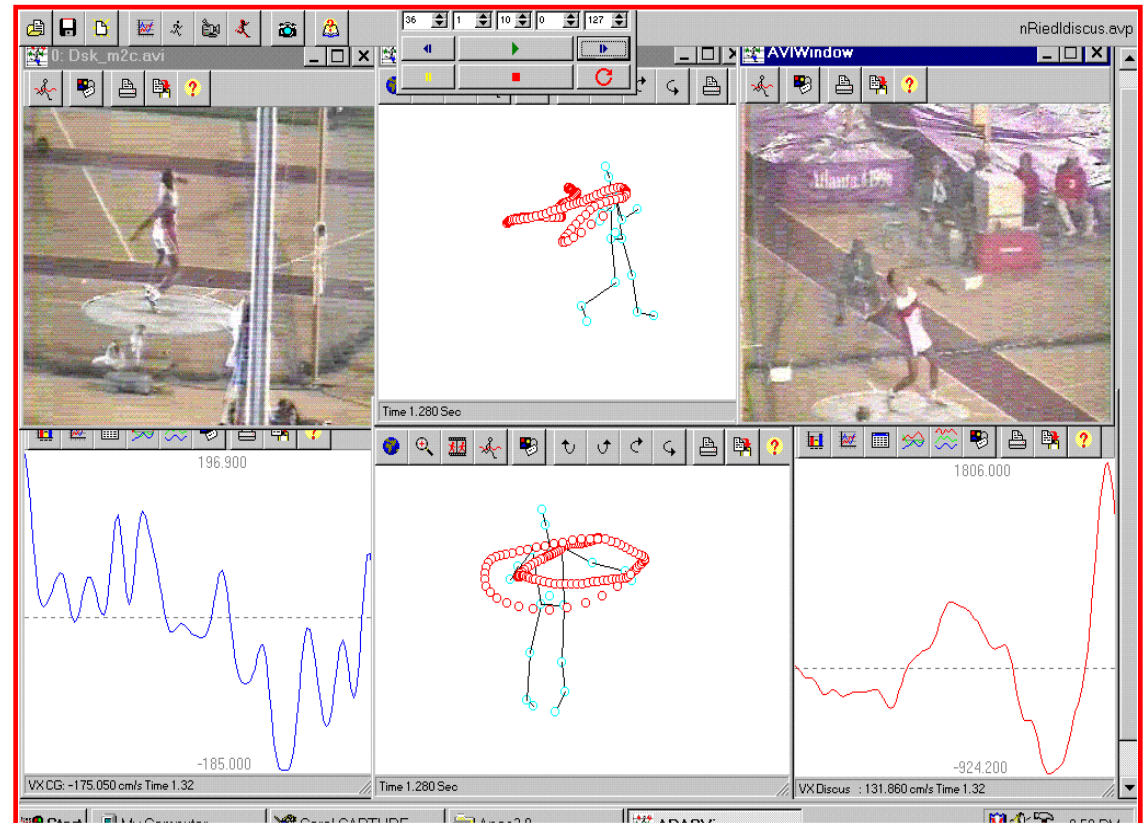
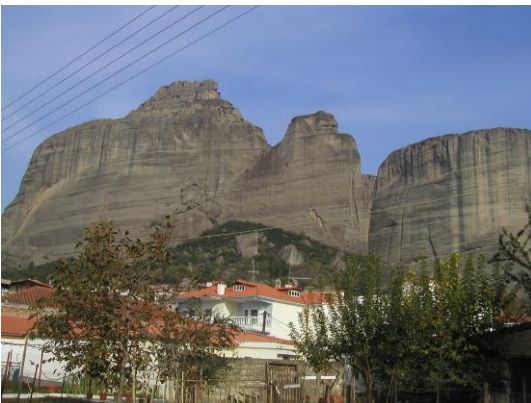


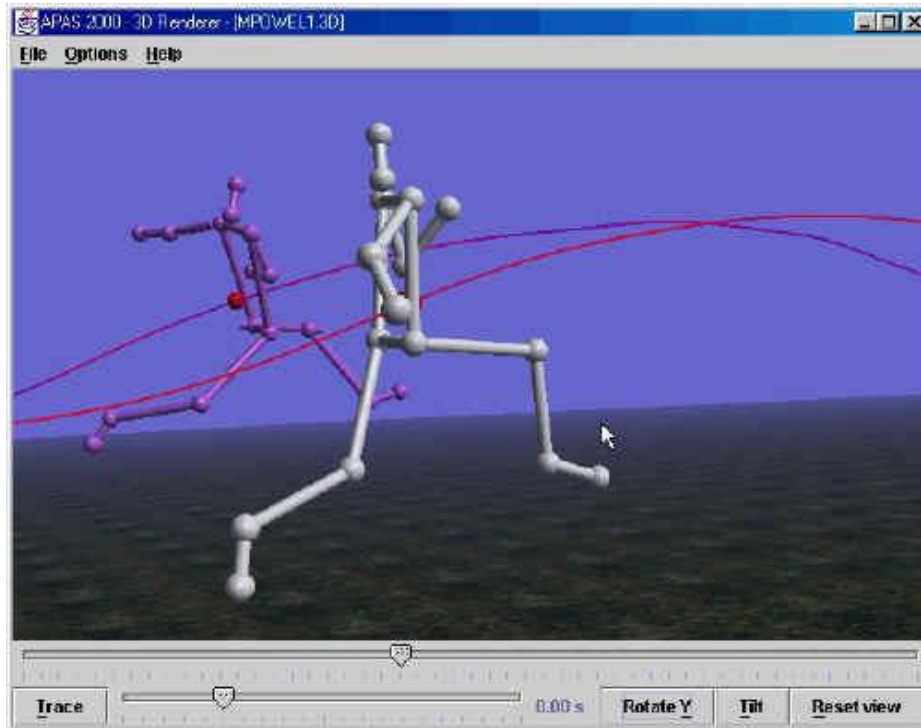
Optimizing Athletic Performance Through High-tech



By Gideon Ariel, Ph.D.

Trikala Greece November, 1st 2002

MOVEMENT ANALYSIS CAN BE APPLIED TO:

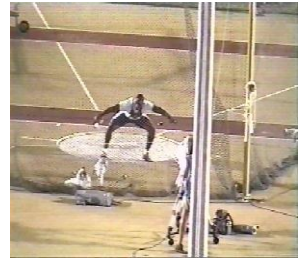


Athletics

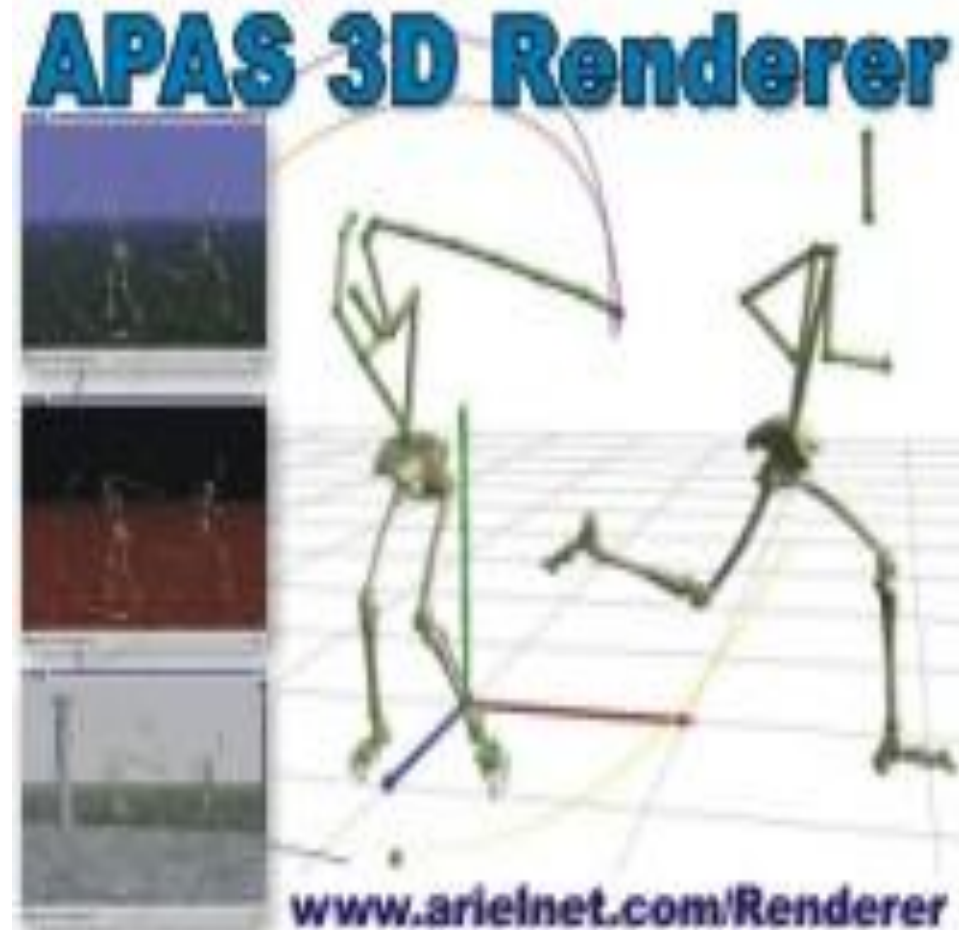
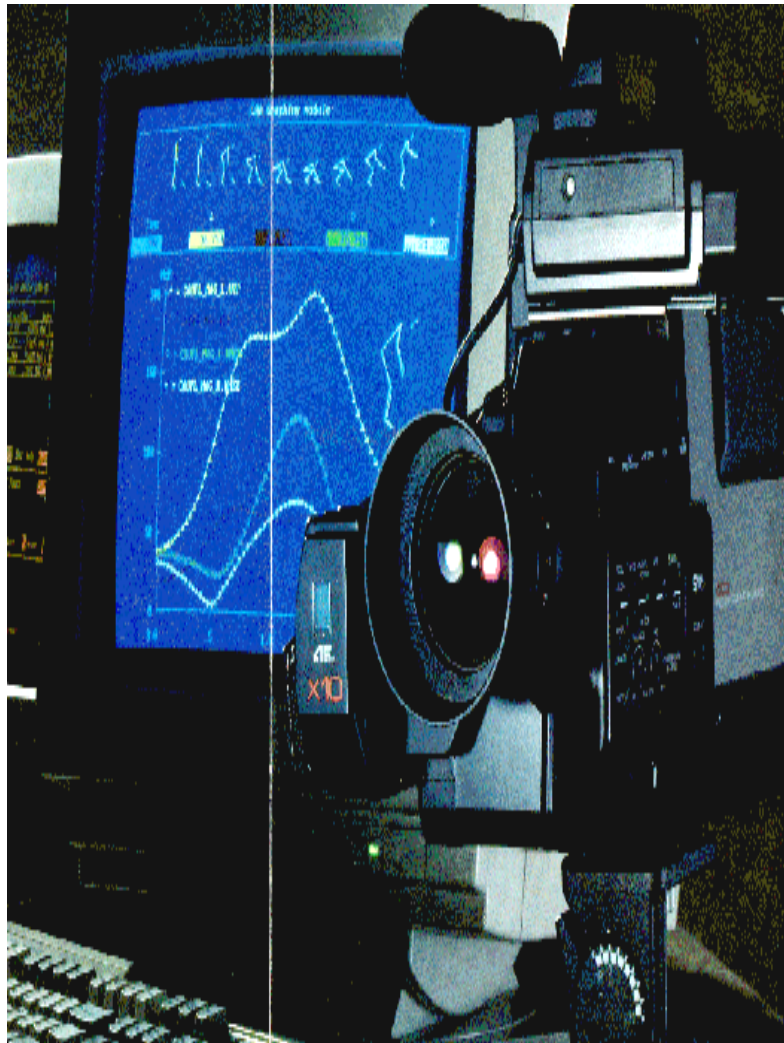
Industry

