

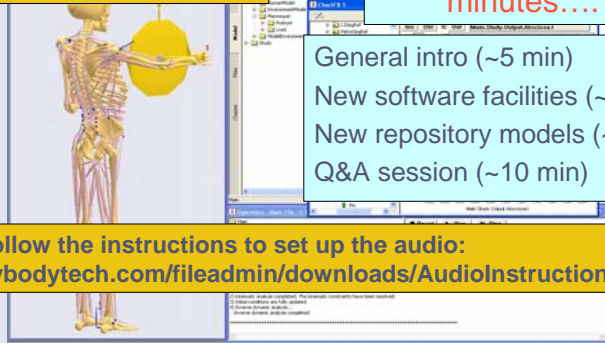
# Intro to version 2 of the AnyBody Modeling System

To fit your screen:  
Sharing (upper right corner)->  
View->Autofit

The web cast will  
start in a few  
minutes....

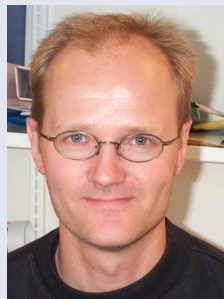
General intro (~5 min)  
New software facilities (~15 min)  
New repository models (~15 min)  
Q&A session (~10 min)

Please follow the instructions to set up the audio:  
[www.anybodytech.com/fileadmin/downloads/AudioInstructionsWebEx.pdf](http://www.anybodytech.com/fileadmin/downloads/AudioInstructionsWebEx.pdf)



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## Presenters



John Rasmussen  
(Presenter)

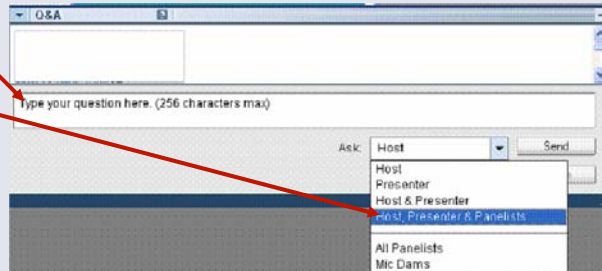


Arne Kiis  
(Host)

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## Q&A Panel

- Søren Tørholm
- Launch the Q&A panel here.
- Type your questions in the Q&A panel.
- Send the question to "Host, Presenter & Panelists"
- Notice the answer displays next to the question in the Q&A box. You may have to scroll up to see it.



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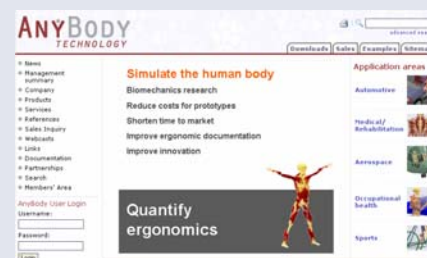
## The models are separated from the software



### The AnyBody Research Group

- Model development
- Basic methodology
- New applications

Results are public domain  
Models are in clear text  
[www.anybody.aau.dk](http://www.anybody.aau.dk)



### AnyBody Technology A/S

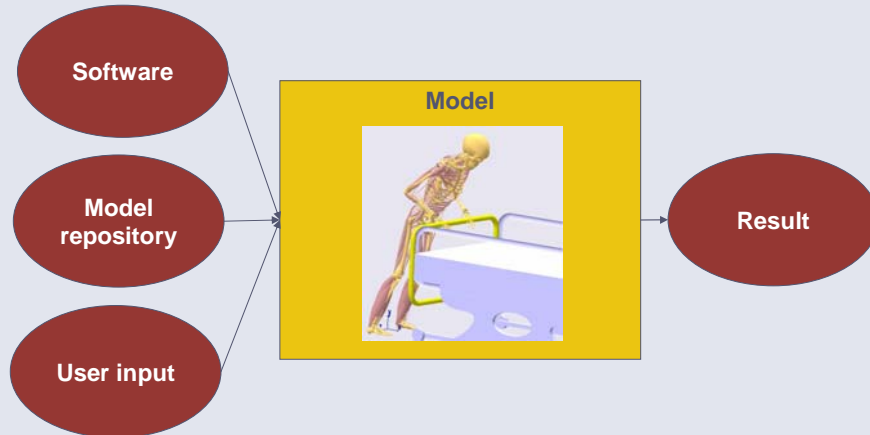
- The AnyBody Modeling System
- Training, support and consultancy

Free demo licenses

[www.anybodytech.com](http://www.anybodytech.com)

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## Overall update theme: Improvement of usability



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## New software facility: Optimization and parameter studies

- Any parameter in the model can be a design variable.
- The system tracks all dependencies on all variables.
- The system makes sure everything is calculated in the right order.
- Useful for
  - Ergonomic optimization
  - Posture prediction
  - Prediction of movement
  - Design of orthopedic implants.
  - Optimization of muscle mass distribution



```

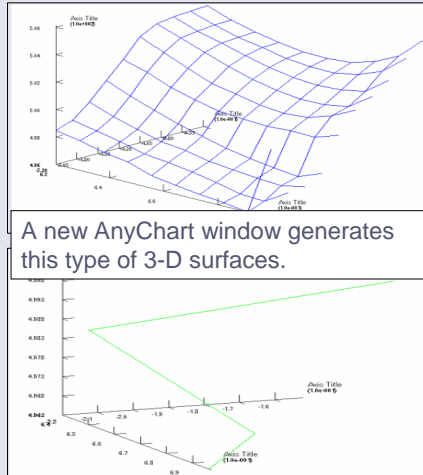
//Friction coefficients between the humar
AnyVar StaticFrictionSeat=0.5;
AnyVar StaticFrictionBackrest=0.0;
AnyVar StaticFrictionFootrest=0.5;
AnyVar StaticFrictionArmrest=0.5;

// Parameter study for simultaneous variation of seat inc
// and seat friction.
AnyParamStudy ParamStudy = {
  Analysis = {
    AnyOperation &op = ..Study.InverseDynamicAnalysis;
  };
  nStep = {10,10};
  AnyDesVar SeatIncl = {
    Val = Main.DrvPos.SeatGlobalRotZPos;
    Min = Val - 10*pi/160;
    Max = Val + 10*pi/160;
  };
  AnyDesVar SeatFric = {
    Val = Main.SupportSettings.StaticFrictionSeat;
    Min = 0.0;
    Max = 1.0;
  };
  AnyDesMeasure MaxAct = {
    Val = max(..Study.MaxAct());
  };
};
  
