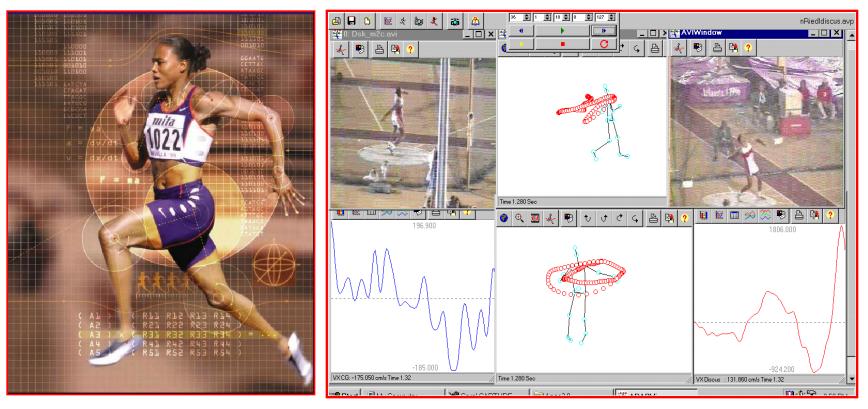
Optimizing Athletic Performance

Through High-Technology Utilizing the APAS/Wizard System

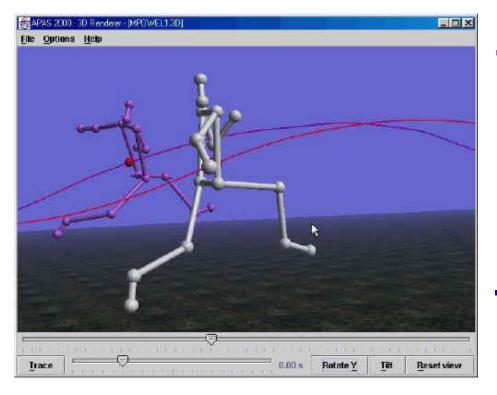


By Gideon Ariel, Ph.D. Athens Olympics, 2004





MOVEMENT ANALYSIS CAN BE APPLIED TO:



Athletics

<u>Industry</u>

Medicine



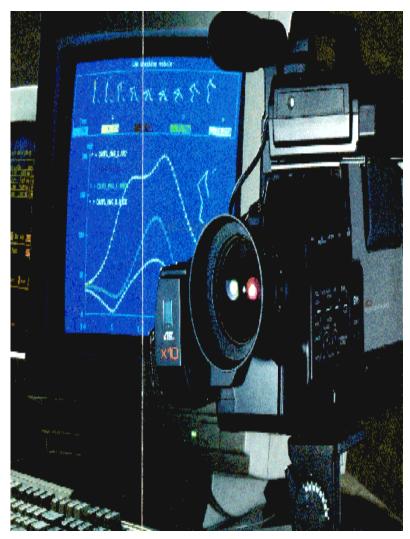


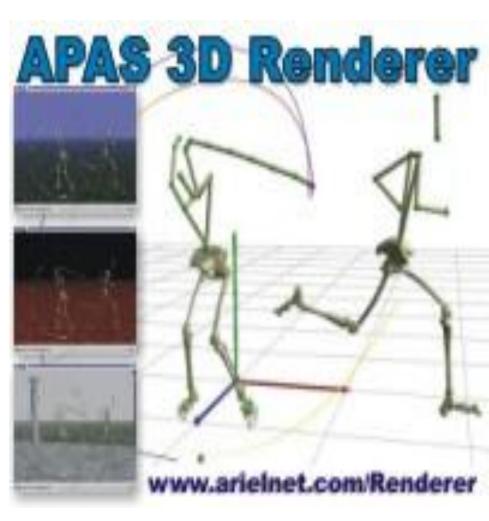




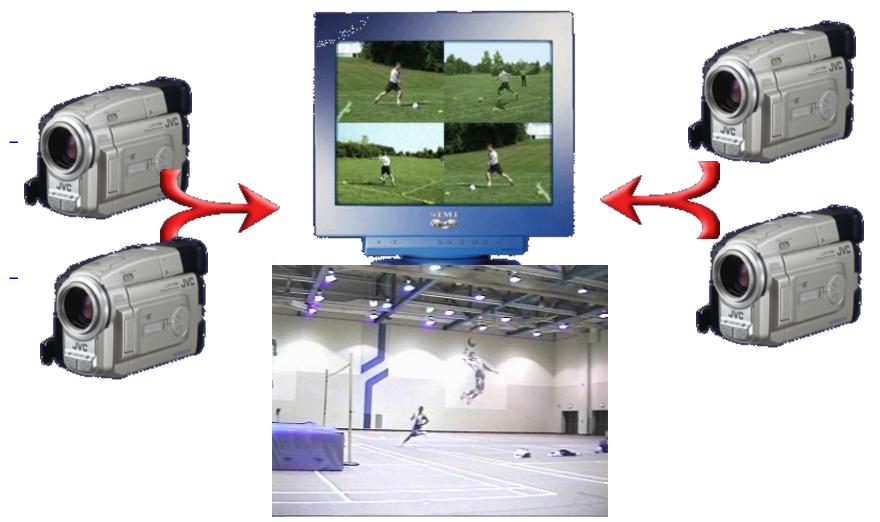


ALL APPLICATIONS UTILIZED SIMILAR QUANTIFICATION TECHNIQUES





Capture videos using several cameras simultaneously and save the clips directly as AVI files to your hard disk. This allows you to connect multiple digital video cameras to your computer and to start capturing with one mouse click.