Medicine

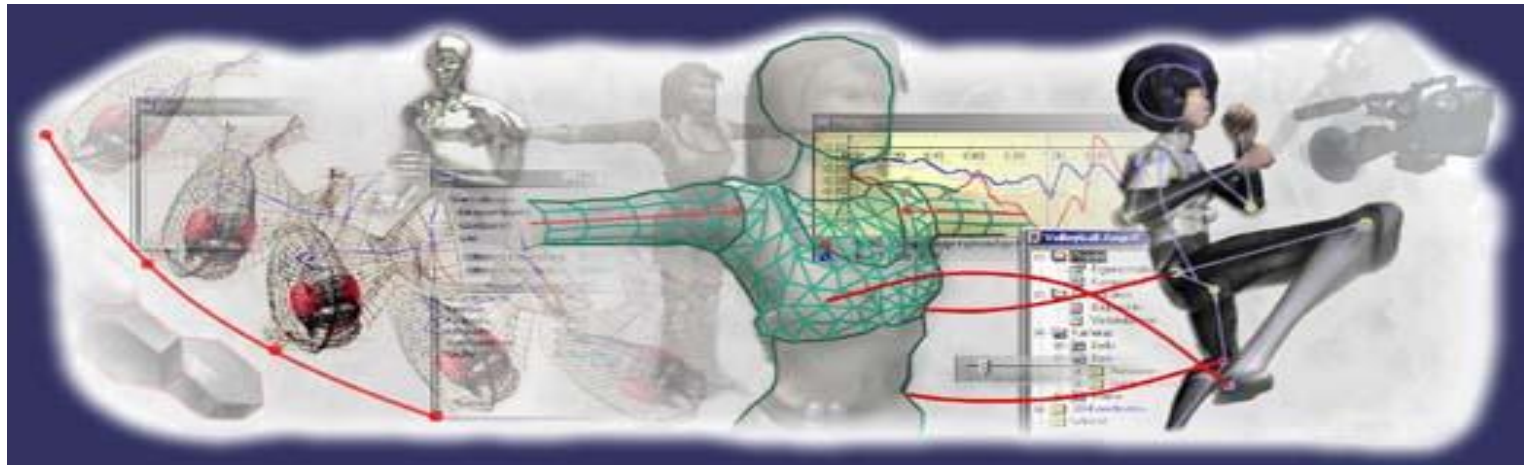
Space



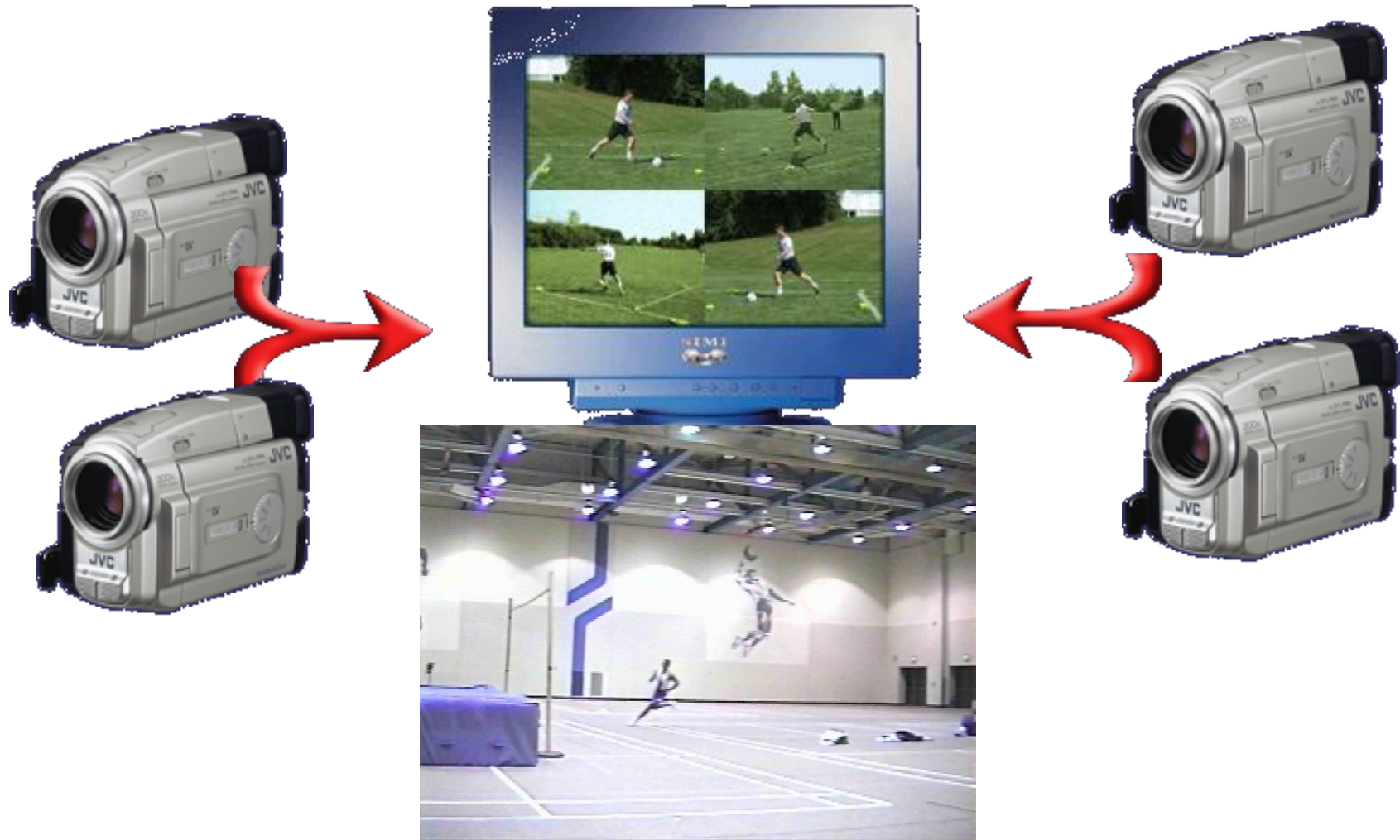
ALL APPLICATIONS UTILIZED SIMILAR QUANTIFICATION TECHNIQUES



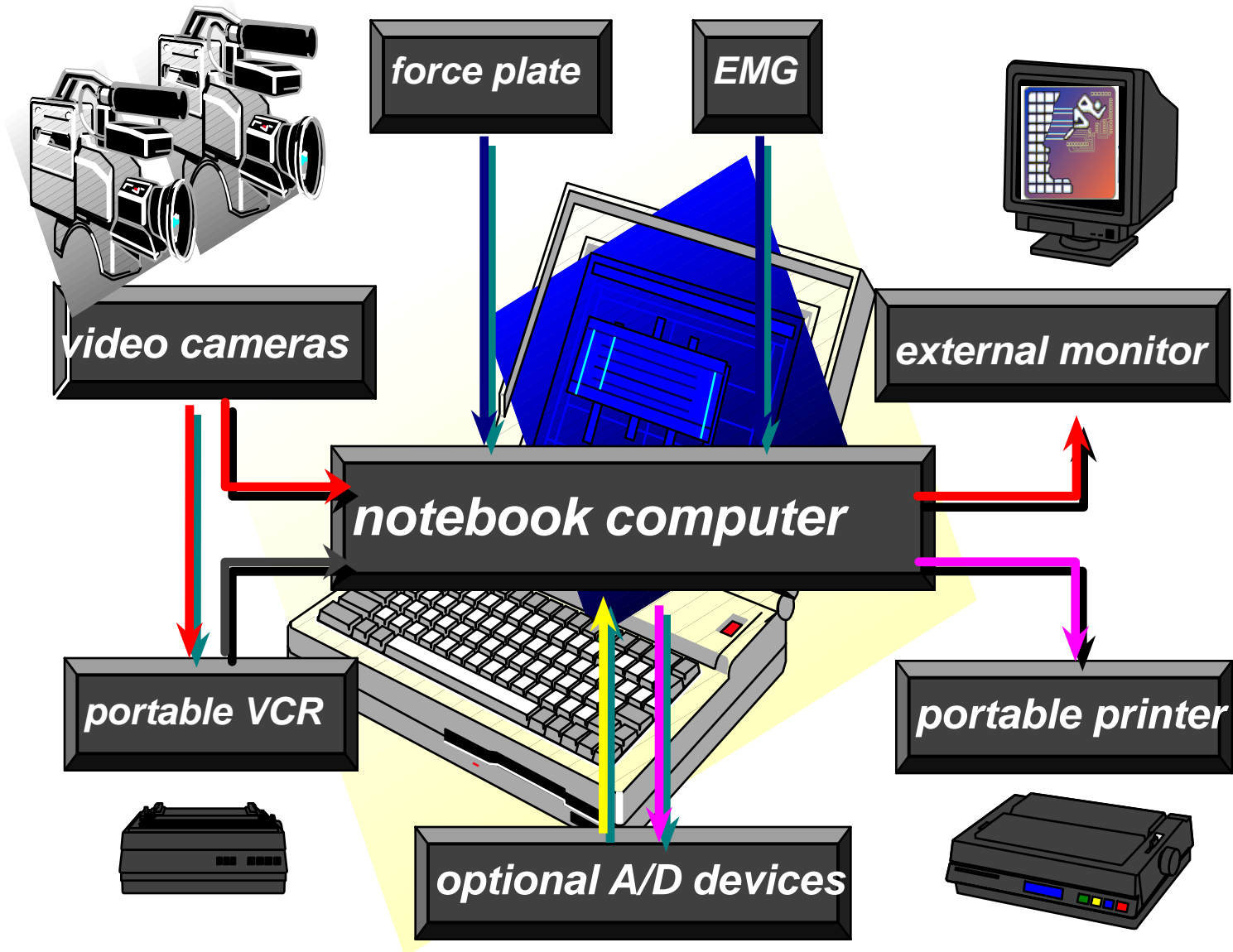
Captures Movement in Three-Dimensional Space



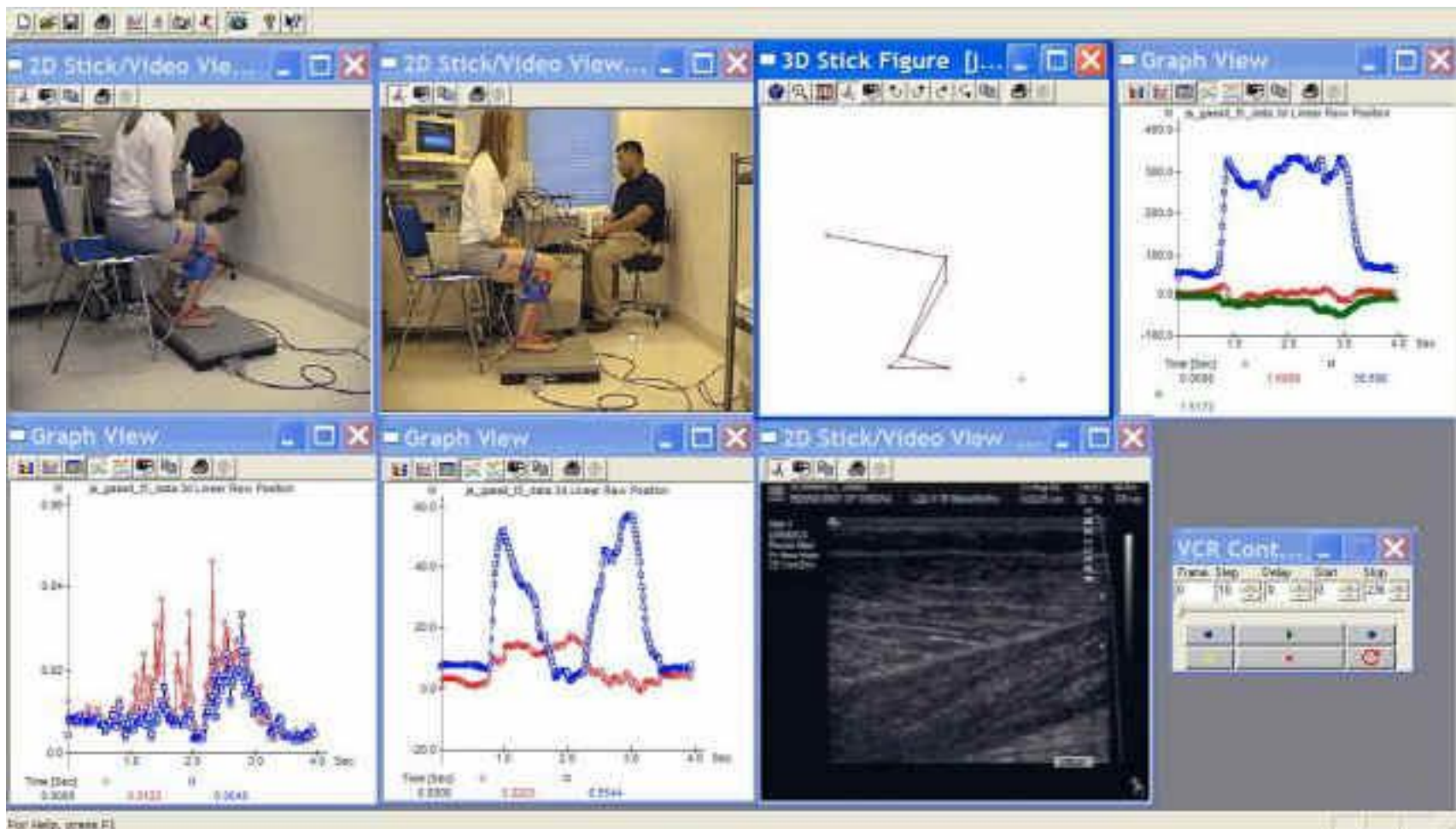
Capture videos using several cameras simultaneously and save the clips directly as AVI files to your hard disk. This allows you to connect multiple digital video cameras to your computer and to start capturing with one mouse click.



