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X-Ray Reconstruction of Moving Morphology (XROMM) is an X-ray imaging and computational process that produces precise and accurate 3D movies of skeletal movement.

Visit www.XROMM.org for general information about XROMM. See Bitbucket XMALab wiki for XMALab User Manual. See Bitbucket MayaTools wiki for descriptions of each tool in the MayaTools Scripts.

— **Parent a Camera to a reference bone**

— **Calculate Relative Motion**

Scientific Rotoscoping

— **Use XMALab for exporting undistorted Trial images**

— **X-Ray Cameras in Maya**

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— **Rotoscoping with one or two markers**

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Autoscoper

Tips and Tools

💡 **Note: Regular Users of the wiki, please add any pages you use regularly**

— **Open Newer Maya Files**

— **Precision testing using frozen cadavers**

XMAPortal User Manual

— **Getting Started with the XMAPortal**

— **"Sandbox" for practicing and testing**

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