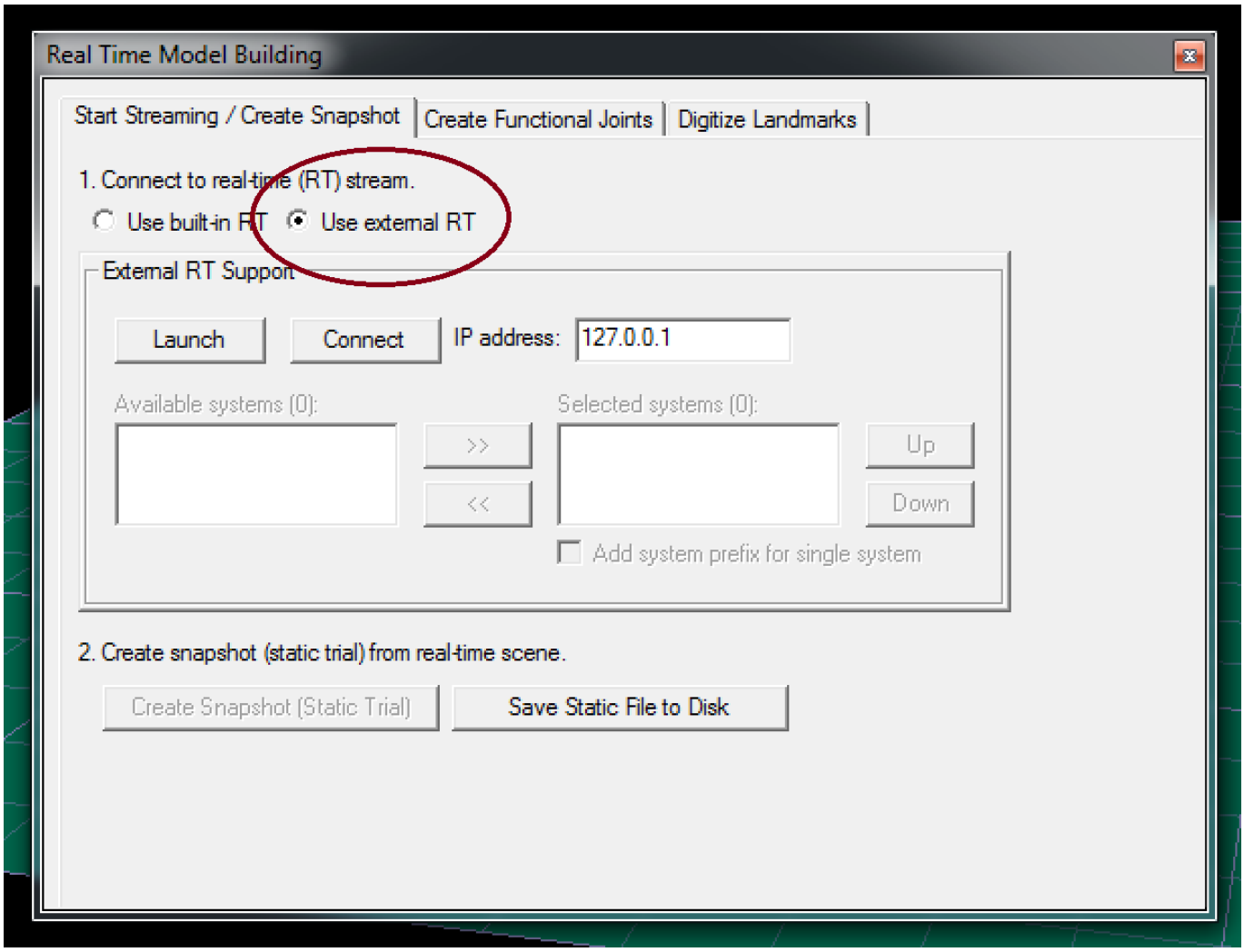
documentation in progress.....