Basic Components of Motion Analysis System



In the Laboratory



The Spectrum of Athletic Performances

- Explosive events

- [Throwing](#)
- Sprinting
- [Jumping](#)



- Endurance events

- Long distance run
- Swimming
- Cycling



- Accuracy events

- [Golf](#)
- Archery



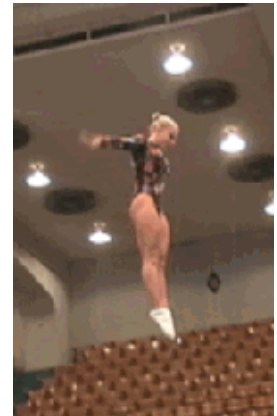
- [Team sports](#)

- Soccer
- Basketball
- Hockey



- Esthetic events

- Figure skating
- [Gymnastics](#)
- Diving

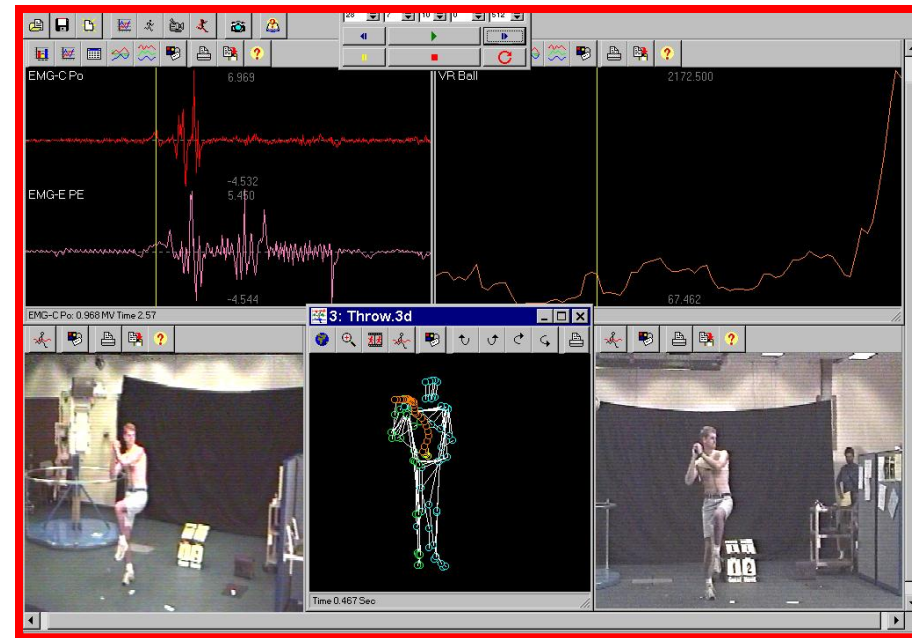


- Multi events

- Decathlon
- Pentathlon

Hardware

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



Analysis of Performance Requires:

Video Recording

Digitizing the Data

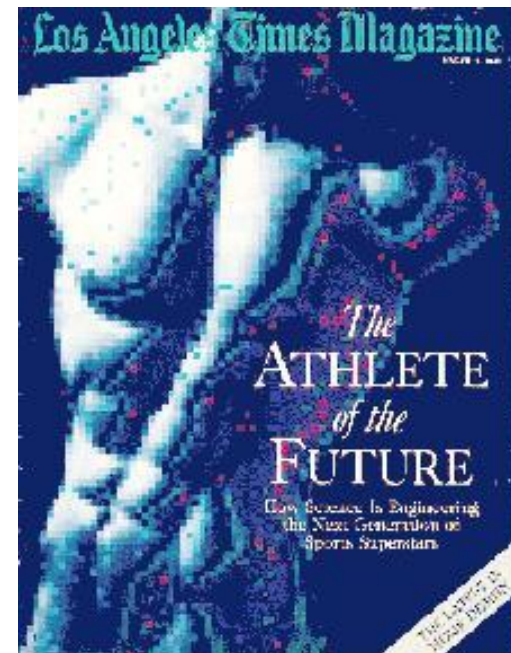
Manual

Automatic

Transformation of the Data

2D - Two Dimensional

3D - Three Dimensional



Video Recording



Camera Views





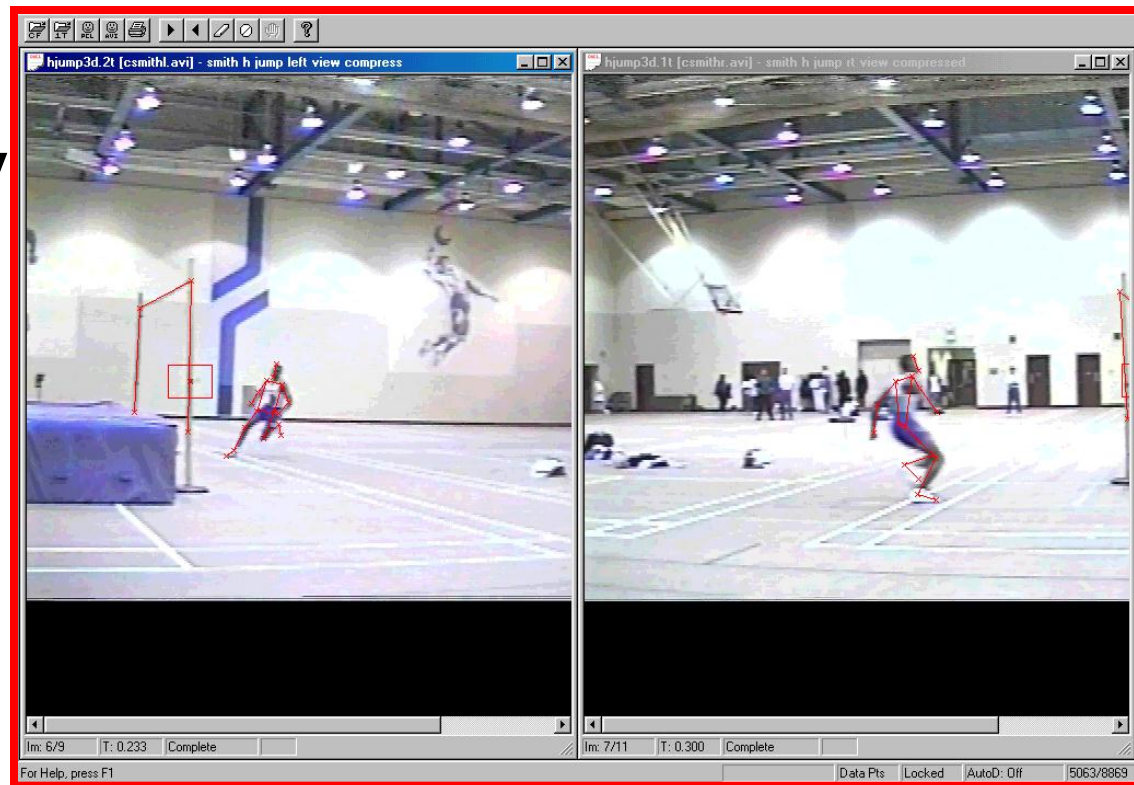
The world record in triple jump of 18.29m by J. Edwards, UK