The Spectrum of Athletic Performances

- Explosive events
 - <u>Throwing</u>
 - Sprinting
 - Jumping



- Endurance events
 - Long distance run
 - Swimming
 - Cycling



- Accuracy events
 - <u>Golf</u>
 - Archery



- Team sports
 - Soccer
 - Basketball
 - Hockey



- Figure skating
- <u>Gymnastics</u>
- Diving
- Multi events
 - Decathlon
 - Pentathlon





Hardware

- Main Computer System
- Workstations
- High Speed Camera
- Capture Card
- Network
 - Intranet
 - Internet



Analysis of Performance Requires:

Video Recording Digitizing the Data Manual **Automatic Transformation of the Data 2D - Two Dimensional 3D - Three Dimensional**





Camera Views



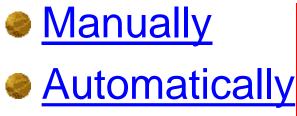


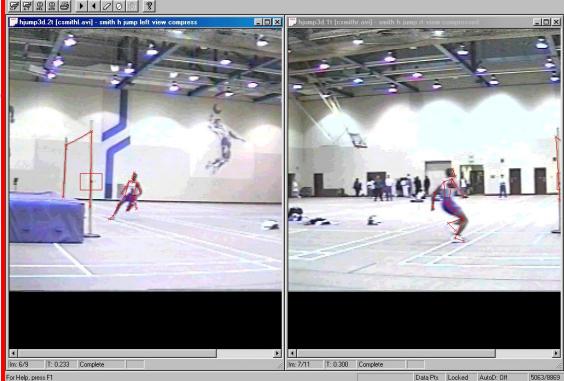
The world record in triple jump of 18.29m by J. Edwards, UK