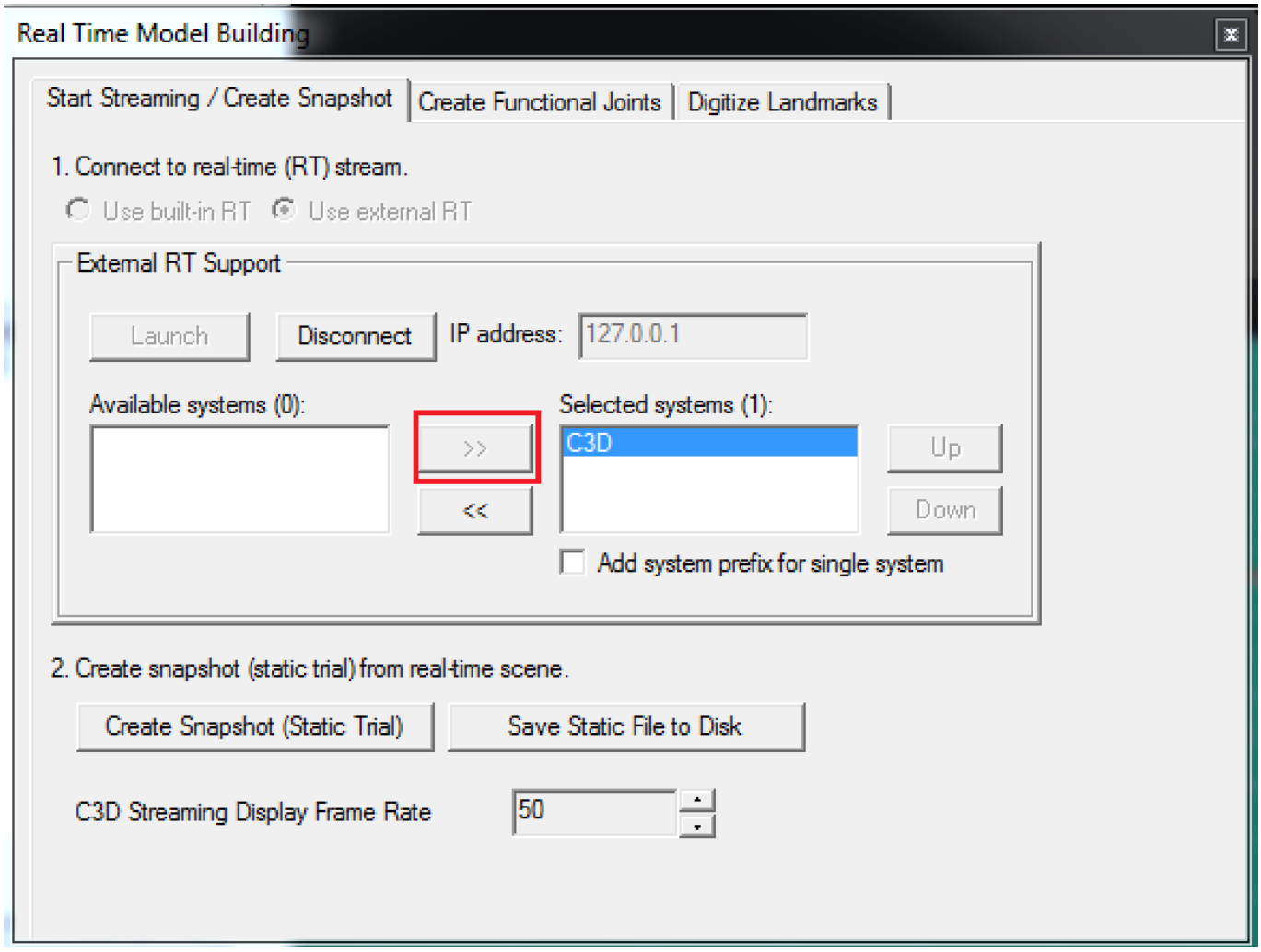
This tutorial uses the Visual3D Server for streaming data to Visual3D from a C3D file.






Untitled - Visual3D Professional (Queens University HMRC)
File Edit View Model Force Analysis Settings CMO Library Pipeline Help
Capture_20150615_101208.c3d
Workspace | Signals and Events | Models | Reports | CalTester | IAA
Segments | Landmarks | Muscles | Subject Data / Metrics
Landmarks | Functional | Digitizing
Digitizing Point Name
Create
Double-Click Digitizing Point to View/Edit
Digitizing_Point
LIC
RIC
LGT
RGT
LLC
LMC
RLC
RMC
Delete Selected Digitizing Point
Edit Digitizing_Points
Load Points From File
Create/Modify Digitizing Wand
Save Points To File
Build Model
Enter a name for the new model:
Enter a name for the new model:
Capture_20150615_102836.c3d
Continue >>
For Help, press F1
NUM
No Target selected