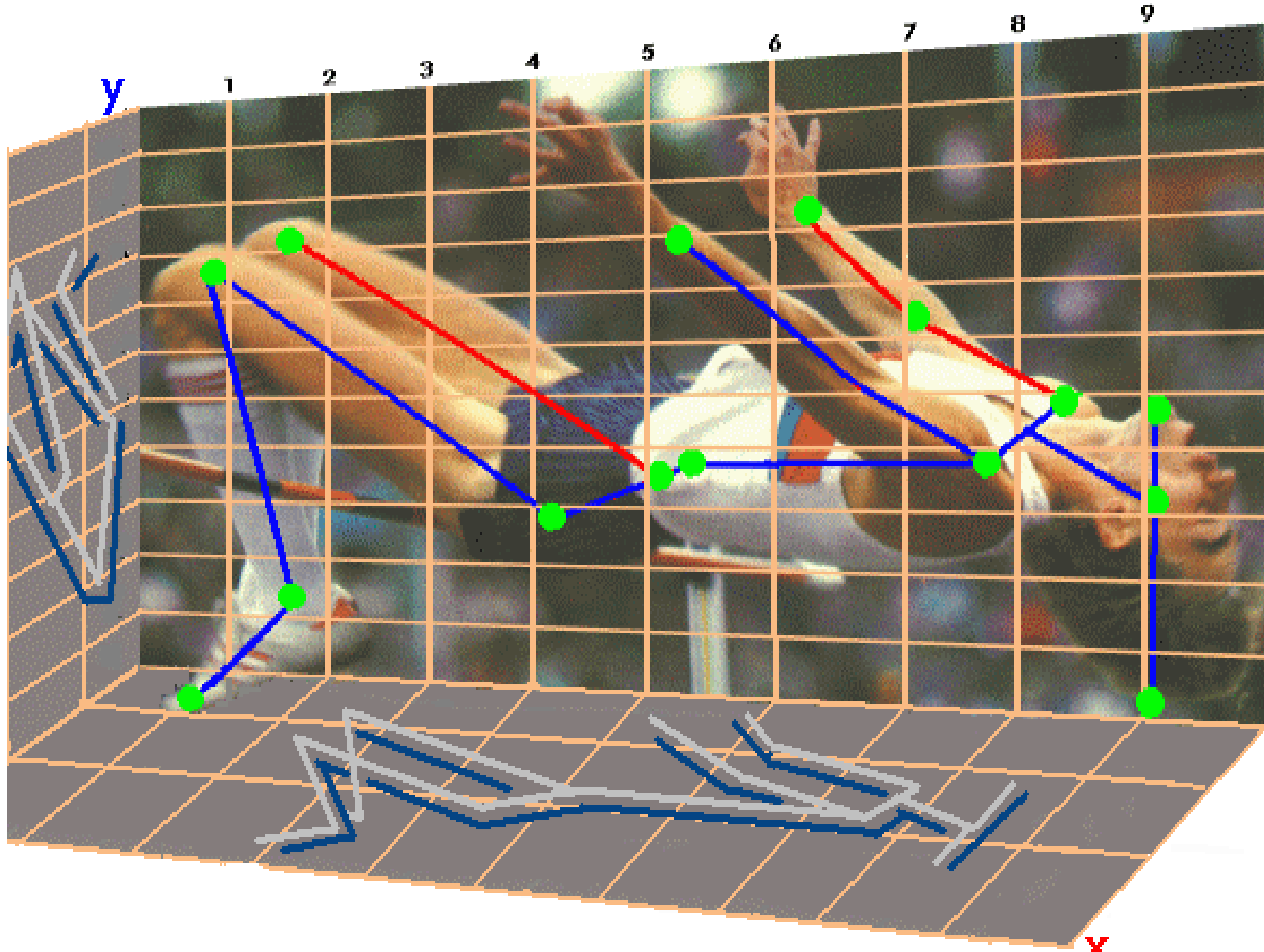


HTML
Document

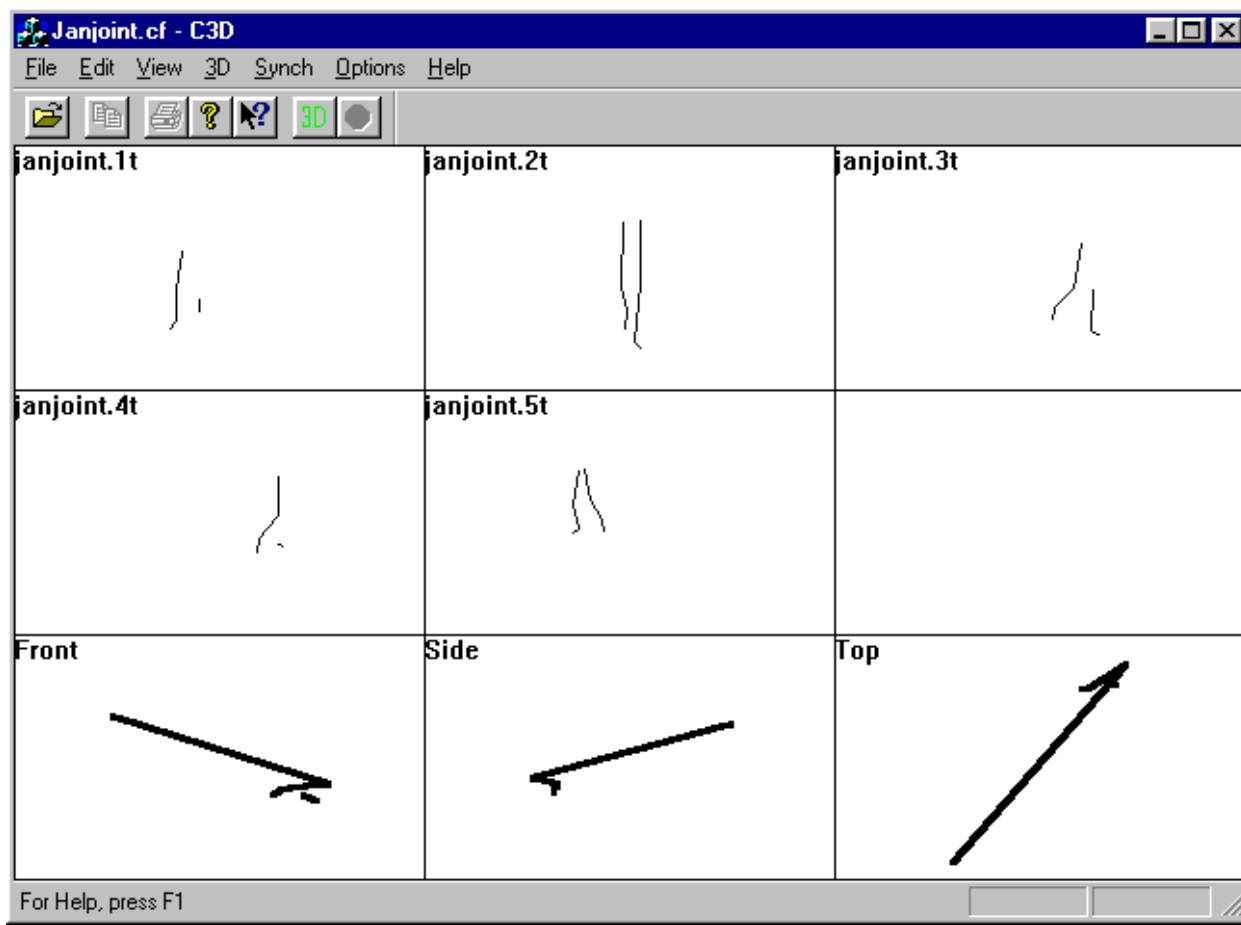
Digitizing

- Manually
- Automatically

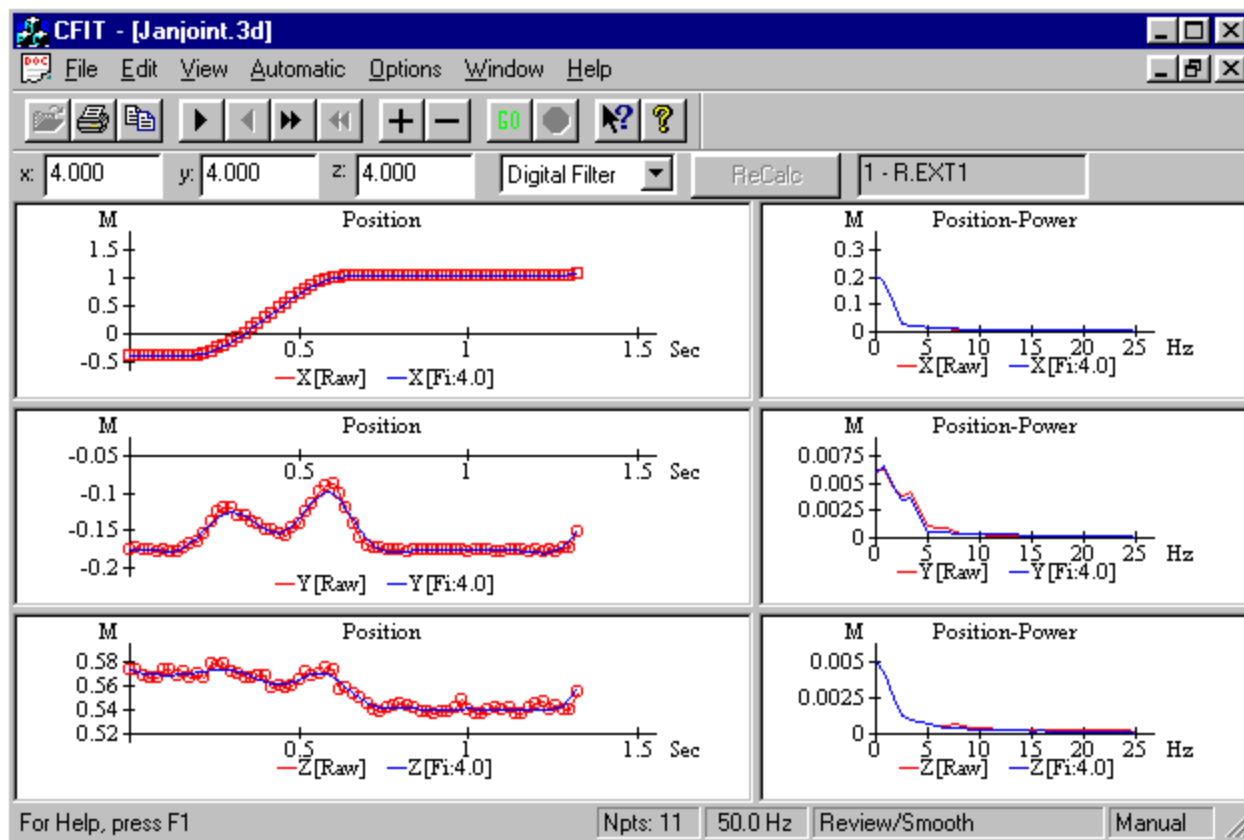




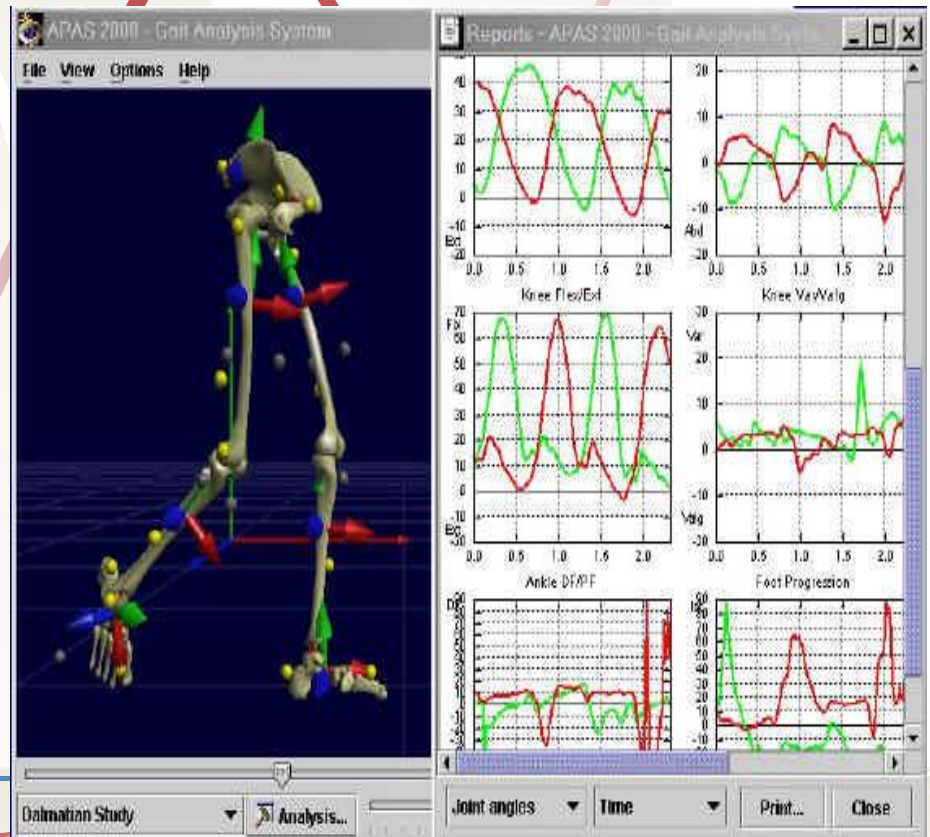
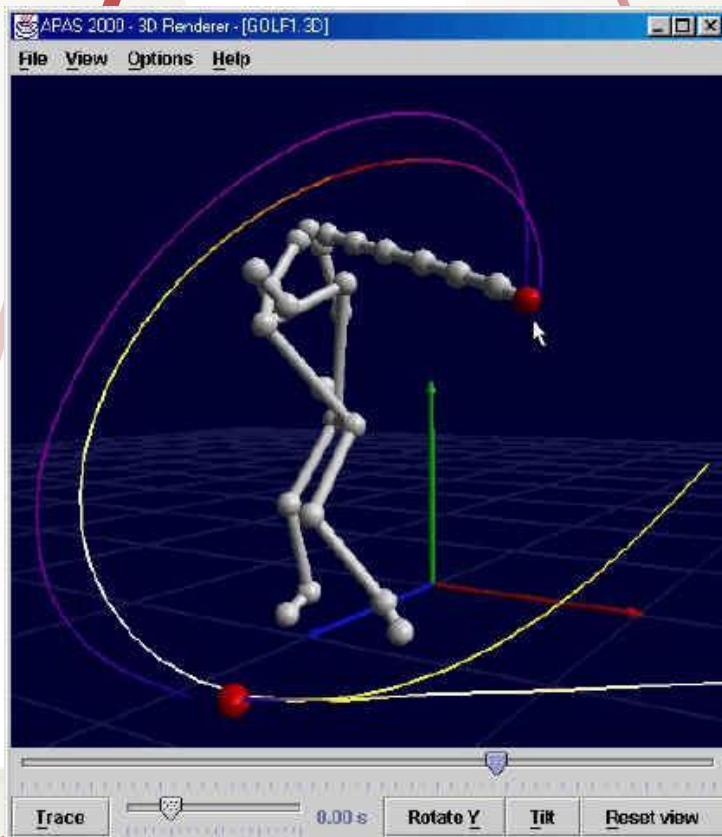
Transformation