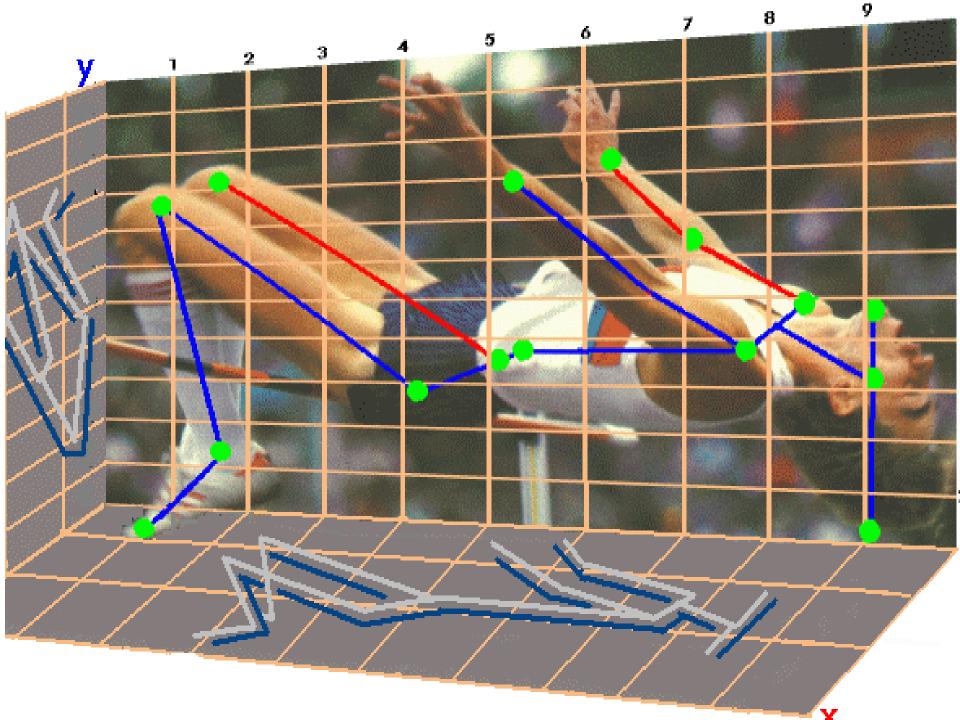




Digitizing

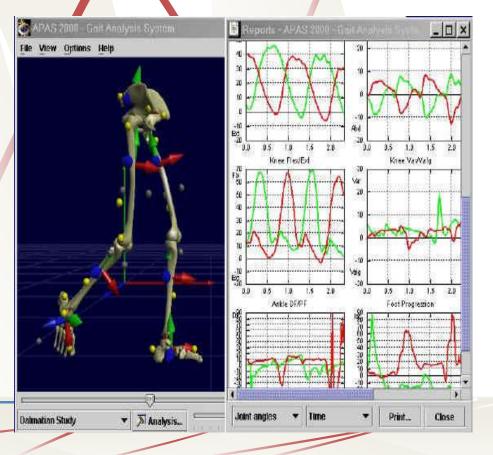




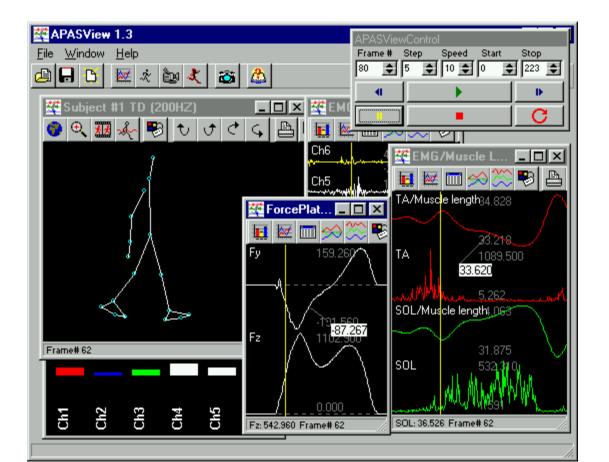


Software Integration

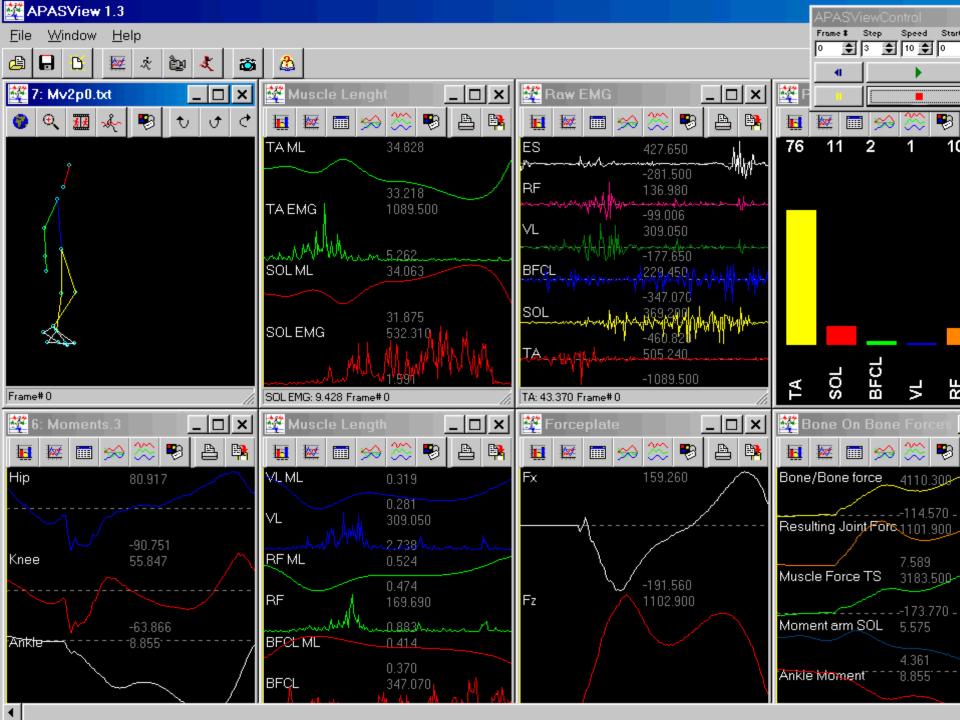
APAS 2000 - 3D Renderer - [GOLF1.3D]		
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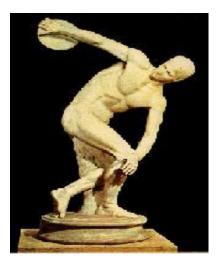


Display and Analysis









Biomechanical Analysis of Discus Throwing at Olympic Games



Methods

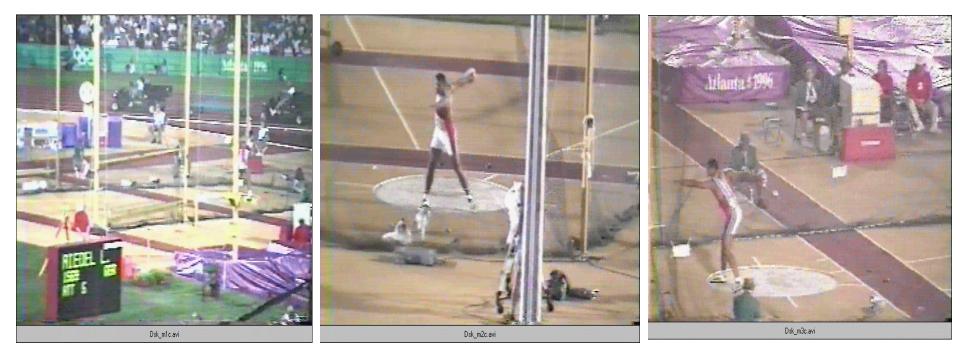
The track & field project involved collecting video records of the preliminaries and final performances of various events for the immediate development of digital movies to be uploaded on the internet.

There Were 18 Throwers During the Qualifying Round and the Best 8 Athletes Competed for the Gold Medal in the Final Round.



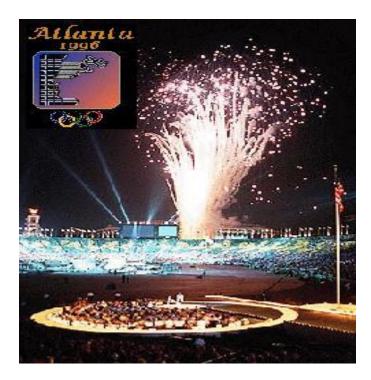


Video Cameras Were Placed in Several Locations to Maximize the Data Obtained for the Event

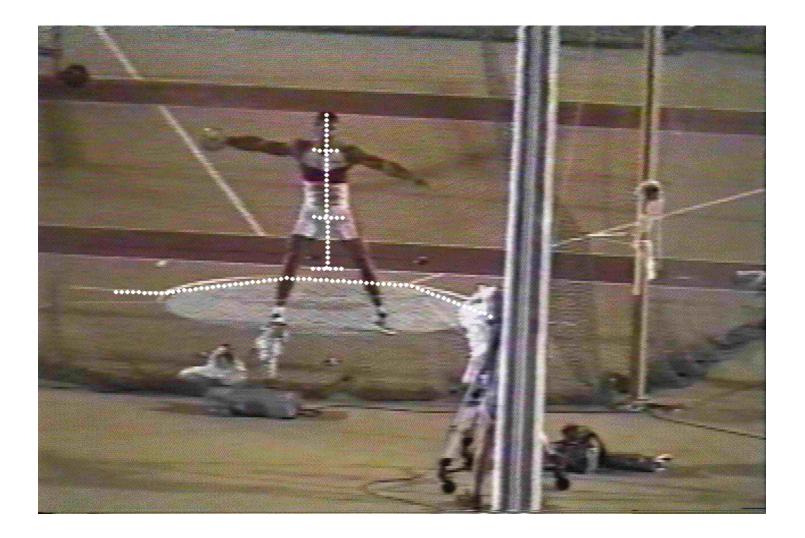


Because the Discus Throw Involves Both Linear and Rotary Motion, the Optimal Data Collection Situation Utilizes at Least Three Cameras Placed Appropriately So That None of the Athlete's Motion Is Obscured