Real Time Model Building
Start Streaming / Create Snapshot
Create Functional Joints
Digitize Landmarks
1. Connect to real-time (RT) stream.
Use built-in RT
Use external RT
External RT Support
Launch
Connect
IP address:
127.0.0.1
Available systems (0):
Selected systems (0):
>>
<<
Up
Down
Add system prefix for single system
2. Create snapshot (static trial) from real-time scene.
Create Snapshot (Static Trial)
Save Static File to Disk


Real Time Model Building
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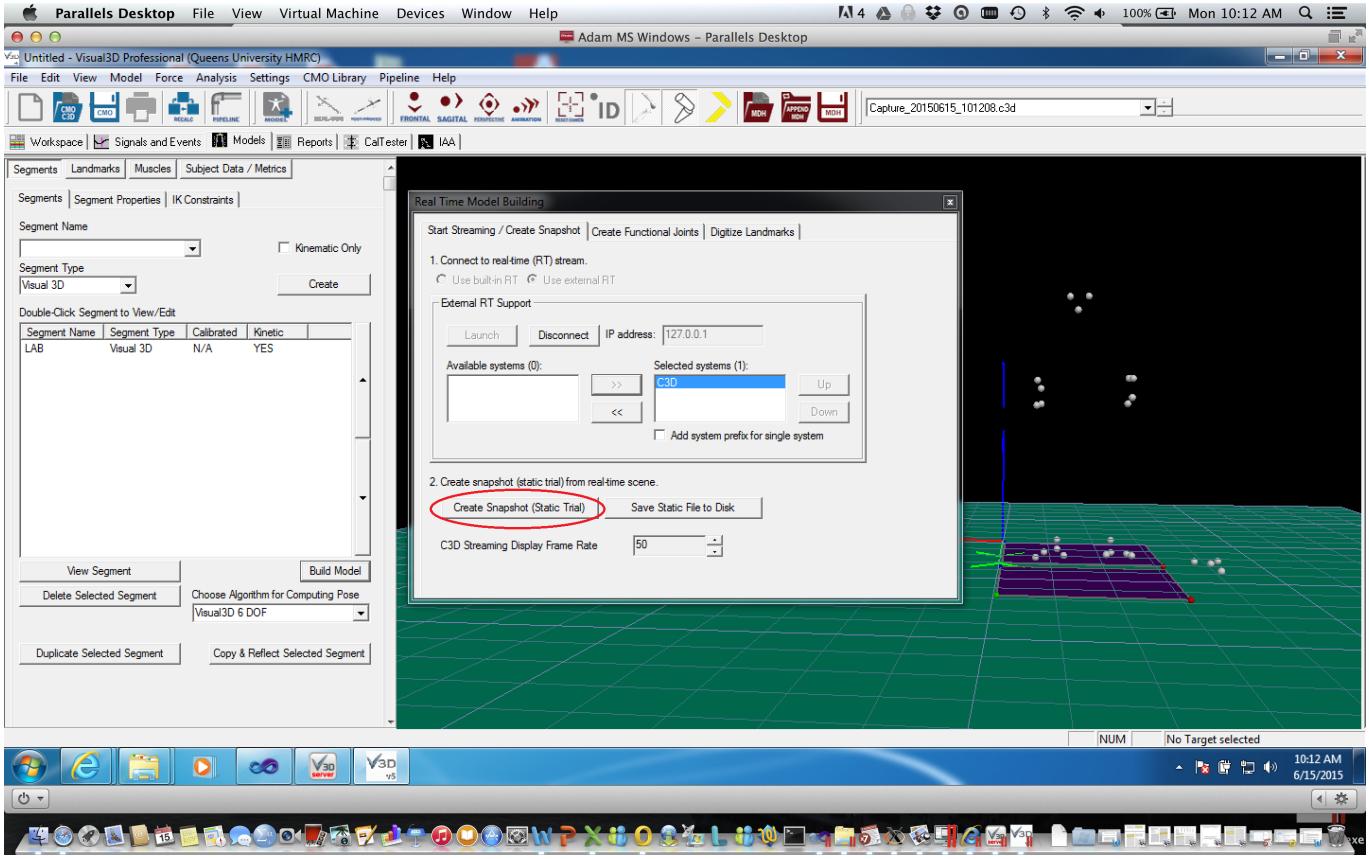