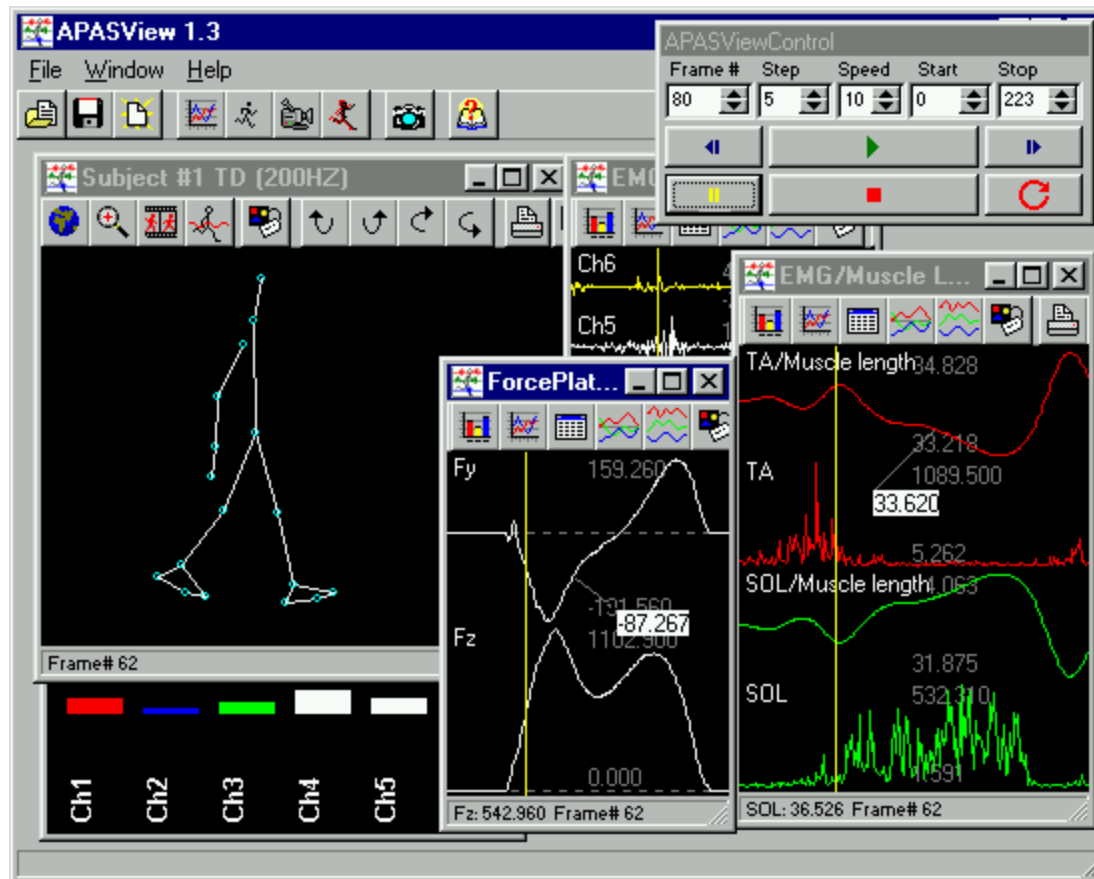
Filtering/smoothing



Software Integration



Display and Analysis



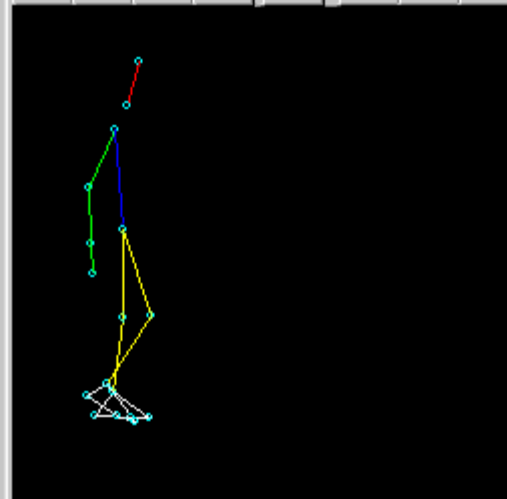

Display w.exe



Software Integration

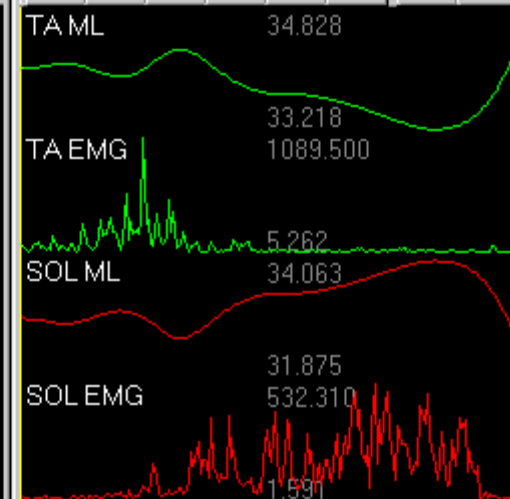


7: Mv2p0.txt

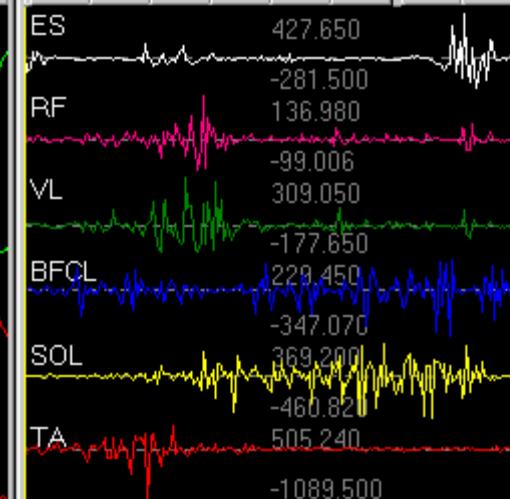


Frame# 0

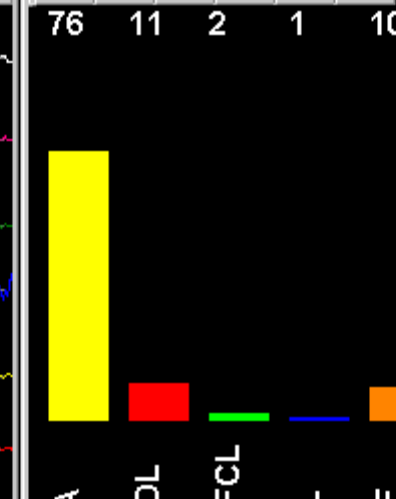
Muscle Length



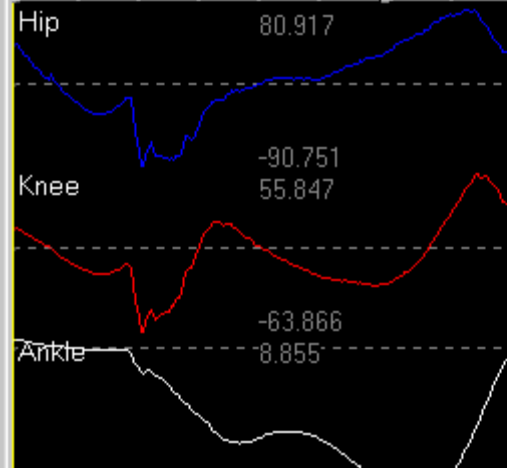
Raw EMG



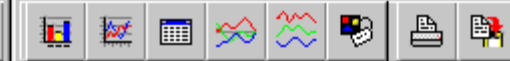
APASViewControl



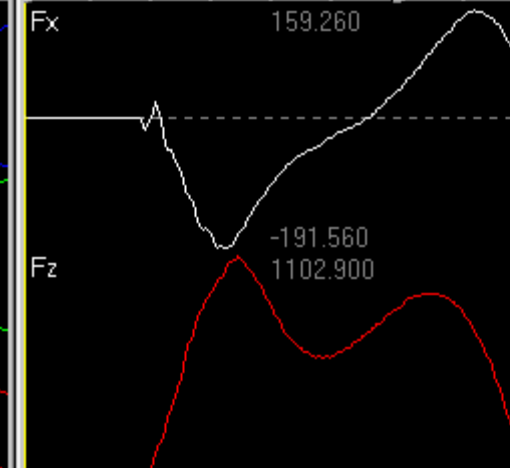
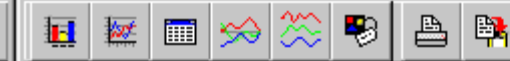
6: Moments.3



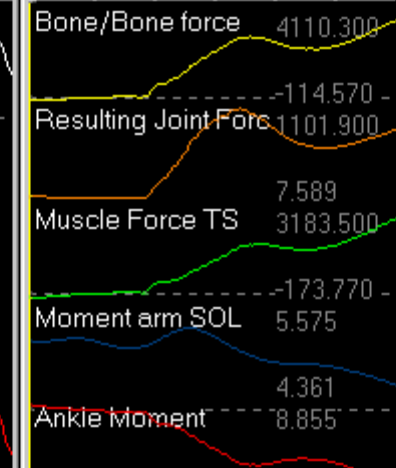
Muscle Length



Forceplate



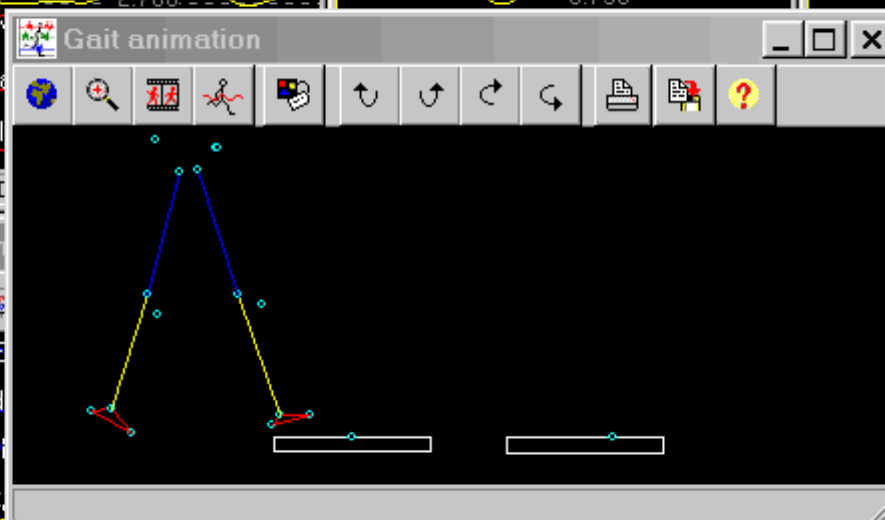
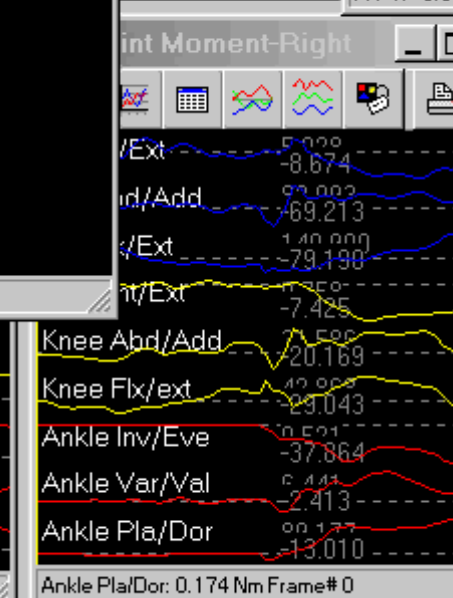
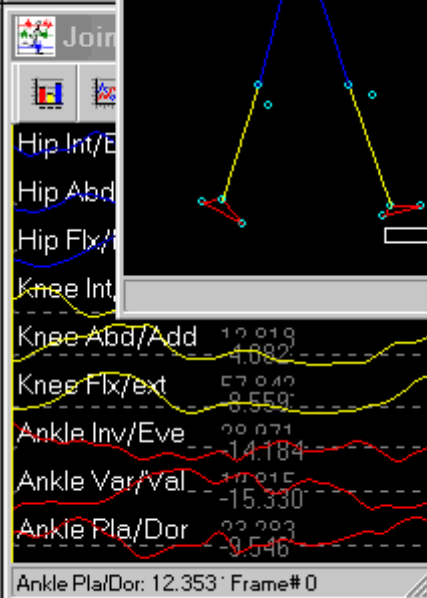
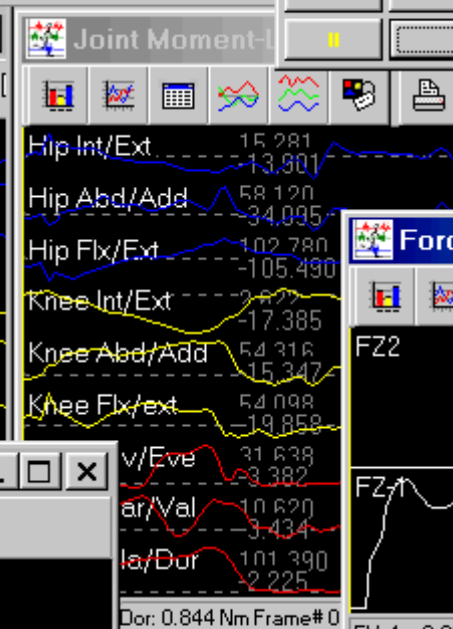
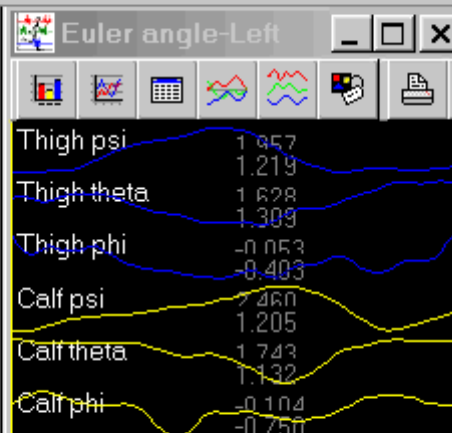
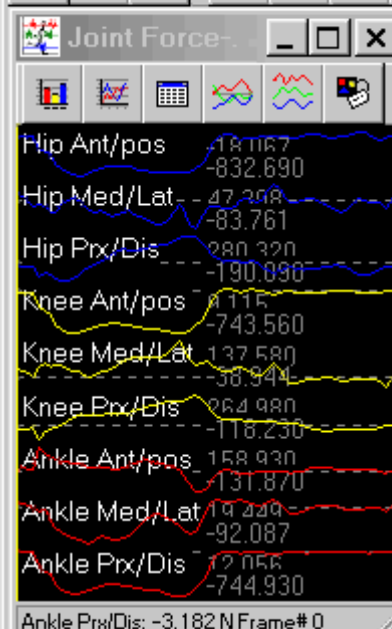
Bone On Bone Forces