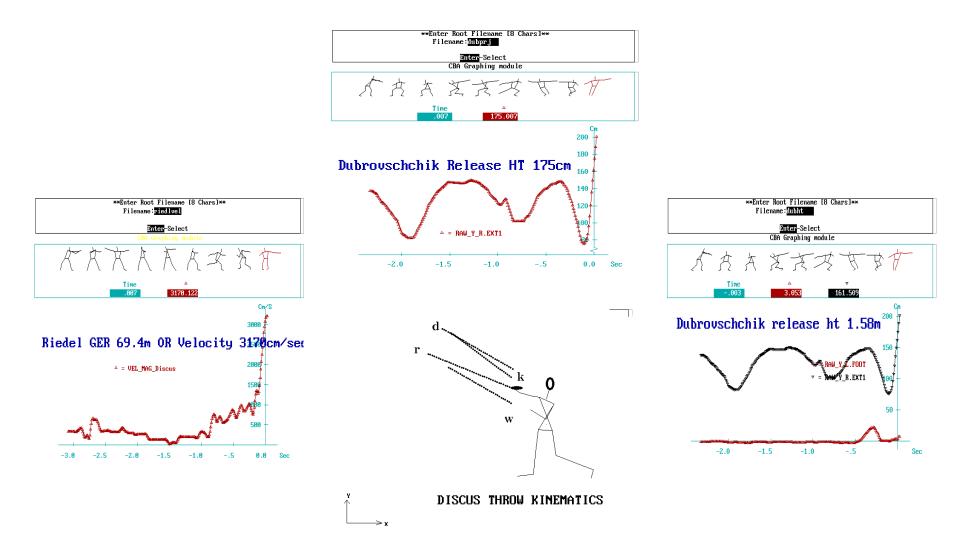
Dimensions of Known Factors and Various Other Measured Objects in the Field of View Were Used for the Calibration Points



3-D DLT Composite Control Cube



Results



The Order of Finish Was: Riedel Representing Germany (GER) Winning the Gold,

Dubrovschchik From Belarus (BLR) Finishing Second,

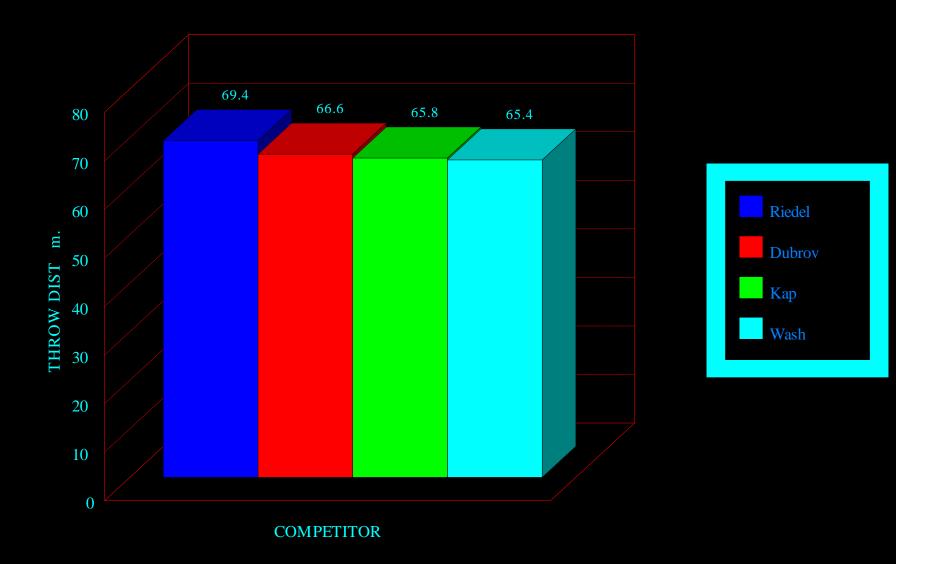
the Bronze Medal Was Won by Kaptyukh From Bulgaria,

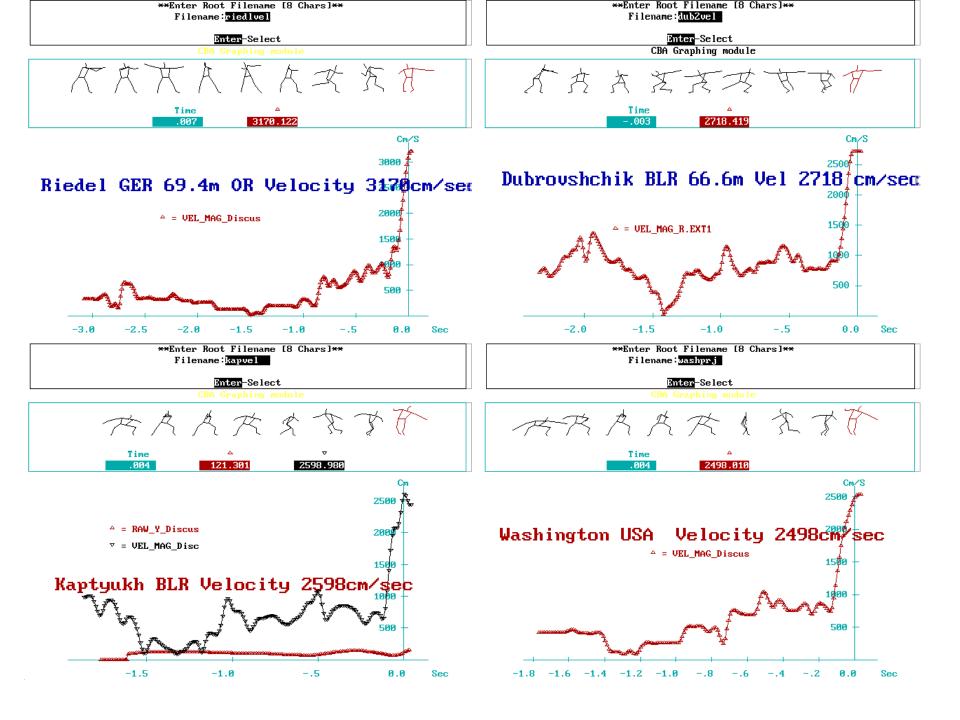
and the Fourth Place Finisher Was Washington Representing the United States.