Digitize Landmarks
1. Connect to real-time (RT) stream.
Use built-in RT
Use external RT
External RT Support
Launch
Disconnect
IP address:
127.0.0.1
Available systems (0):
Selected systems (1):
C3D
Up
Down
Add system prefix for single system
2. Create snapshot (static trial) from real-time scene.
Create Snapshot (Static Trial)
Save Static File to Disk
C3D Streaming Display Frame Rate
50


Parallels Desktop File View Virtual Machine Devices Window Help
Adam MS Windows – Parallels Desktop
Untitled - Visual3D Professional (Queens University HMRC)
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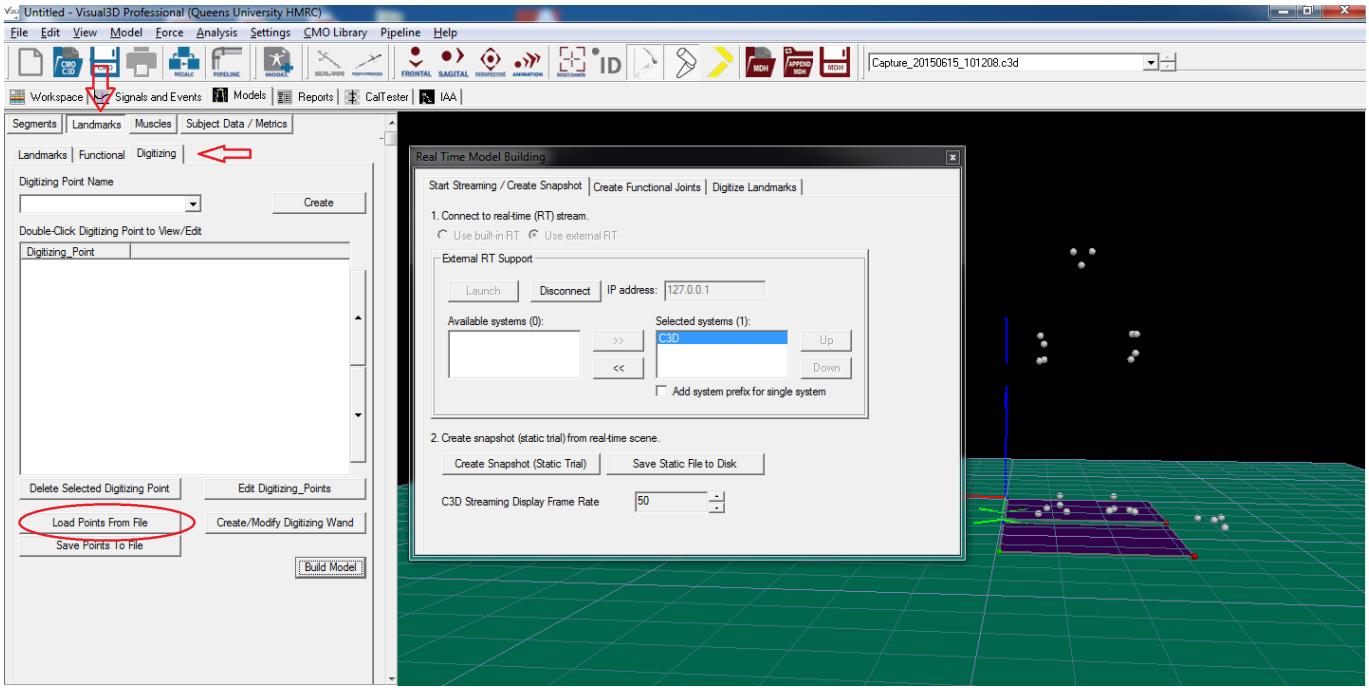
C3D Streaming Display Frame Rate
No Target selected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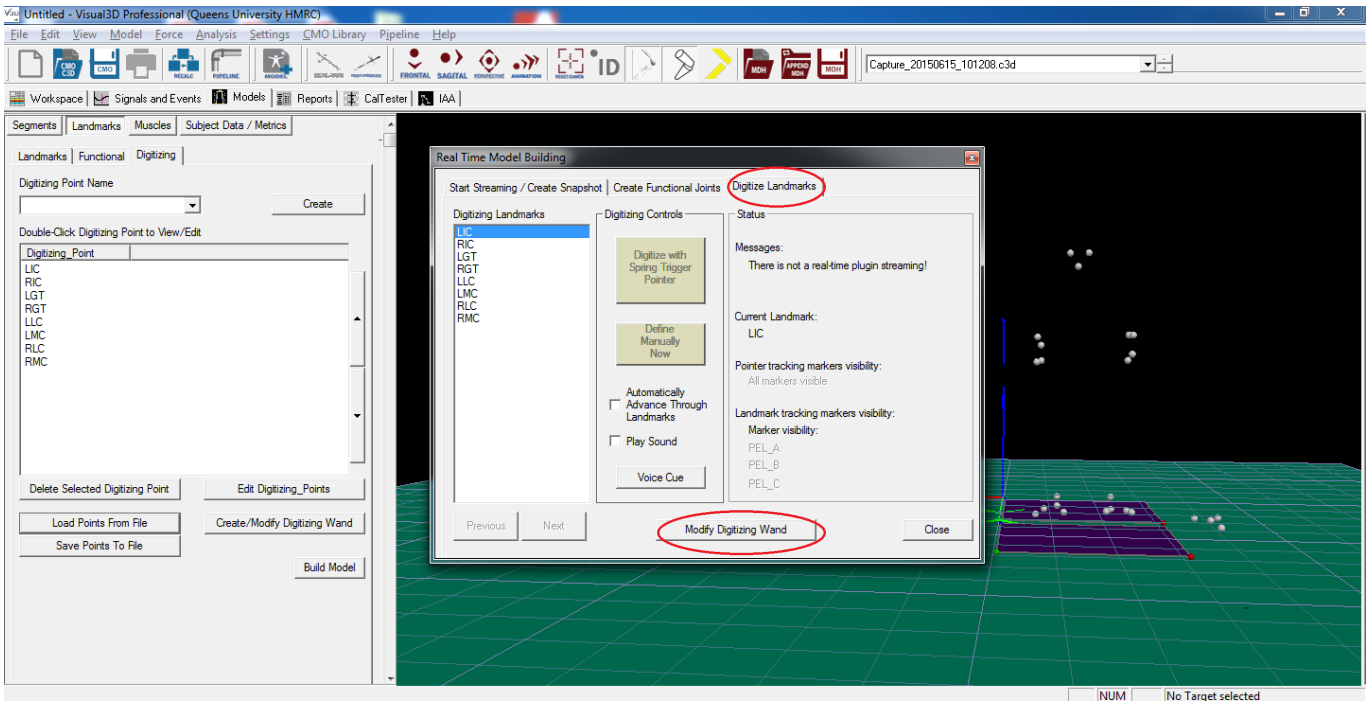
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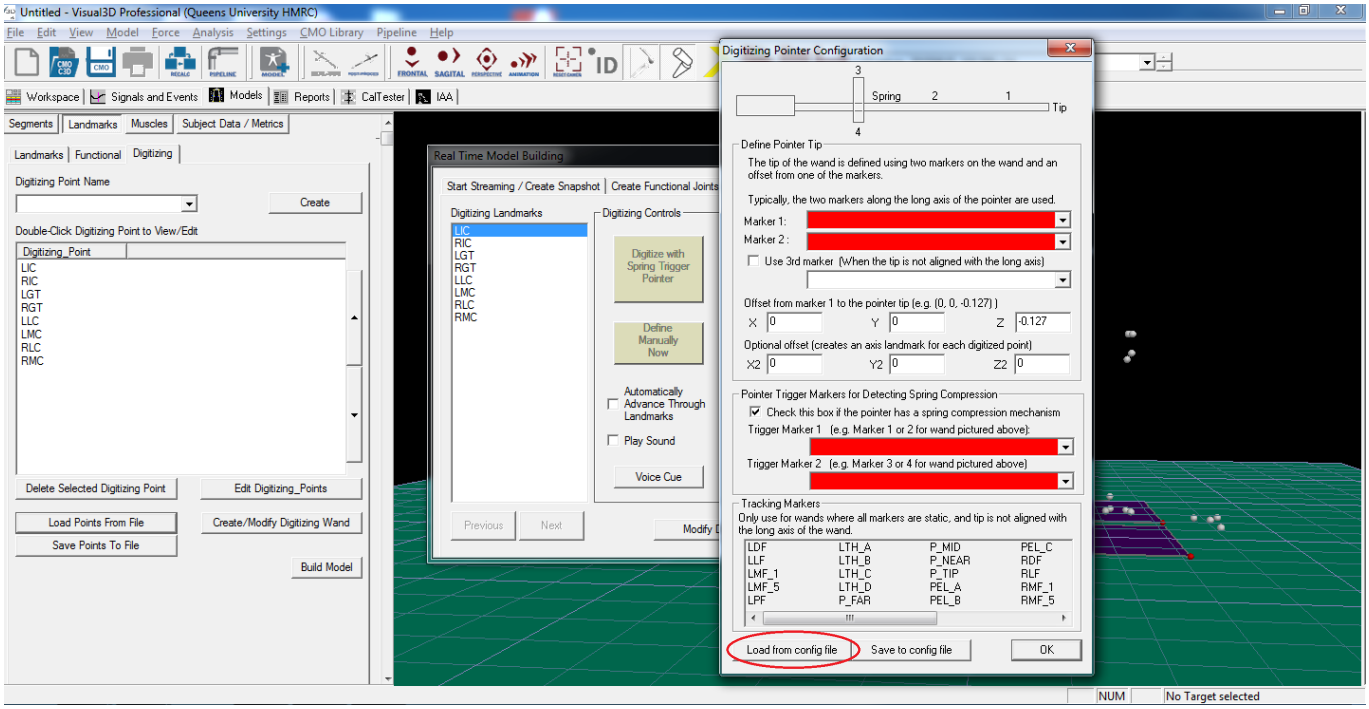
Digitizing Landmarks
Digitizing Controls
Status
Digitize with Spring Trigger Pointer
Define Manually Now
Automatically Advance Through Landmarks
Play Sound
Voice Cue
Messages:
There is not a real-time plugin streaming!
Current Landmark:
LIC
Pointer tracking markers visibility:
All markers visible
Landmark tracking markers visibility:
Marker visibility:
PEL_A
PEL_B
PEL_C
Previous
Next
Modify Digitizing Wand
Close
NUM
No Target selected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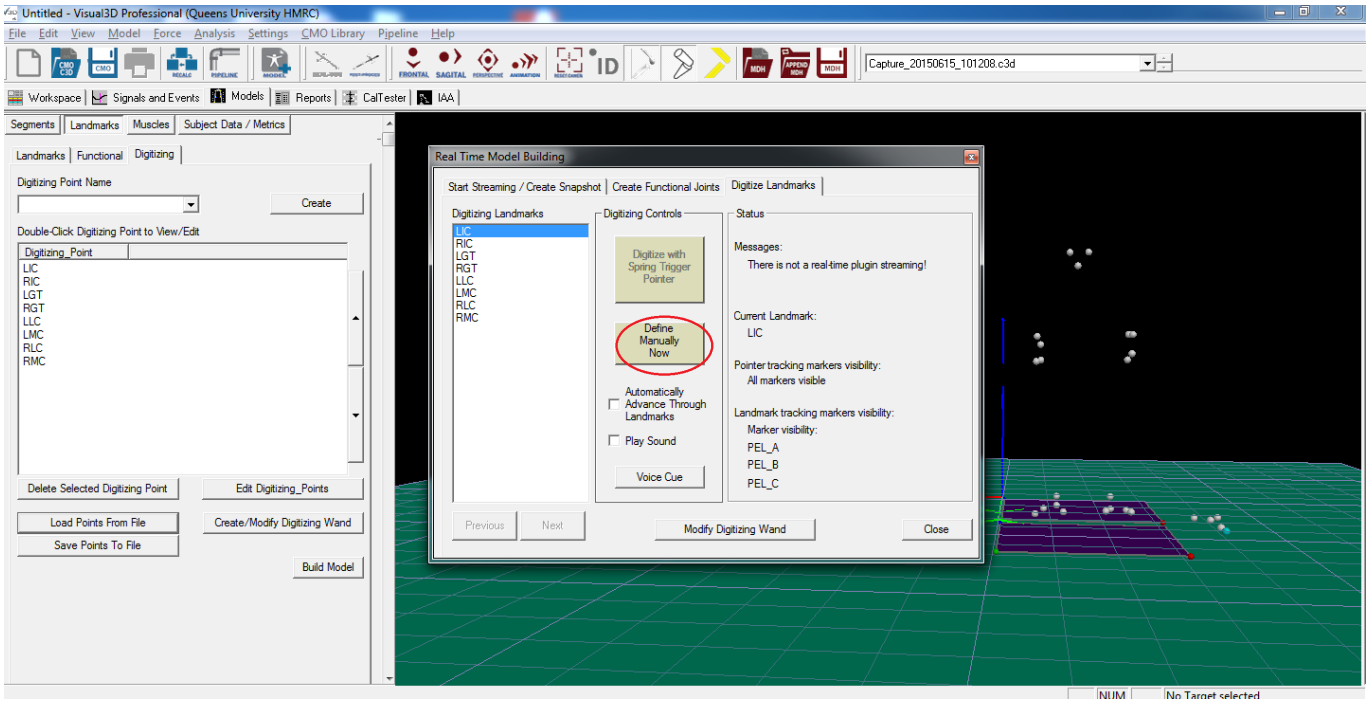
Next
Digitizing Pointer Configuration
Spring
Tip
Define Pointer Tip
The tip of the wand is defined using two markers on the wand and an offset from one of the markers.