Frame 0 Step 1 Speed 10 Start 0

Navigation buttons: Previous, Play, Stop, Next





Biomechanical Analysis of Discus Throwing at Olympic Games



Project Challenges



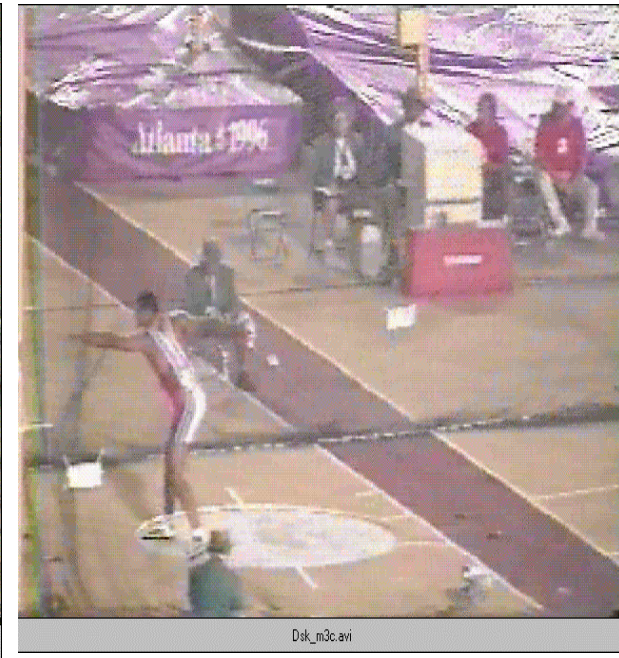
Methods

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.

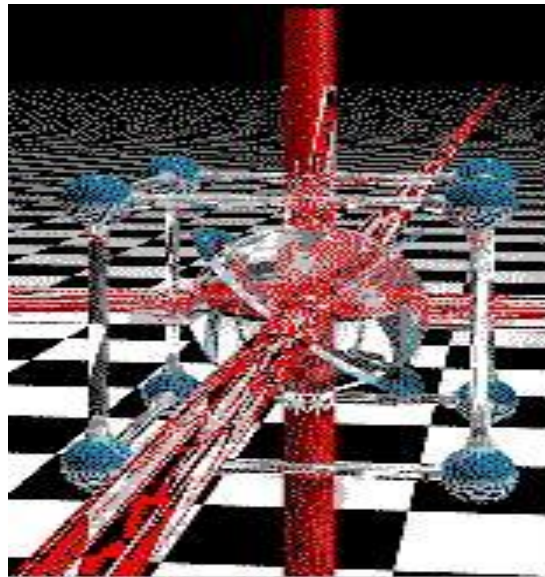


Video Cameras Were Placed in Several Locations to Maximize the Data Obtained for the Event

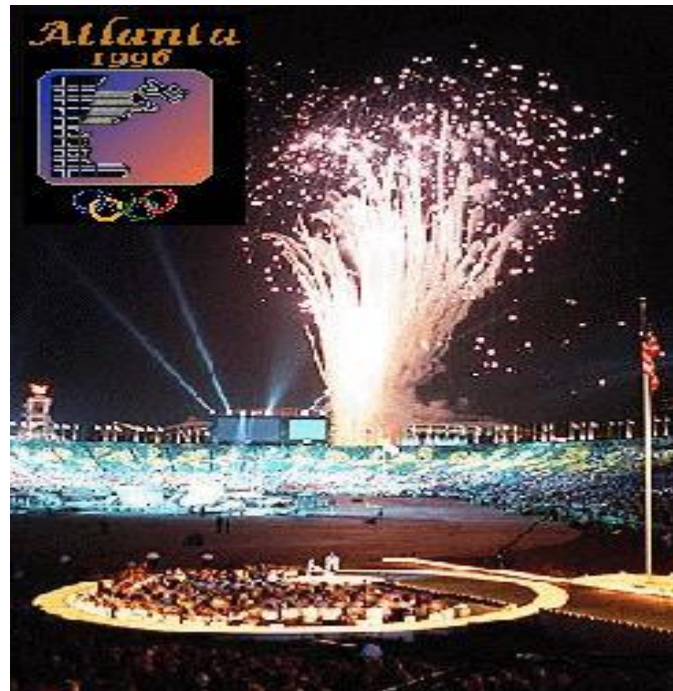


**Because the Discus Throw Involves
Both Linear and Rotary Motion, the
Optimal Data Collection Situation
Utilizes at Least Three Cameras Placed
Appropriately So That None of the
Athlete's Motion Is Obscured**

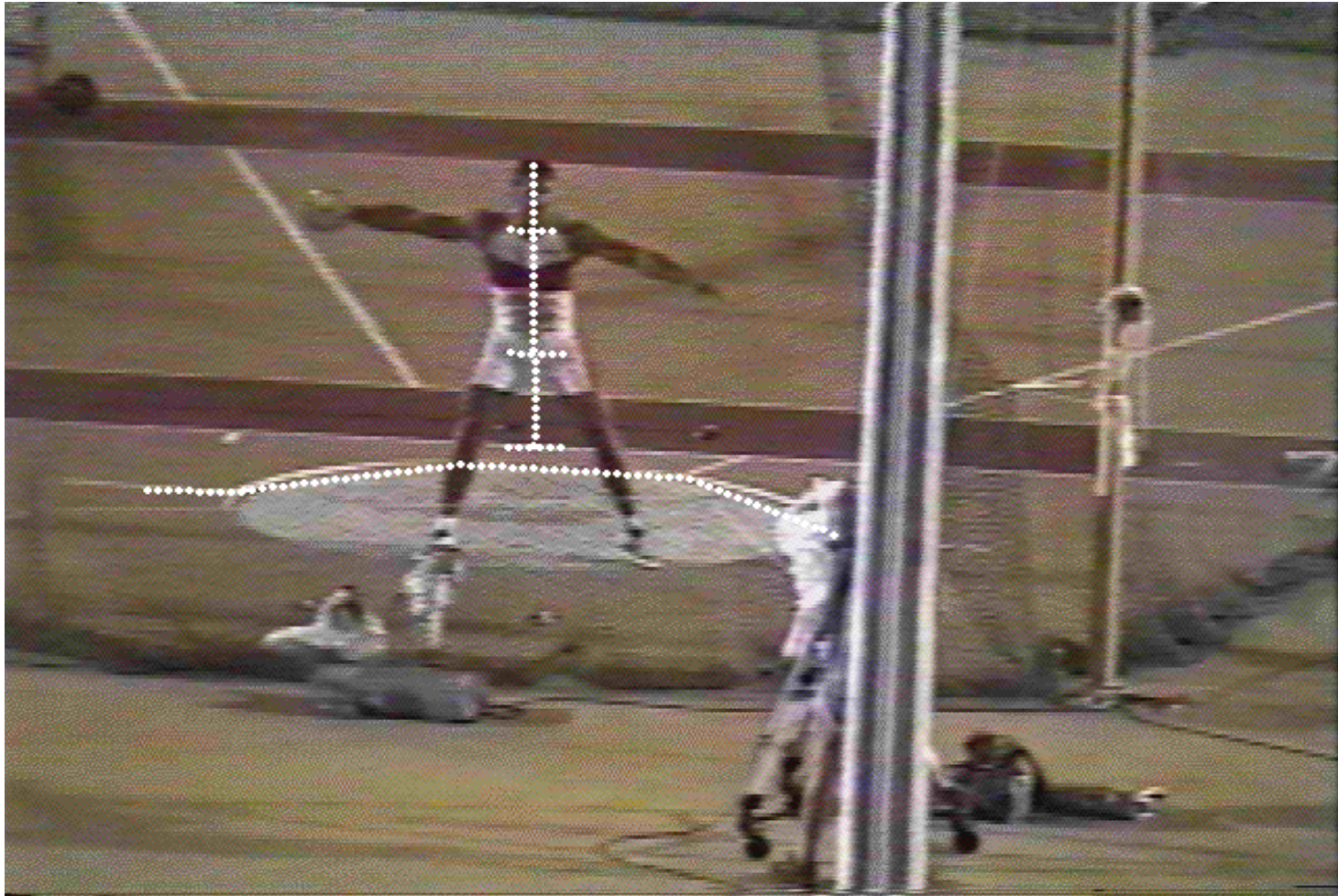
Under Normal Conditions, a Pre-measured Calibration Device or Scale Factor Is Placed in the Field of Study, Filmed, and Used for Subsequent Analyses



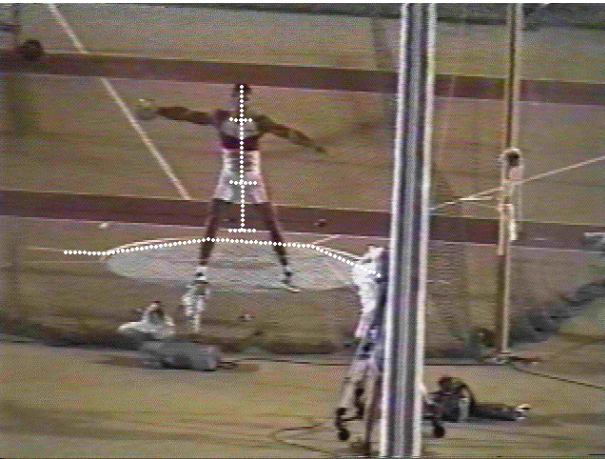
Dimensions of Known Factors and Various Other Measured Objects in the Field of View Were Used for the Calibration Points



3-D DLT Composite Control Cube



Biomechanical Analytic Procedures

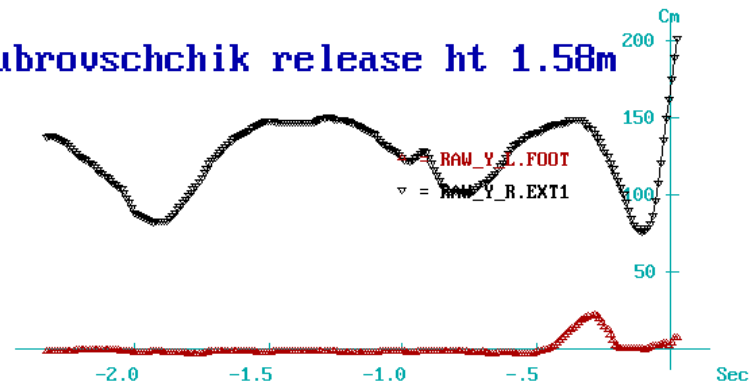


****Enter Root Filename [8 Chars]****
 Filename: dubht

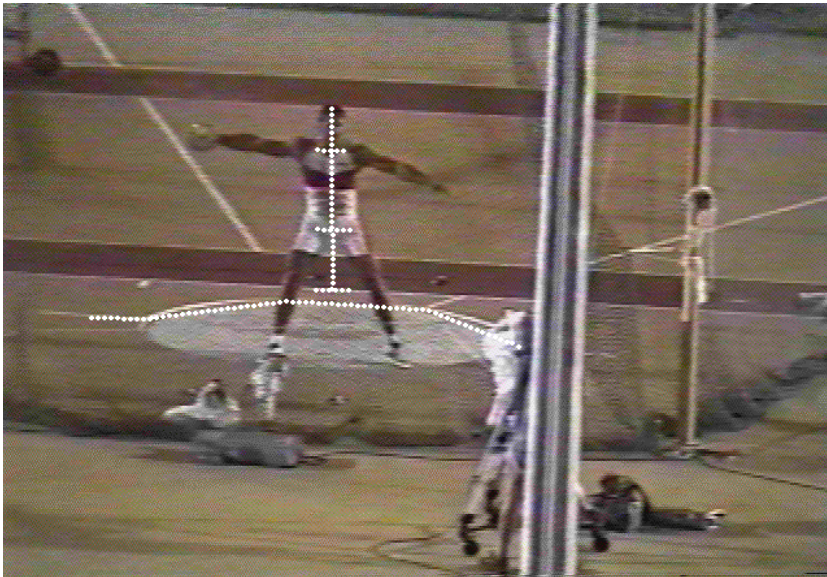
Enter-Select
 CBA Graphing module

Time
 - .003 3.053 161.509

Dubrovshchik release ht 1.58m



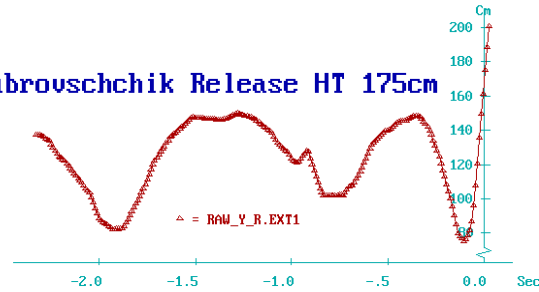
For each camera view, 21 data points were digitized. The 21 points included 19 points for the athlete and 2 additional points located within the throwing circle



