

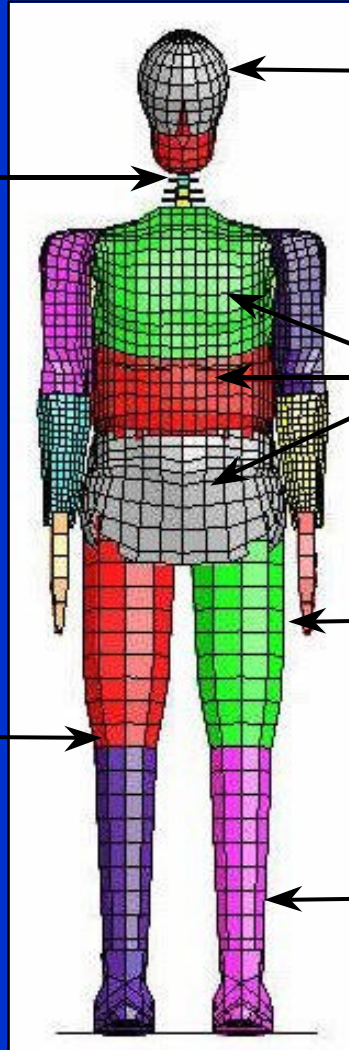
Humanoid Model Formulation

Flexible neck

- 7 rigid vertebrae
each with 6 degrees
of freedom

Knee joints

- 6 degrees of
freedom



Head - rigid skull with
deformable solid element skin

Thorax, Abdomen & Pelvis
- flexible formulation, including
segmented spine, under
construction

Upper legs
- deformable solids & flexible
beams representing femurs

Lower legs
- deformable solids & flexible
beams representing tibias

