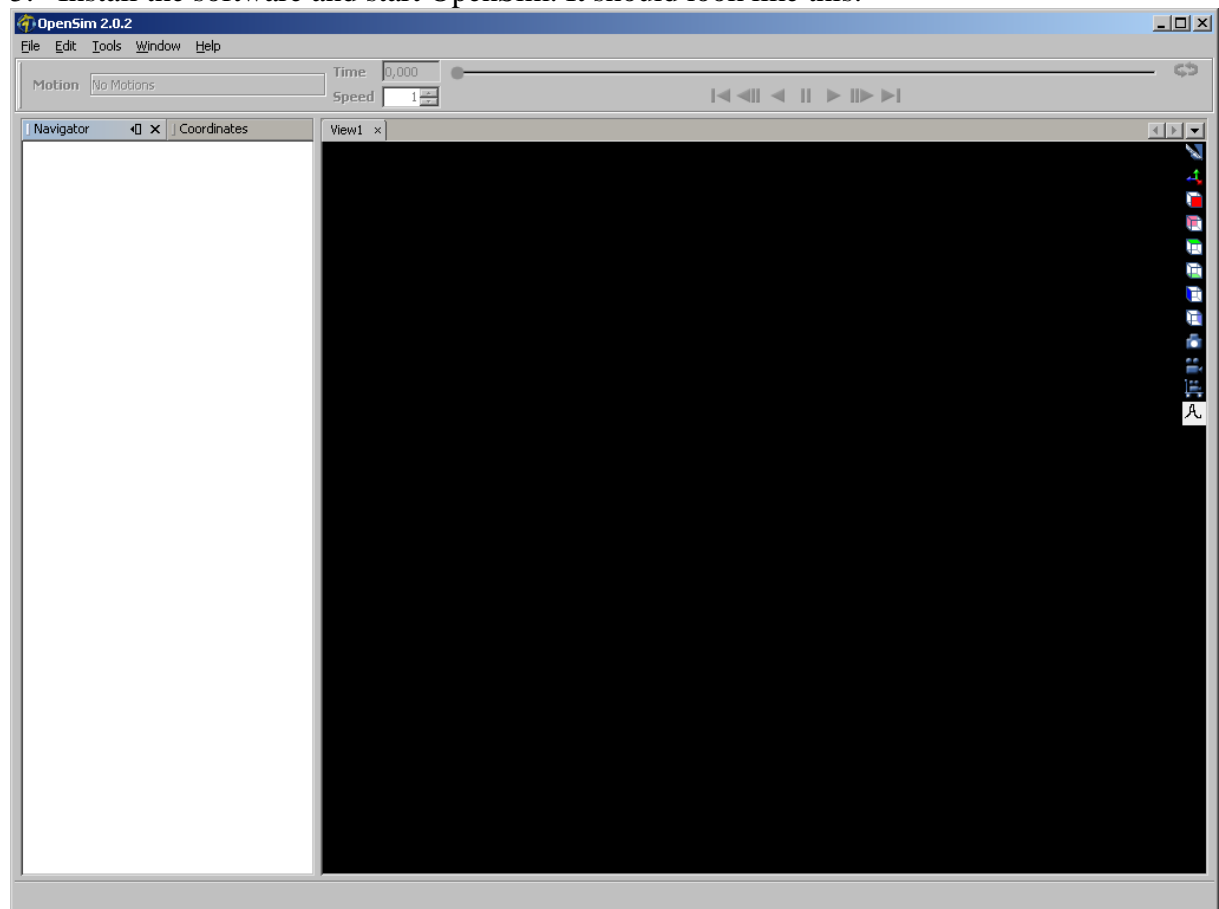


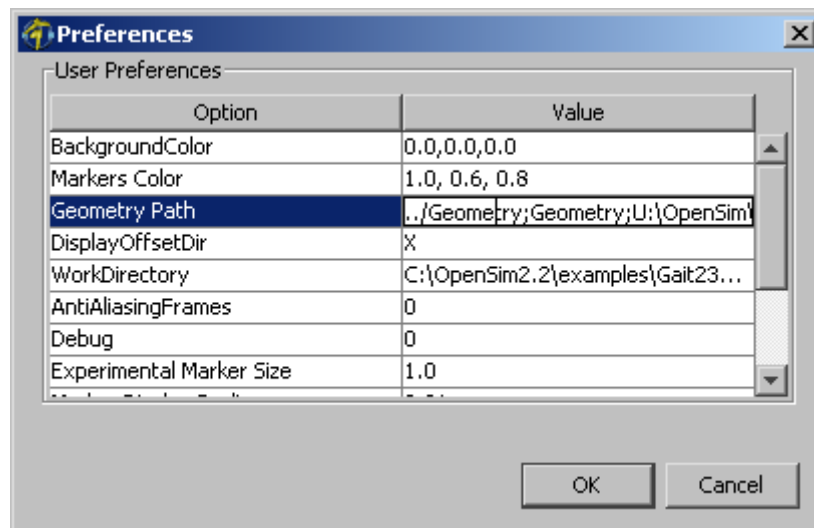
## How to display the DLR kinematic hand model in OpenSim