Washington Throwing Kinematics

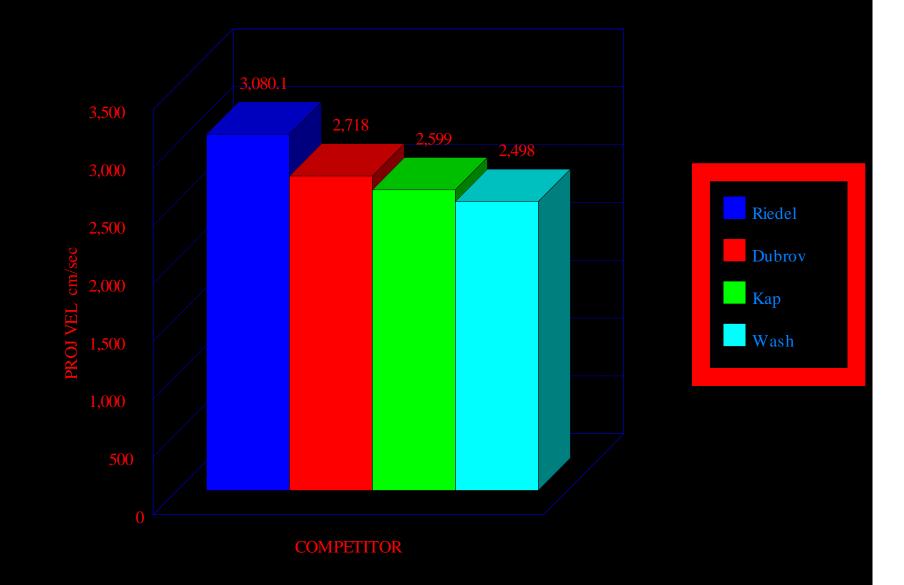
Attempt	Distance m.	Velocity cm∙sec ⁻¹	Projection Angle rad (deg)	Release HT cm	Move Time sec
Best Throw	65.4	2541V _r 2134 V _x	.52 (29.9)	120	1.2
Worst Throw	61.3	2441 V _r 1222 V _x	1.05 (59.9)	140	1.4
% Change	-6.3%	-4.0% V _r -43.0% V _x	+100%	+17%	+12%

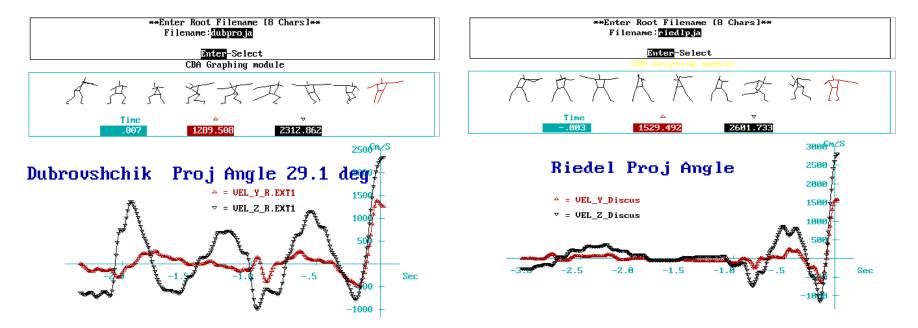
DISCUS THROW DISTANCE m.