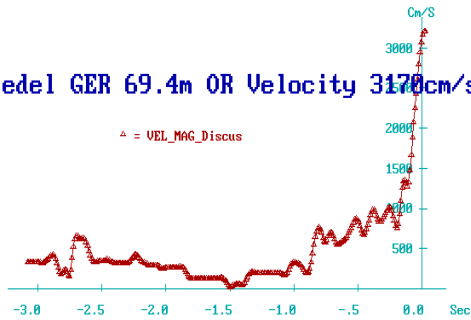
Results



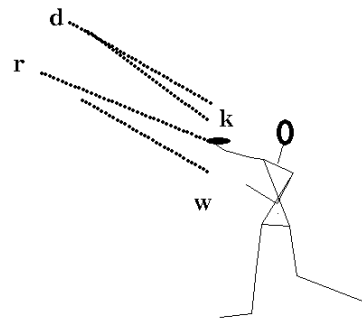
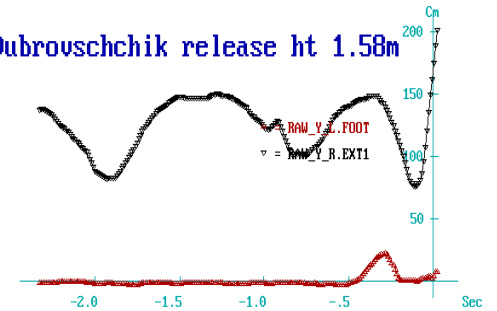
Dubrovshchik Release HT 175cm



Riedel GER 69.4m OR Velocity 3170cm/sec



Dubrovshchik release ht 1.58m



DISCUS THROW KINEMATICS



The Order of Finish Was:

Riedel Representing Germany (GER) Winning the Gold,

Dubrovschchik From Belarus (BLR) Finishing Second,

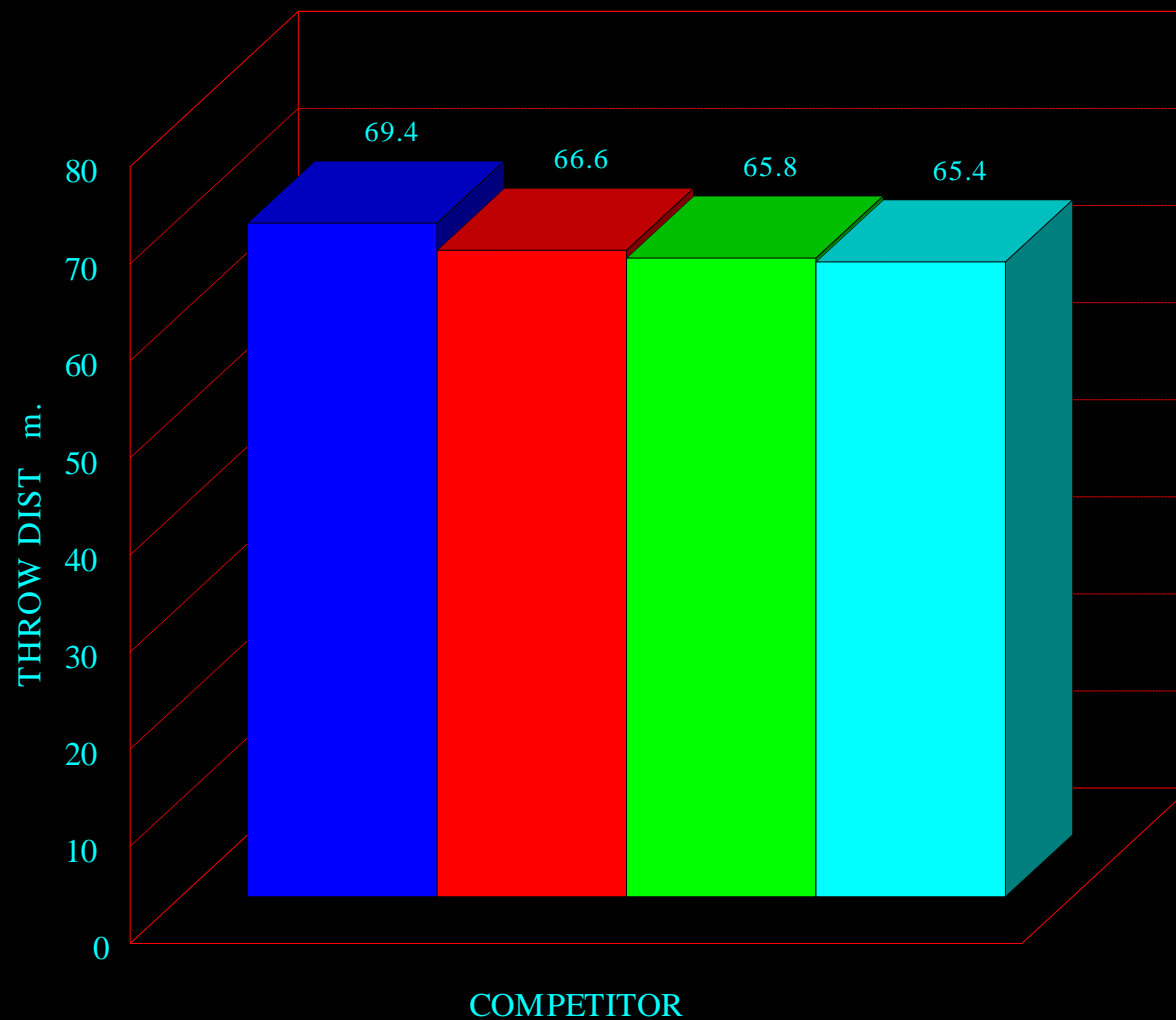
the Bronze Medal Was Won by Kaptyukh From Bulgaria,

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

Washington Throwing Kinematics

Attempt	Distance m.	Velocity $\text{cm}\cdot\text{sec}^{-1}$	Projection Angle rad (deg)	Release HT cm	Move Time sec
Best Throw	65.4	2541 V_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.



Enter Root Filename [8 Chars]

Filename:riedlvel

Enter-Select

CBA Graphing module



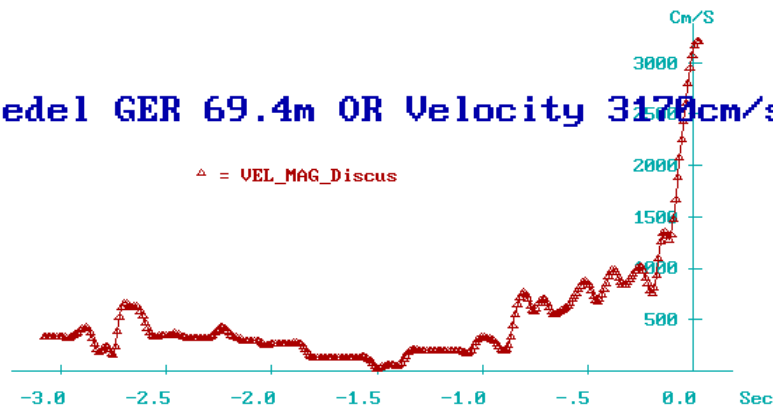
Time

.007

△
3170.122

Riedel GER 69.4m OR Velocity 3170cm/sec

△ = VEL_MAG_Discus

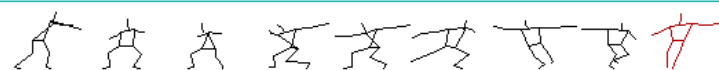


Enter Root Filename [8 Chars]

Filename:dub2vel

Enter-Select

CBA Graphing module



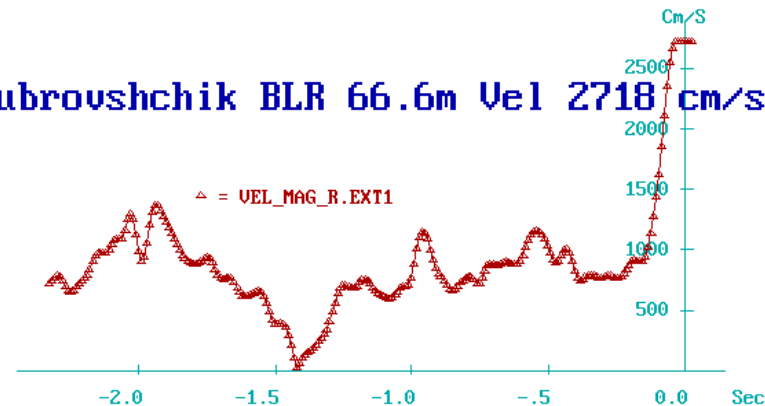
Time

-.003

△
2718.419

Dubrovshchik BLR 66.6m Vel 2718 cm/sec

△ = VEL_MAG_R.EXT1

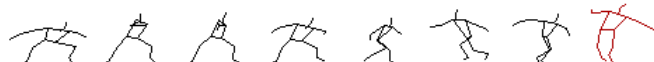


Enter Root Filename [8 Chars]

Filename:kapvel

Enter-Select

CBA Graphing module



Time

.004

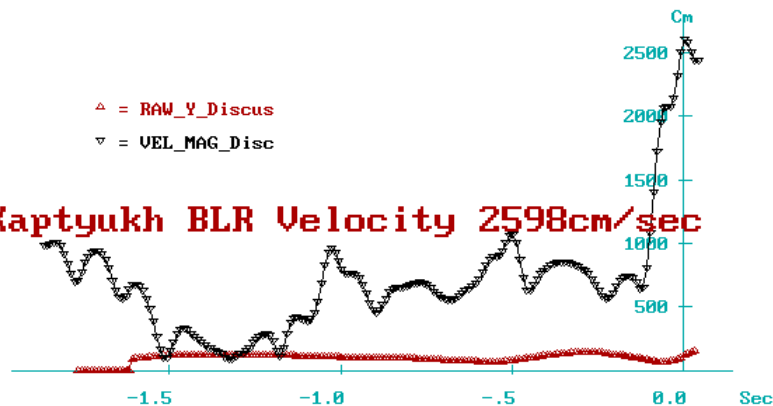
△
121.301

▽
2598.900

Kaptyukh BLR Velocity 2598cm/sec

△ = RAW_Y_Discus

▽ = VEL_MAG_Disc



Enter Root Filename [8 Chars]