There is a visualisation of the DLR Kinematic Hand Model in the OpenSim format. OpenSim is Java based software for musculoskeletal simulation. Currently, there are only installation files for Windows. (If you are a Linux user, you might ask the persons of the OpenSim project for the source code and try to compile it for Linux.)

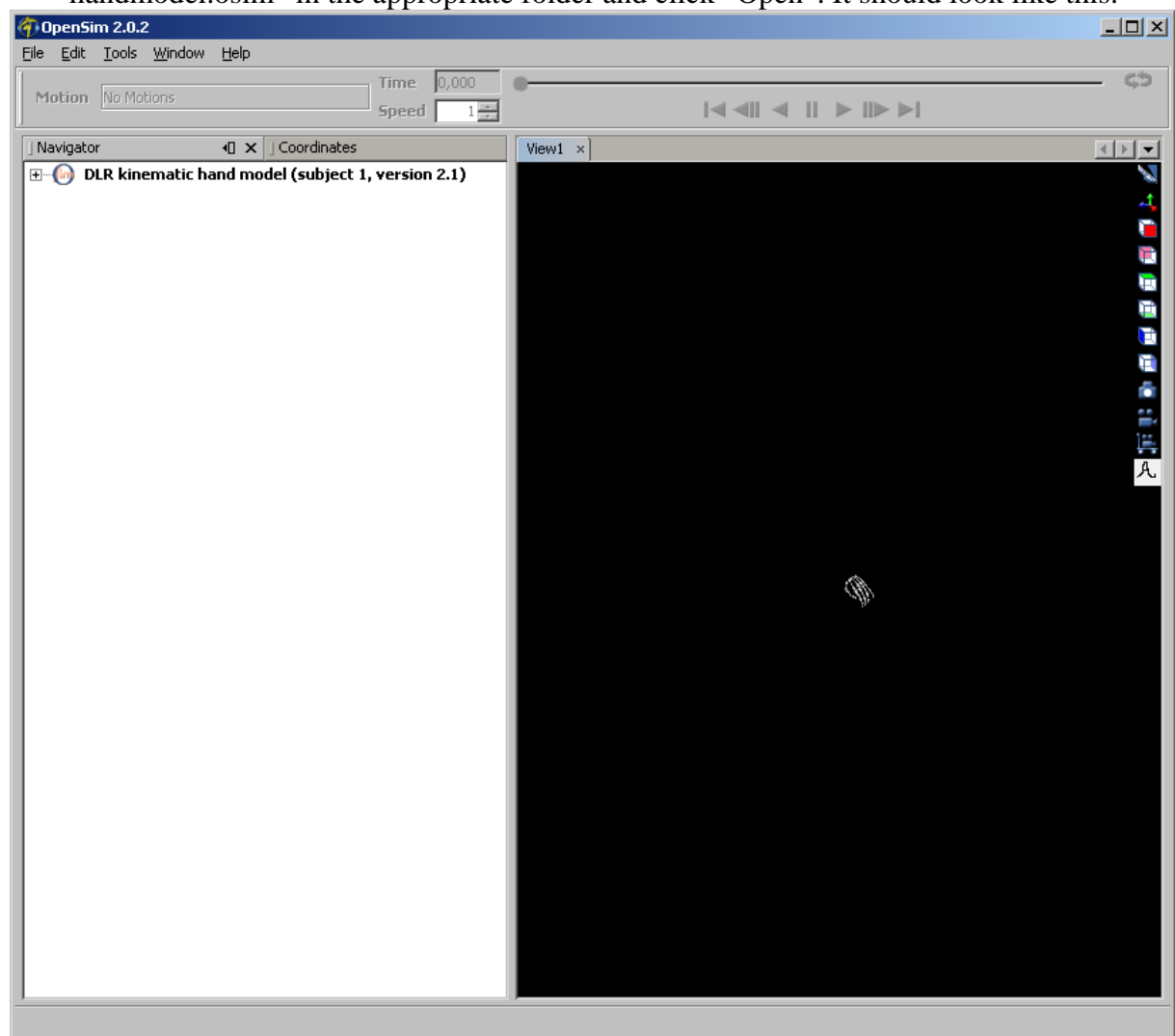
1. Extract the Zip-file OpenSimHandmodel.zip to a place convenient to you.
2. Register with SimTK on <https://simtk.org/account/register.php>.
3. Visit the OpenSim Homepage on <https://simtk.org/home/opensim>.
4. Klick on the “Downloads” button on the left and download the installation file. (I work with version 2.0.2.)
5. Install the software and start OpenSim. It should look like this:



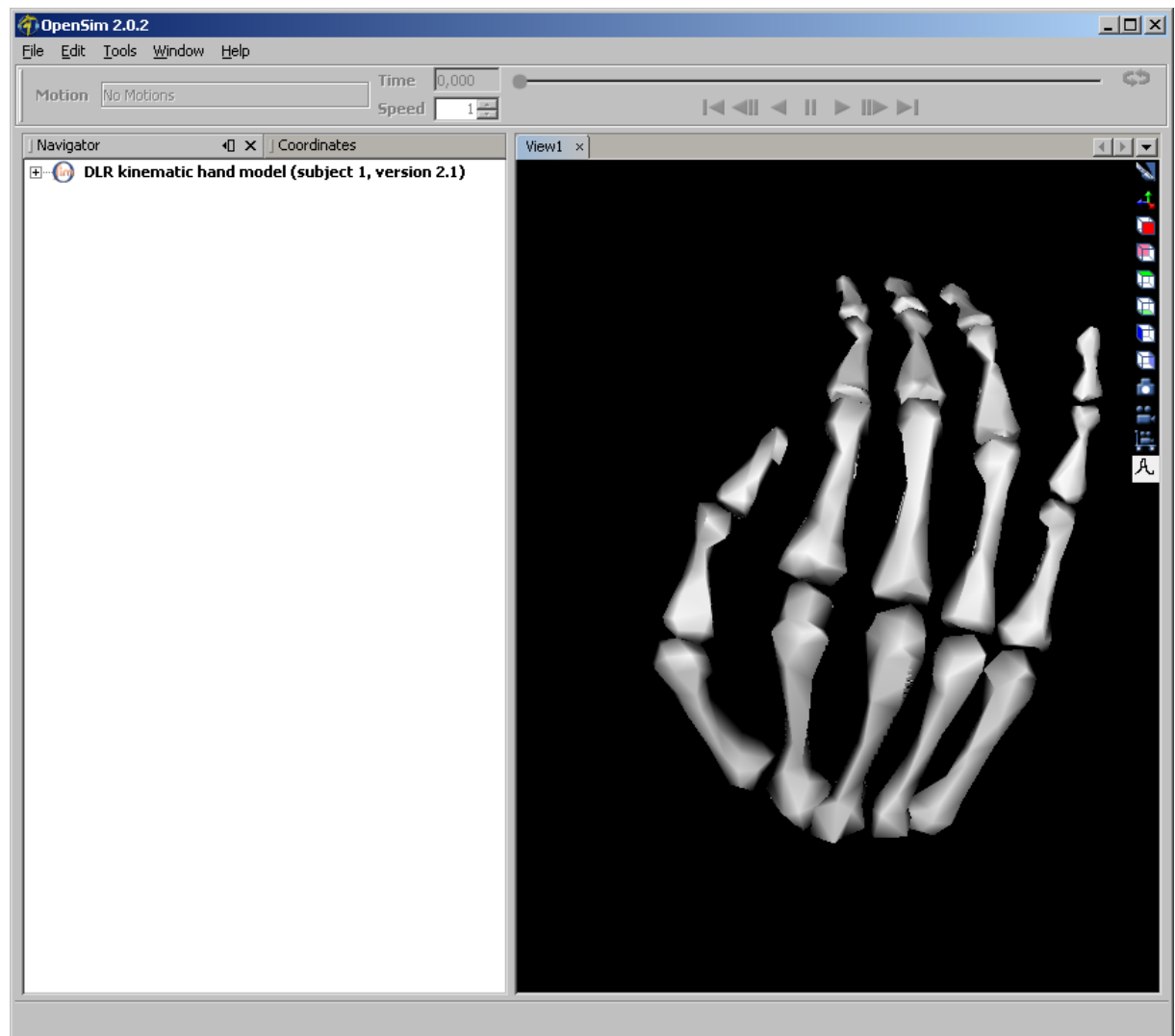
6. Point the Geometry path to the Geometry files: Click on “Edit”→“Preferences...”, double-click in the “Value” column next to “Geometry Path” and add the path to the “Geometry” folder that was extracted from the Zip-File, separated by a semicolon:



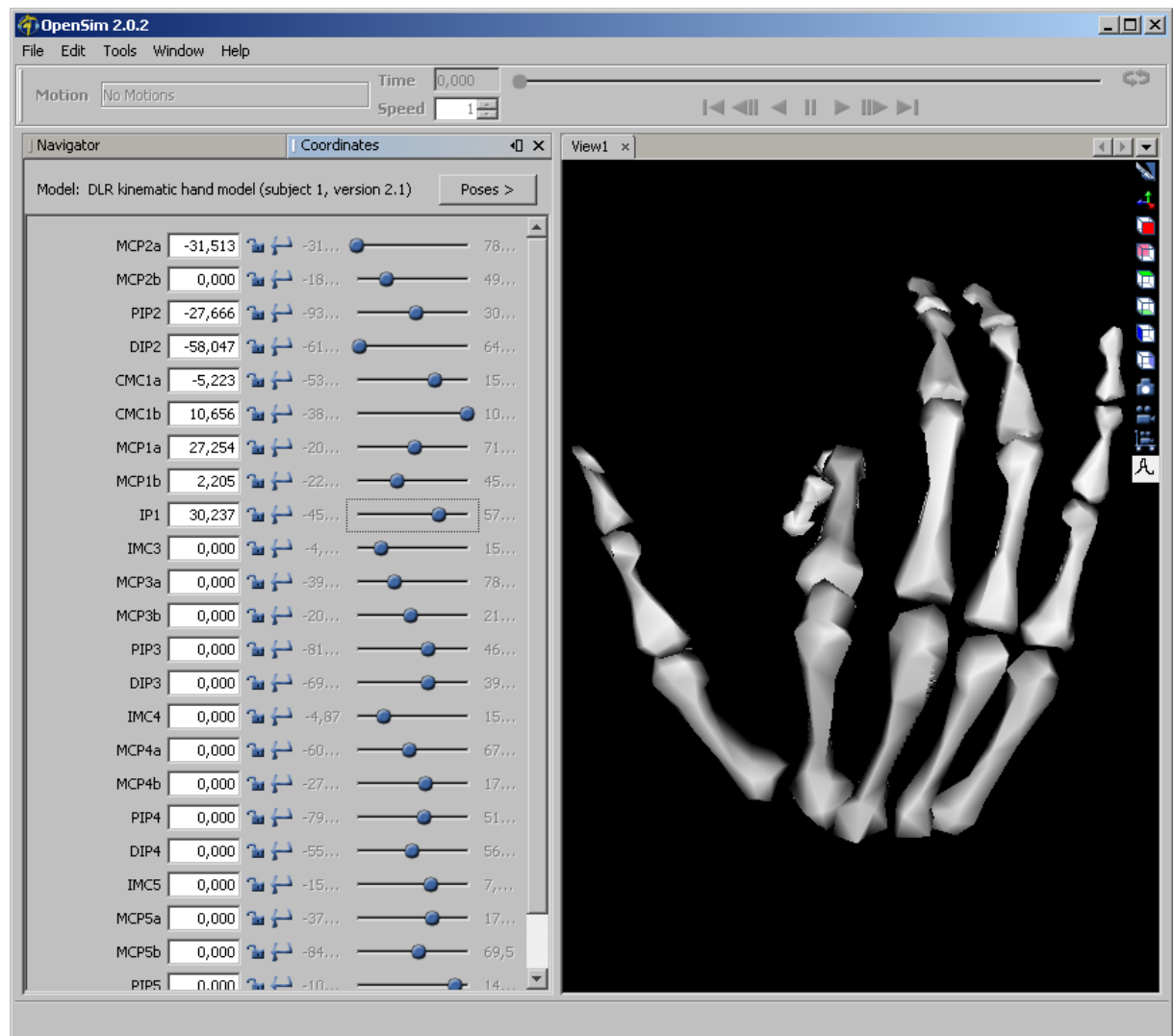
7. Load the hand model: Click on “File”→“Open Model...”, select the file “handmodel.osim” in the appropriate folder and click “Open”. It should look like this:




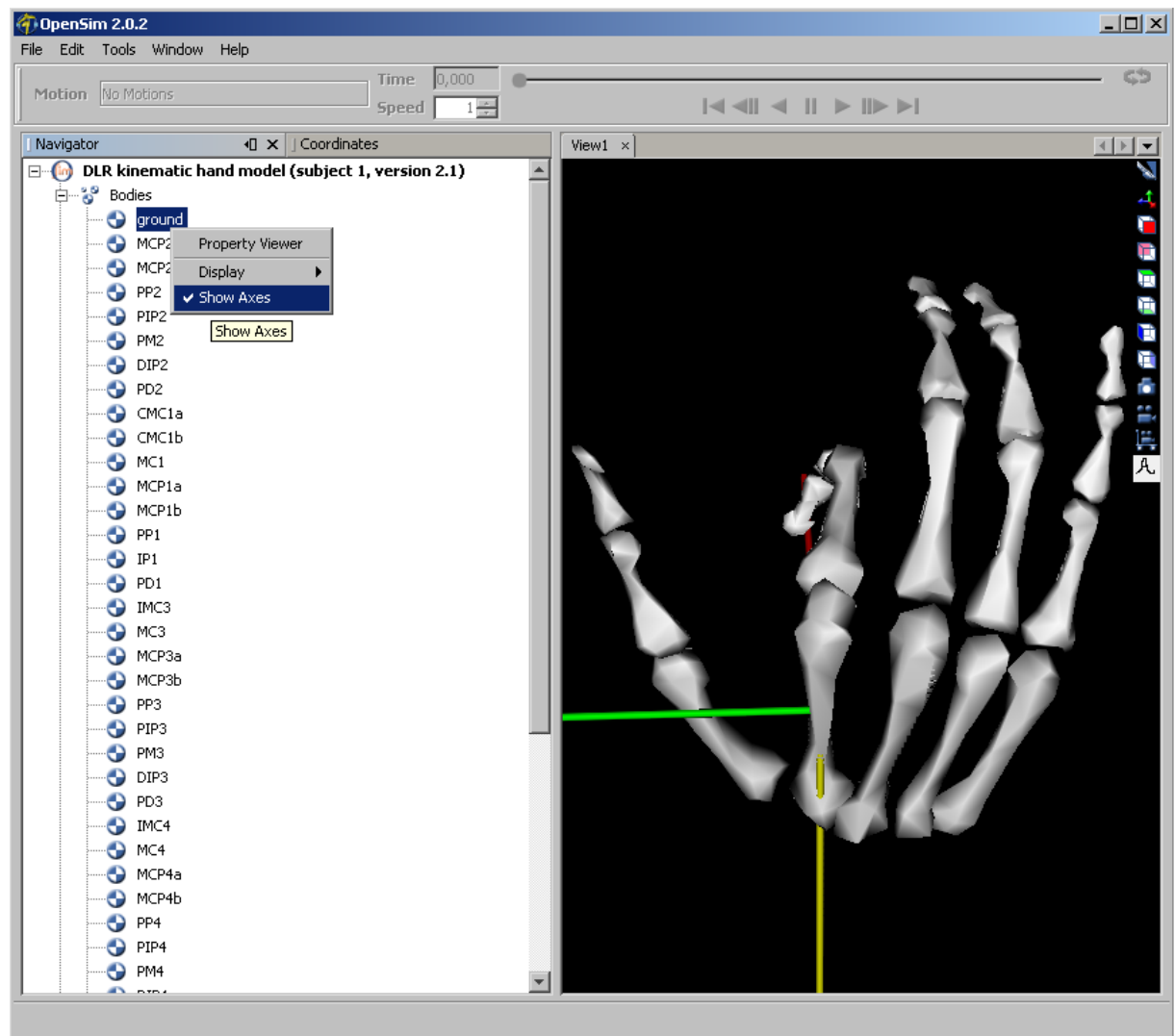
8. You can zoom in by right-clicking and dragging down. You can translate the view by clicking the middle mouse button and dragging. You can rotate the view by left-clicking and dragging:



9. You can move the joints by clicking on the “Coordinates” tab and moving the sliders:



10. You can show the coordinate frames of the bones and joints by clicking on the “Navigation” tab, expanding the model and the “Bodies” tree by clicking on the  symbol, right-clicking on the respective bone or joint name and clicking “Show Axes”:



28 Oct. 10, Georg Stillfried