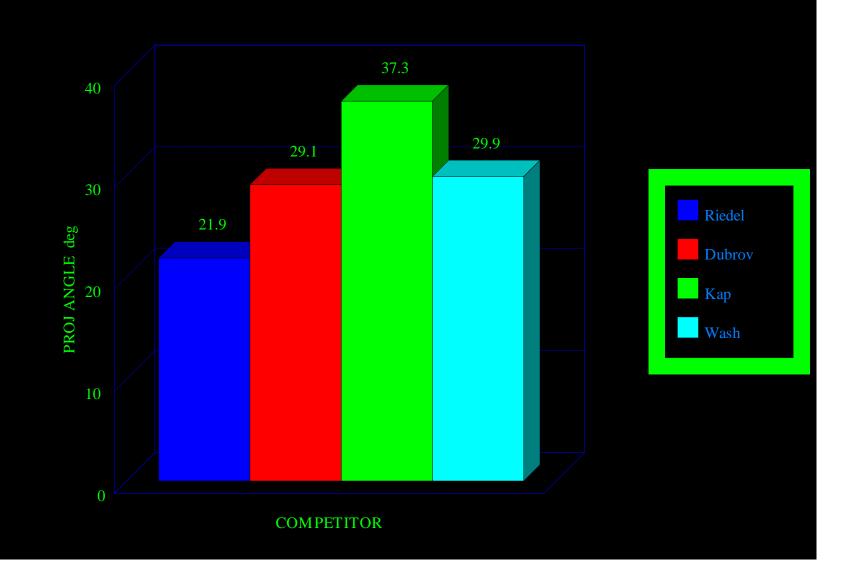
DISCUS PROJECTION VELOCITY cm/sec



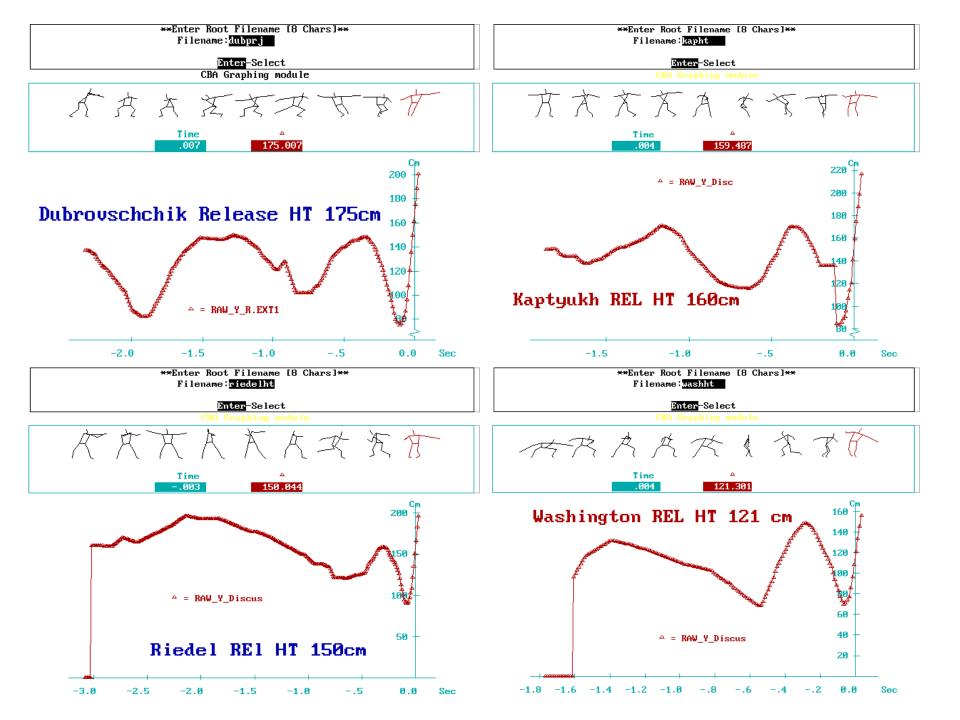




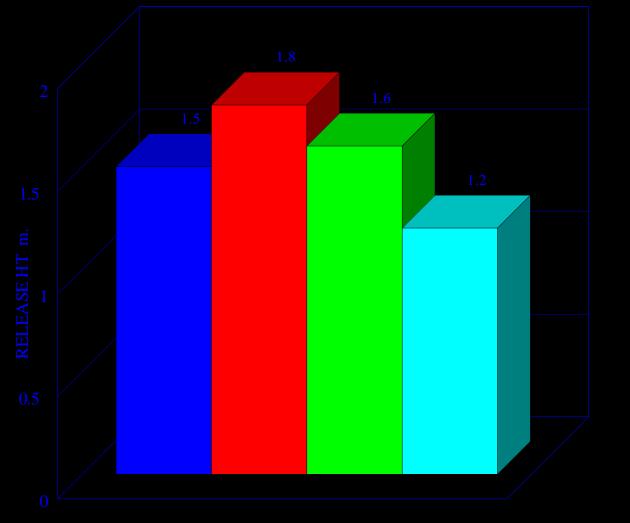
DISCUS RELEASE ANGLE deg



The Heights of Release of the Discus Were 1.5 M, 1.75 M, 1.6 M, and 1.21 M for Riedel, Dubrovschchik, Kaptyukh, and Washington, Respectively.



DISCUS RELEASE HEIGHT m.

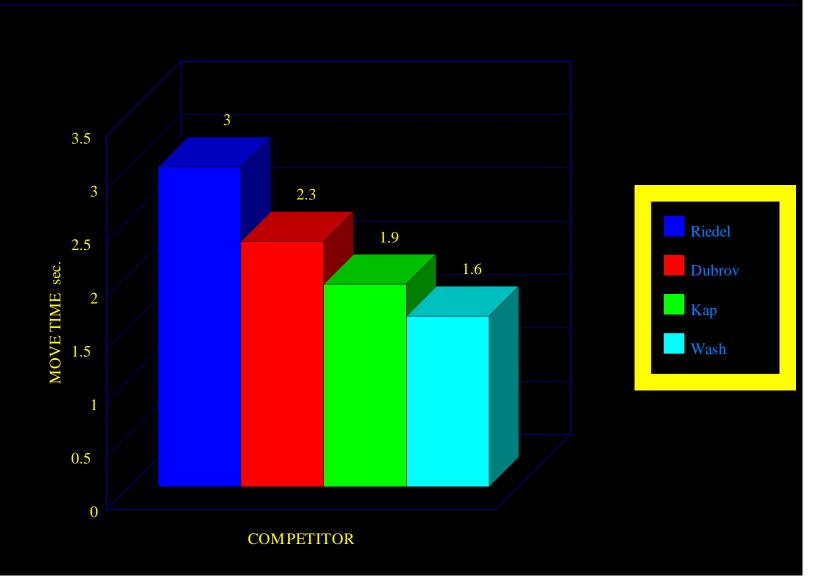




COMPETITOR

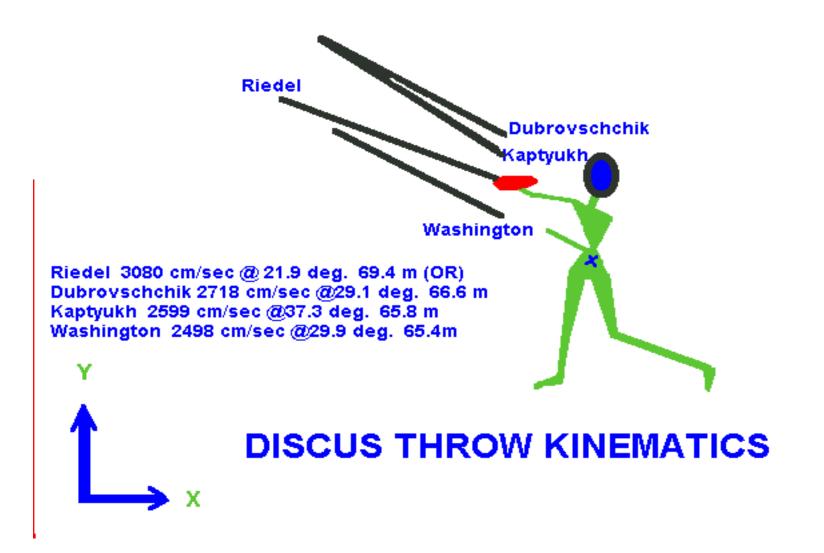
The elapsed times to complete the turns of the throw were 3.0 seconds for Riedel, 2.3 sec for Dubrovschchik, 1.9 sec for Kaptyukh, and 1.6 seconds for Washington.

DISCUS MOVEMENT TIME sec.



