

Objective

This tutorial assumes that Visual3D has been installed and that a model has been created as described in the previous [Building a Model](#). For your convenience, the end results of the first tutorial can be downloaded by clicking here [Tutorial1.cmo](#).

Tutorial #2 has two main objectives:

- Teach you how to assign a movement trial to a model.
- Introduce you to working with C3D data files.

Overview

In Tutorial 1 we used a standing calibration file to define the various bones of a subject's lower body and in effect “built” a 3D model of the subject in the computer's 2D “world”. In this tutorial we will use Visual3D to assign the tracking data of a movement trial to the 3D model to create an animated representation of the subject's lower torso.

Preparing for the Tutorial

1. Download the movement trial file [Walking Trial 1.c3d](#)
2. Save the file where you would normally save motion capture files.

Note: The file [Tutorial2.cmo](#) contains the end results of this tutorial. It may be useful as a secondary resource for verifying your progress.

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