
StickFigure

StickFigure is designed to be simple to use, while offering a multitude of features. The primary focus of this software is to simplify the process of generating animation of biomechanical data as a base for further processing in a graphical environment. In this way, data from 3D motion capture systems is processed through the StickFigure software and then visualized and animated in a way that is easy to understand and interpret. This package contains a range of data sets that the user can select from, and input any custom data that they want. The user has the ability to choose from a range of time ranges that they want to include, the number of time ranges, the number of frames per time range, the number of time intervals per frame, the number of time intervals per interval, and finally the number of data points per interval. There is also an option to input a custom frequency and size of the data set. If you have any questions, please feel free to contact us at contact.stickfigure@sourceforge.net. Download the archive file, and open it in your MATLAB folder. Download the wxMatlab bundle (if it is missing), and unpack the wxMatlab folder in the StickFigure root directory. If the Installer fails, open the Installer.m file to find out why. Run the StartStickFigure.m file to execute the application. On Windows: You should see the window appear. On Linux and Mac OS X: You should see the window appear after 10 seconds. Add a C3D File Click the Add button, and select the file from your hard drive. Start the Animation To start the animation, simply click the Play button. By default, the animation plays for the entire time interval specified. To make it start immediately, click the Set Start Point button, which will allow you to specify the time interval for which you want the animation to play. The data points can be edited using the Time / Frames / Data Point parameters. When the data points are not edited, the data points will be set to the average of the time interval specified. The Time, Frames, and Data Point parameters can be set in a range from 0 to the time interval specified. As the data points are not edited, the

What's New in the StickFigure?

This 3DVecStickFigure contains the ViconMatlabStickFigure files containing the data as well as the Python files containing the corresponding code for importing the data and performing the necessary analysis. You need to provide the raw data for the C3D file, and the files matlabstick.m and stickfigure.m to extract the data to the plotting figure. Each trial contains the time series of the coordinates of the marker, including position, velocity and acceleration. The plots of the marker positions will be automatically included in the ViconMatlabStickFigure's 'TimeSeries' figure. The second phase of the data analysis can also be performed in this framework, to remove outlier trials and calculate the mean coordinates and velocity/acceleration. Data structure: In ViconMatlabStickFigure, all data are stored in the structure trials.pdb, where each trial is contained in the structure trial.pdb. The data contains the coordinates of the marker for each markerID, and the time stamp for each trial. The metadata for each trial includes the markers coordinates in the form trial_xxx.pdb, where xxx is the markerID number. Usage: This package includes both a Matlab-based GUI utility (ViconMatlabStickFigure.exe) and a Python utility (ViconMatlabStickFigure.py). Note that the GUI utility, ViconMatlabStickFigure.exe, requires that you have MATLAB installed. The python utility, ViconMatlabStickFigure.py, requires the Python version 2.5 or higher, and does not require MATLAB. The GUI utility is intended for use in the lab. The python utility can be used by people without MATLAB or Python experience, although it is recommended to use the GUI utility. The python utility generates a text file containing all the positions and velocities of the markers, in Numeric format. This format is suitable for plotting the positions of the markers in the figure. The python utility can also be used to export the analysis data, in several formats. The Matlab-based GUI utility was developed as part of the "Advanced Multi-body Data Exploration for Robot Analysis" project in the J. T. Shanks Laboratory, Department of Electrical and Computer

System Requirements For StickFigure:

Minimum Requirements: *OS:Windows7* *RAM:3GB* *HDD:20GB* *Processor:Intel Corei5 2600 @ 2.8 GHz, 3.6 GHz* *GPU:Nvidia GeForce GTX 760 / Radeon R9 280/Nvidia GeForce GTX Titan* *VRAM:2 GB* *DirectX:11.0* *Storage:20 GB available space*
Sound Card:No sound card or built-in sound required

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