```

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## Results

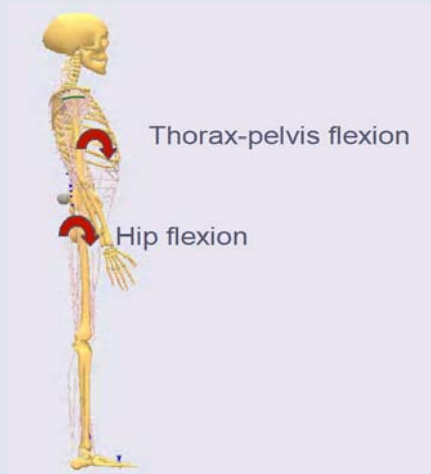
- Parameter studies
  - A set of parameters are automatically varied in a grid structure.
  - Gives you a complete overview of the design space.
  - May require prohibitively many computations for more than a few variables.
- Optimization
  - Definition almost identical to a parameter study.
  - Uses a feasible directions algorithm to search for the optimum.
  - Time grows modestly with the number of parameters.
  - May stop at a local optimum.



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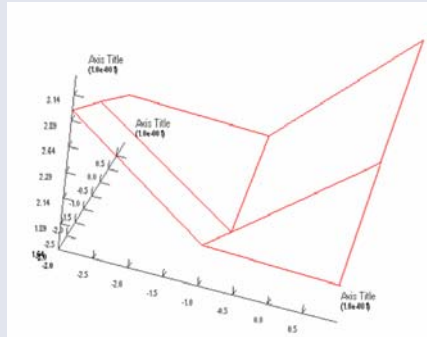
## Posture prediction example: Symmetric standing posture

- A static model.
- Assumption: We choose posture to minimize fatigue.
- Formulation: Minimize maximum muscle activity.
- Takes some time to run.



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## Parameter study and optimization



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## Conditional contact

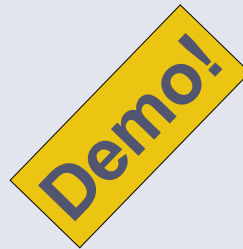
- Muscle strength can now be a function of kinematics.
- Muscles can be used to create unilateral contact.
- This makes conditional contact possible.



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## User interface improvements

- Model browsing
  - Dump locations
  - Insert object name
  - Include file tree
  - Model browser window
- Object inserter



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There are many other  
software improvements

Release notes:

<http://www.anybodytech.com/466.0.html>

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## Repository model improvements

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## Load-time positions from the mannequin file

Full-body models:

- StandingModel
- FreePosture
- FreePostureMove

New models facilitated!

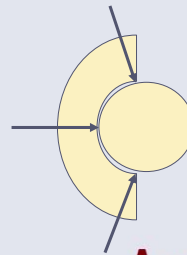
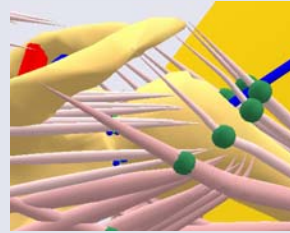


**Demo!**

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## Shoulder joint stability criterion

- The shoulder joint is inherently unstable due to the shallowness of the glenoid.
- Constrain joint reactions to point into the glenoid convexity.



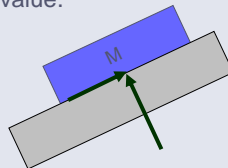
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## True friction

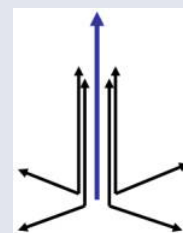
Friction is very important to obtain the correct boundary conditions between human models and environment elements such as seats, floors and handles.

A true Coulomb friction element has been added to the repository models. It is a combination of general muscles and linear combination measures.

The arrangement exploits the muscle recruitment to link normal forces and friction forces in such a way that friction is limited by the normal force but friction can be smaller than the maximally available value.



The friction element can be used very easily through an include file included in the Repository.



Schematic friction modeled by artificial muscles. Blue signifies the normal force; black the combined normal and friction forces.

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## Several new models...

For instance

- WheelChairRancho
- Marker-driven wheelchair model
- Data courtesy of Phil Requejo at Rancho Los Amigos National Rehabilitation Center



## Online resources

- AnyBody Technology  
[www.anybodytech.com](http://www.anybodytech.com)
  - Free demo licenses
  - Tutorials
  - Further info: Email: [anybody@anybodytech.com](mailto:anybody@anybodytech.com)
  - Release notes: <http://www.anybodytech.com/466.0.html>
- The AnyBody Research Project  
[www.anybody.aau.dk](http://www.anybody.aau.dk)
  - Public domain library of body models and applications
  - Publications, for instance about scaling.

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Thank you!  
Q & A

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