Typically, the two markers along the long axis of the pointer are used.
Marker 1:
Marker 2:
Use 3rd marker (When the tip is not aligned with the long axis)
Offset from marker 1 to the pointer tip (e.g. (0, 0, -0.127))
Optional offset (creates an axis landmark for each digitized point)
Pointer Trigger Markers for Detecting Spring Compression
Check this box if the pointer has a spring compression mechanism
Trigger Marker 1 (e.g. Marker 1 or 2 for wand pictured above):
Trigger Marker 2 (e.g. Marker 3 or 4 for wand pictured above)
Tracking Markers
Only use for wands where all markers are static, and tip is not aligned with the long axis of the wand.
LDF LTH_A P_MID PEL_C
LLF LTH_B P_NEAR RDF
LMF_1 LTH_C P_TIP RLF
LMF_5 LTH_D PEL_A RMF_1
LPF P_FAR PEL_B RMF_5
Load from config file
Save to config file
OK
NUM
No Target selected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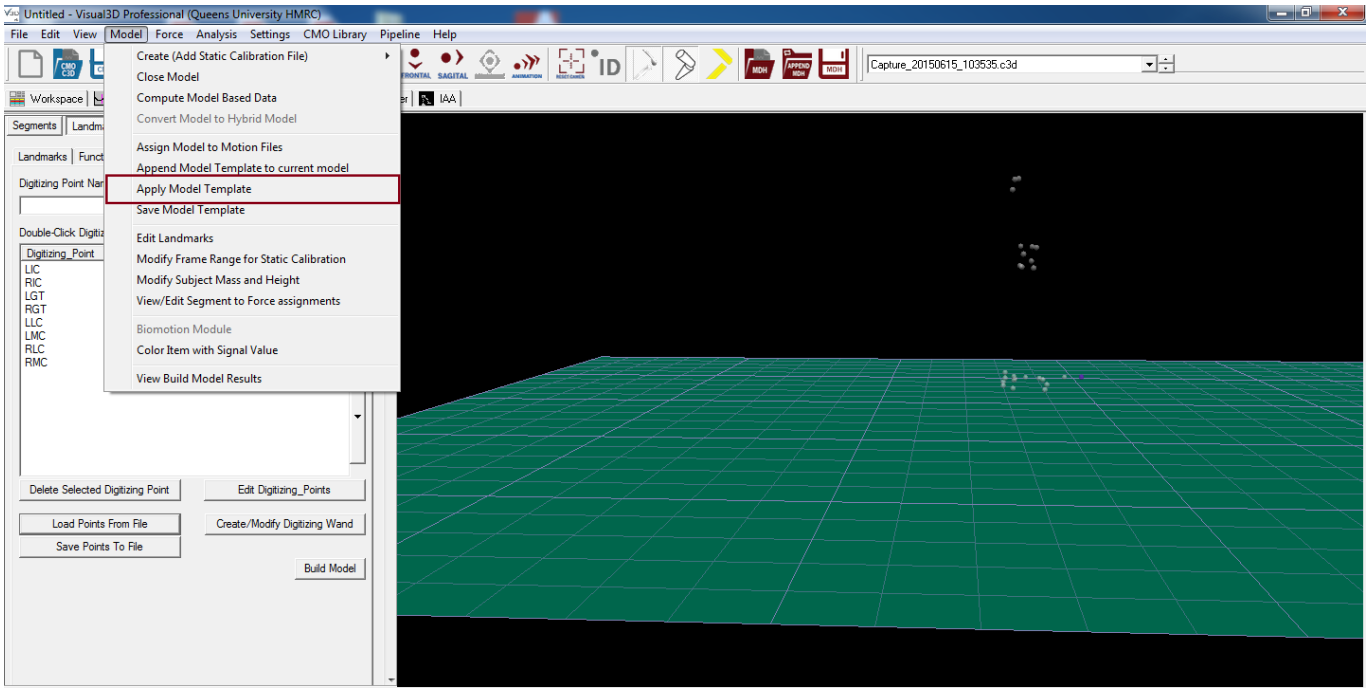

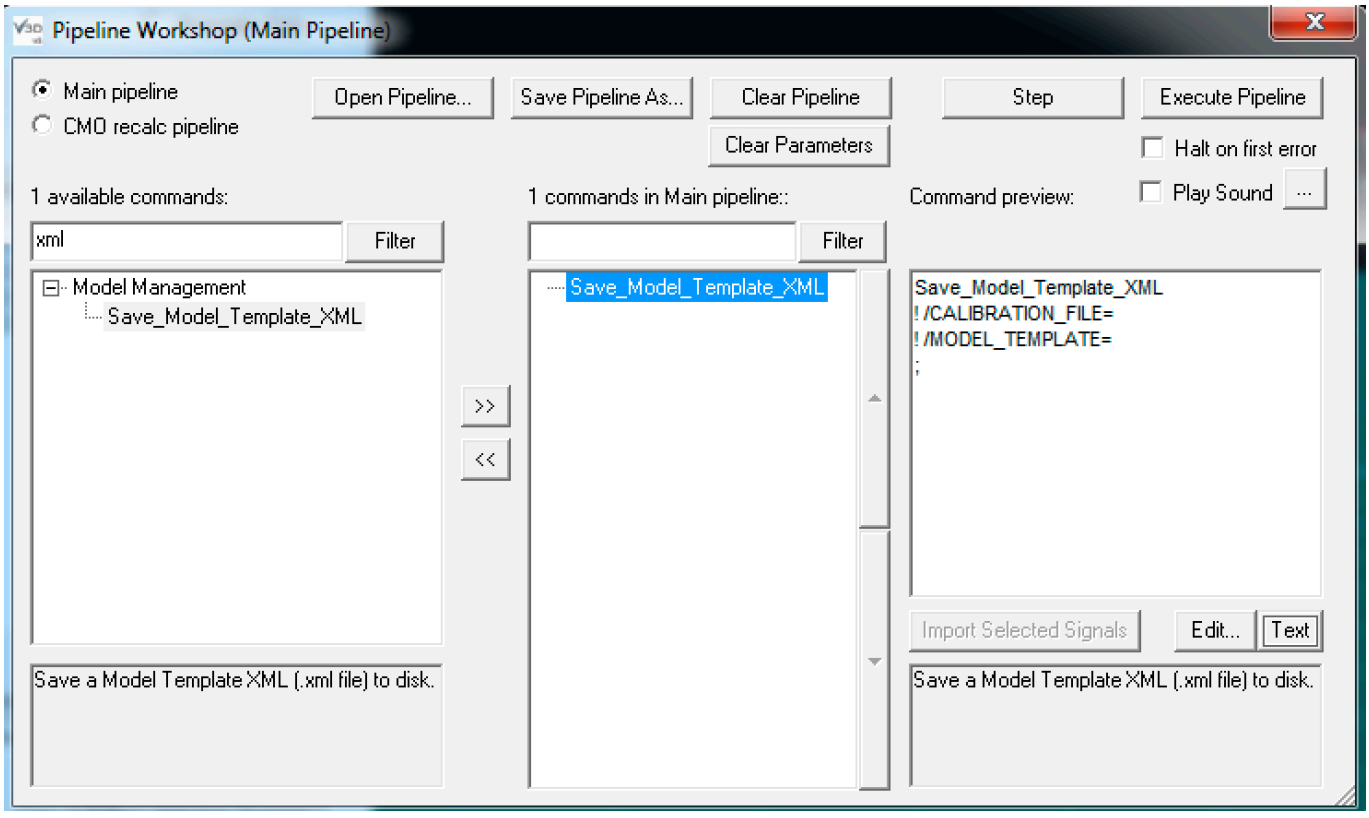

After the model is built, click on the real-time tab, connect to the server, and you should see the real time model.

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

Permanent link:
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Last update: **2024/07/17 15:24**