Throwing Kinematics for Top Four Discus Performers at 1996 Atlanta Olympics

Riedel (Ger) 69.4 3080.1 21.9 1.5 Dubrovschchik 66.6 2718.5 29.1 1.8 2.3 (Blr) Kaptyukh (Blr) 65.8 2599.0 37.3 1.6 1.9 **Washington** 2498.0 29.9 1.2 **65.4** 1.6 (USA)



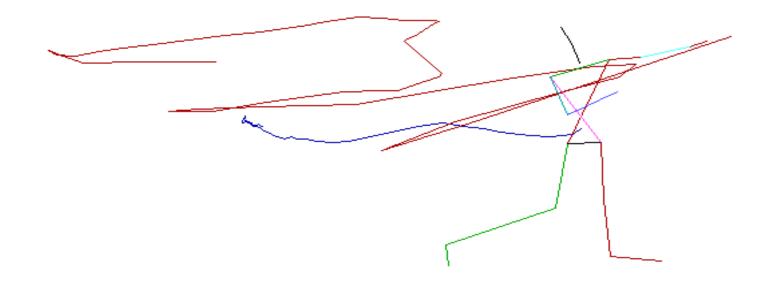


Throwing Pattern Analysis

Enter Root Filename [8 Chars] Filename:<mark>riedstk2</mark>

Enter-Select

VIEWING Module C.B.A. Inc.



Ř Riedel GER 69.4 m – 3080 cm∕sec

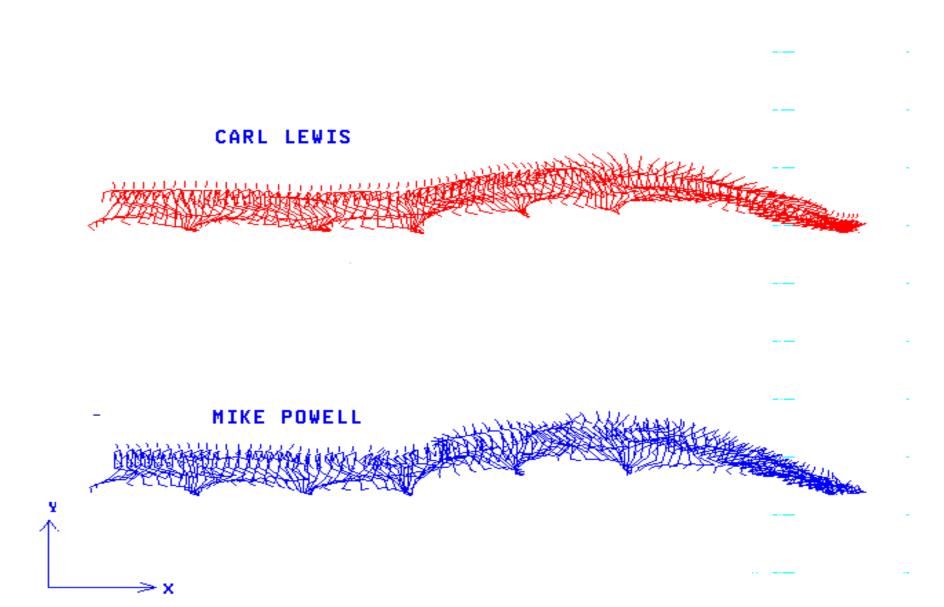
≥x

The Combined Effect of the Projection Velocity, Projection Angle, and Height of Release Resulted in medalist Throws of 69.4 M (Olympic Record) by Riedel (GER), 66.6 M by Dubrovschchik (BLR), 65.8 M for Kaptyukh (BLR), Followed by 65.4 M for Washington (USA). The Aerodynamic Variable of Angle of Attack Was Not Determined for These Throwing Trials

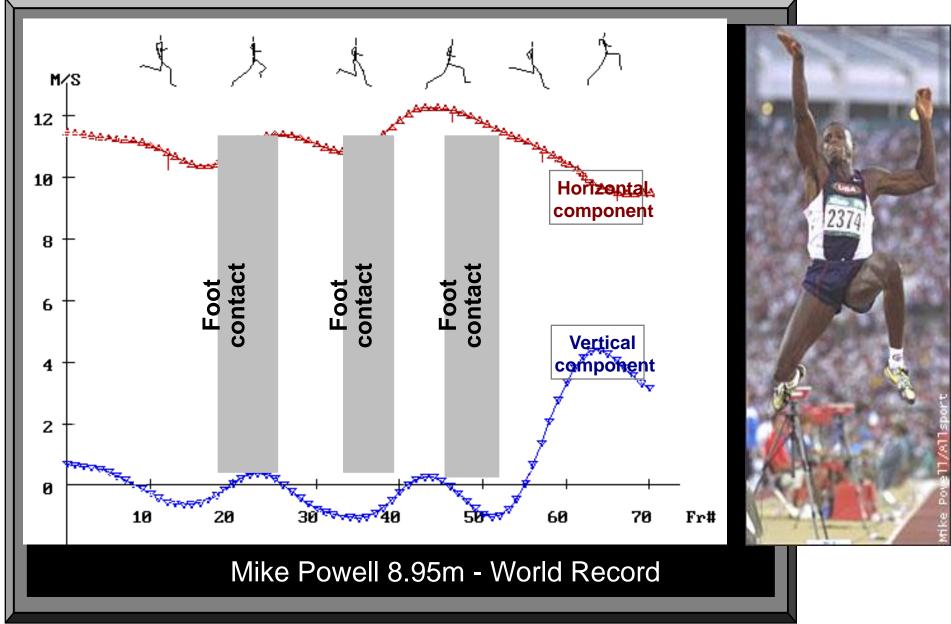


Attempt	Max Angular Horizontal Shoulder Velocity rad•s ⁻¹	Shoulder Ang Velocity at Release rad•s ⁻¹
Best Throw	26.1	13.7
Worst Throw	20. 1	11.2
% Change	-23%	-18%

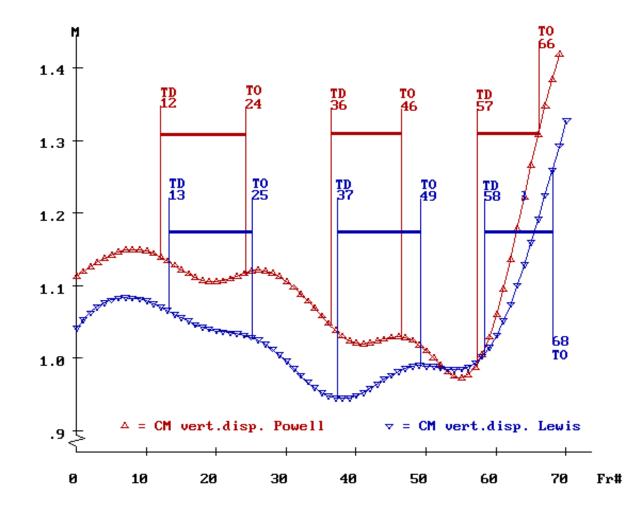
THE CASE OF THE LONG JUMP:



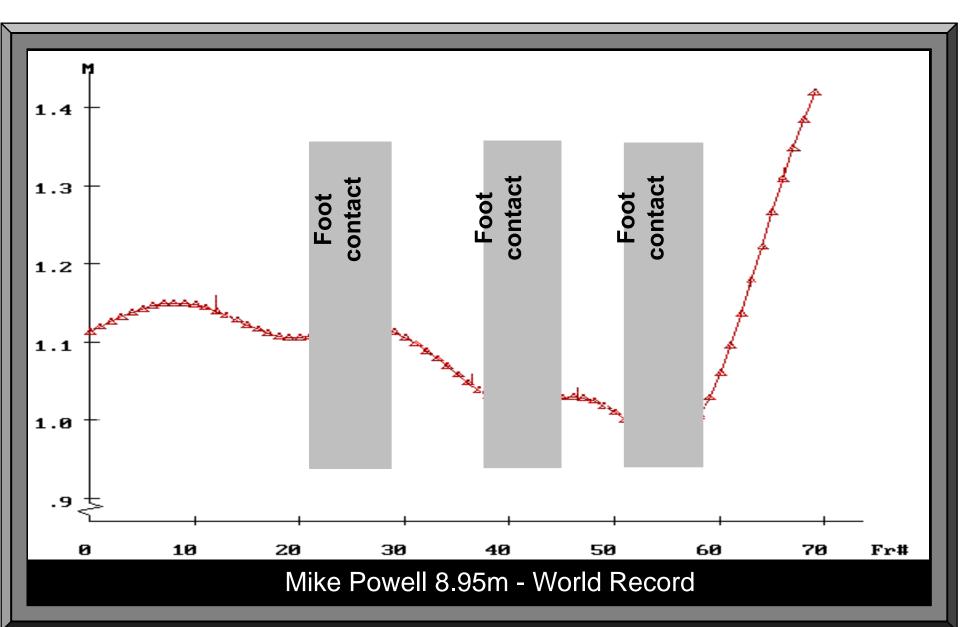
Velocity of the Center of Mass



Change of the Height of CM



Height of the Center of Mass



Comparative Kinematic Characteristics

Parameters of the Long Jump	M.Powell	C.Lewis
General Information		
Official Distance [m]	8.95	8.91
Effective Distance [m]	8.98	8.91
Favorable Wind Velocity [m/s]	0.3	2.9
The Approach		
Average Speed: 11-6m to the Board [m/s]	10.79	11.23
Average Speed: 6-1m to the Board [m/s]	10.94	11.26
The Length of the Third-Last Stride [m]	2.4	2.23
The Length of the Second-Last Stride [m]	2.47	2.7
The Length of the Last Stride [m]	2.28	1.88
The Take-Off		
CM Horizontal Velocity [m/s]	9.27	9.11
CM Vertical Velocity [m/s]	4.21	3.37
Angle of Projection [deg]	24.1	20.3
Angle of body Lean at Touch-Dow n [deg]	71.8	77
Angle of body Lean at Take-Off [deg]	73.9	67.5

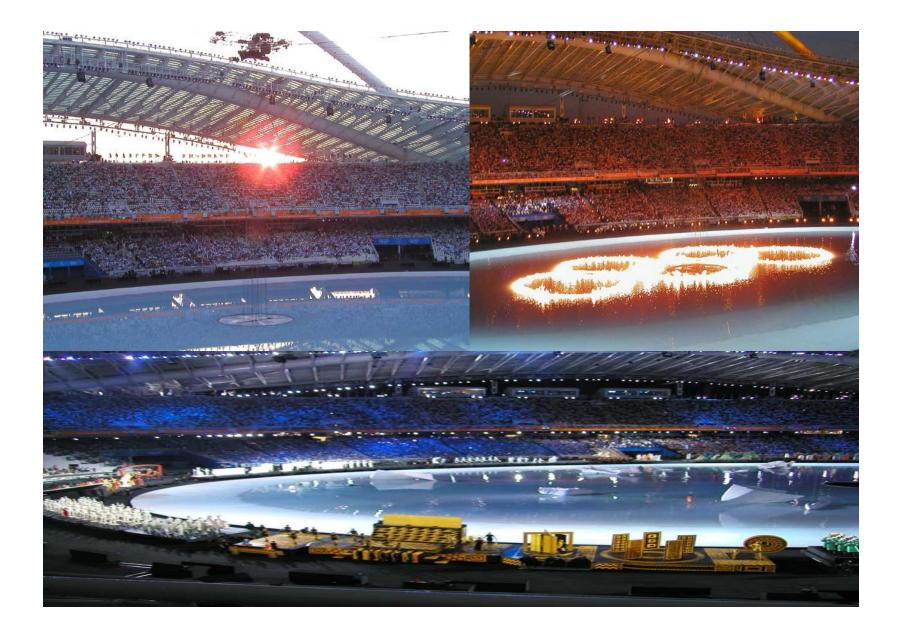
The Future – The Virtual Coach

•Virtual Biomechanic Desk

•Locate and download your favorite Biomechanical Data from one convenient, easy-to-use interface.

•Software that allows users to share Biomechanical libraries with each other no matter where they are located. Coach_virtual provides a search capability for videos, 3D/2D Files capability for users to communicate in forums of like interest.

- •Each Coach is a download/upload source
- •Each User Computer, when it is on, it becomes a shared directory
- For more information: http://www.arielnet.com



What are the requirement and steps in Purchasing a new Biomechanical System

- Set your objectives for Analysis
- System Tryout
- Perform a full project with the tryout system
- All hardware must be off the shelves
- Software must be downloadable
- Upgrades must be free
- Workstations must be added to the system
- Price must be realistic

