

Analyzing and Visualizing your XROMM Animations

You will need the **Maya MEL scripts** and **Maya XROMM Shelf** and the **XrayProject MATLAB scripts** for these operations

These are tools for analyzing and visualizing your XROMM Animations (the "new raw data")

Some visualization methods in Maya

- Create X-ray video cameras and import video or still frames
- Import XYZ coordinates and visualize them as locators or small spheres (BBs)
- Parent a camera to a reference bone
- Relative Motion

Extracting quantitative data from XROMM animations in Maya

- Working with anatomical axes and joint coordinate systems
- Helical Axes (beta)
- Measuring XYZ Coordinates of a Point Over Time
- Measuring and exporting the distance between two points

Some other useful instructions

- Extract angle between two x-ray cameras from mayaCam files
- Open Maya files from a newer version with older versions