Filename:washprj

Enter-Select

CBA Graphing module



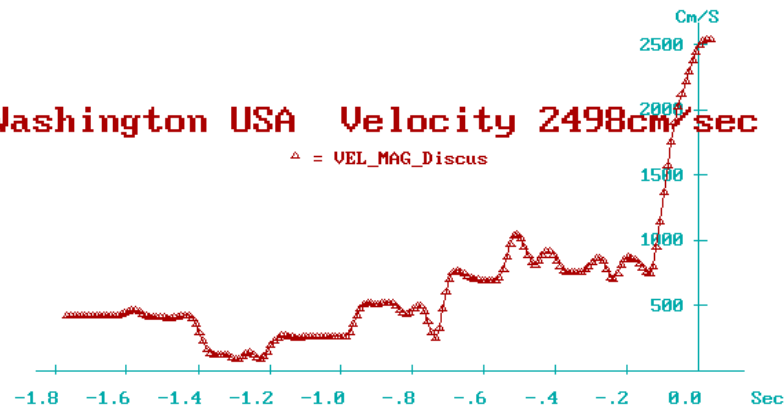
Time

.004

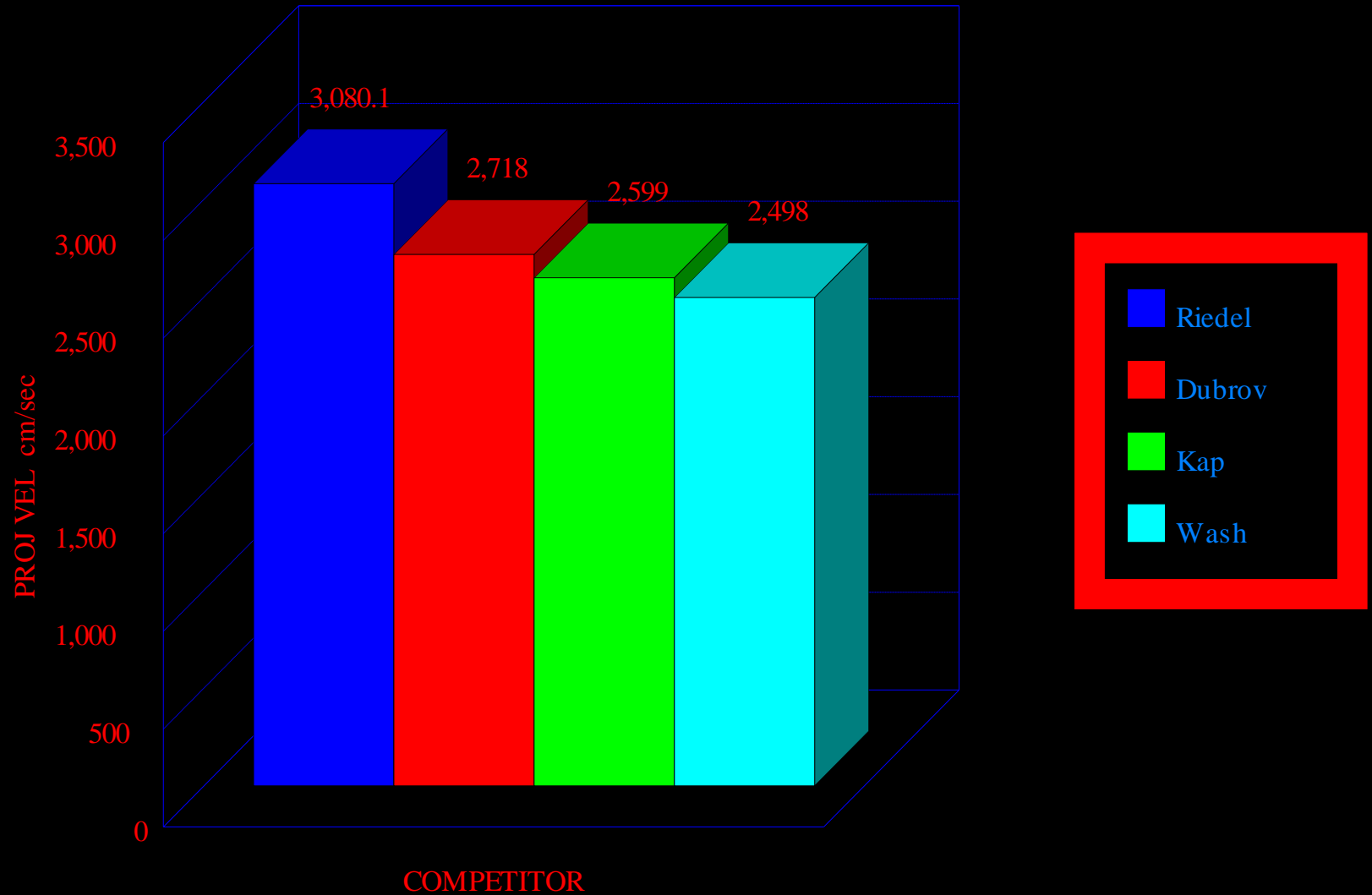
△
2498.010

Washington USA Velocity 2498cm/sec

△ = VEL_MAG_Discus



DISCUS PROJECTION VELOCITY cm/sec

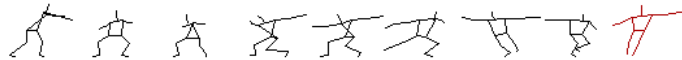


****Enter Root Filename [8 Chars]****

Filename: **dubproj**a

Enter-Select

CBA Graphing module



Time

.007

△

1289.508

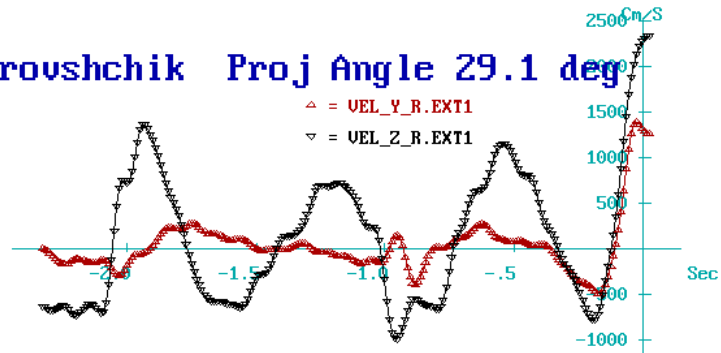
▽

2312.862

Dubrovshchik Proj Angle 29.1 deg

△ = VEL_Y_R.EXT1

▽ = VEL_Z_R.EXT1



****Enter Root Filename [8 Chars]****

Filename: **riedlp**ja

Enter-Select

CBA Graphing module



Time

-.003

△

1529.492

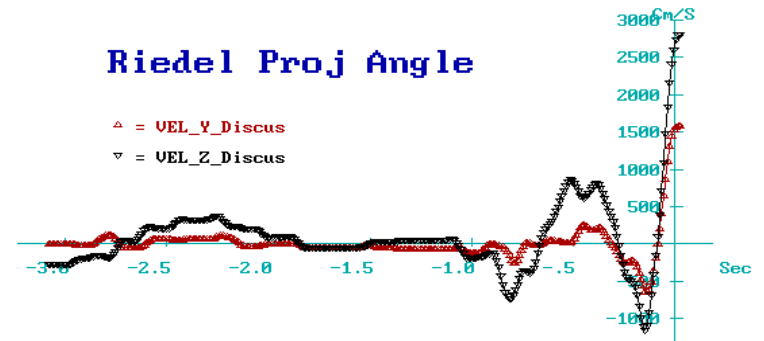
▽

2601.733

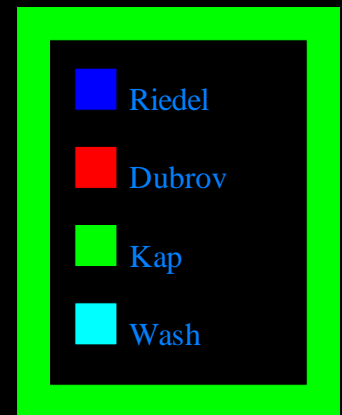
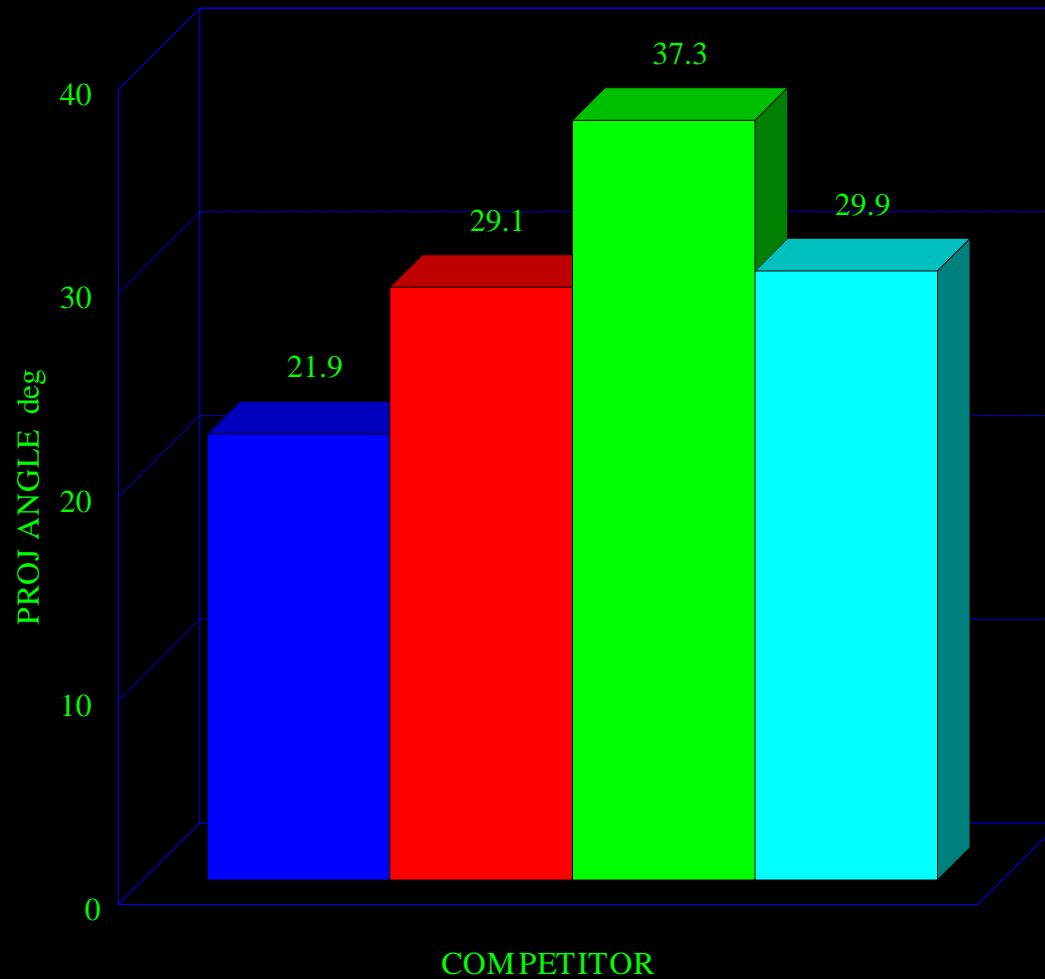
Riedel Proj Angle

△ = VEL_Y_Discus

▽ = VEL_Z_Discus



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.**

Enter Root Filename [8 Chars]

Filename: **dubprj**

Enter-Select

CBA Graphing module



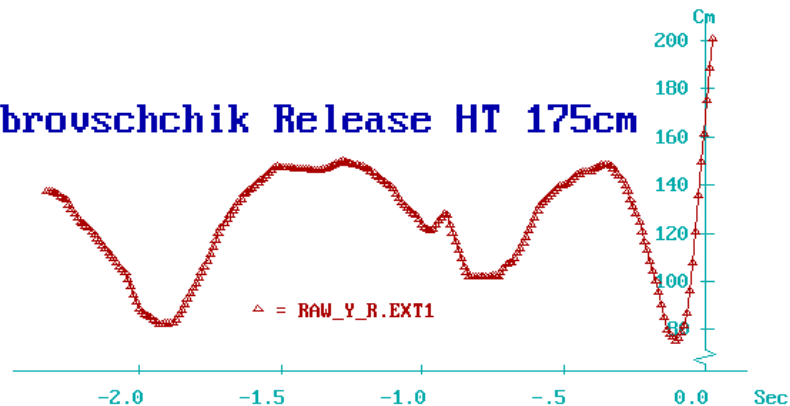
Time

.007

△

175.007

Dubrovshchik Release HT 175cm



Enter Root Filename [8 Chars]

Filename: **kapht**

Enter-Select

CBA Graphing module



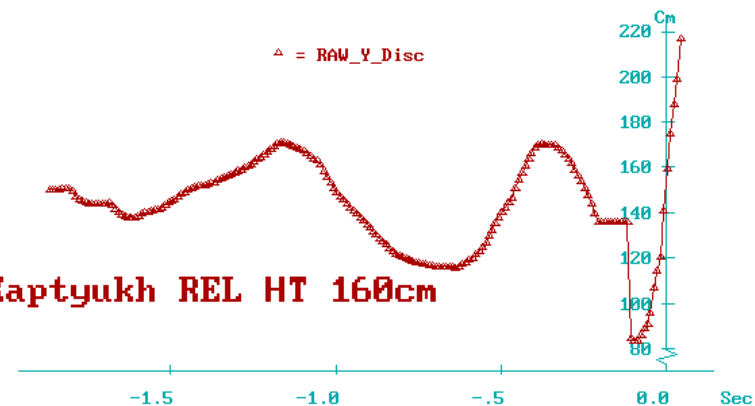
Time

.004

△

159.487

Kaptyukh REL HT 160cm



Enter Root Filename [8 Chars]

Filename: **riedelht**

Enter-Select

CBA Graphing module



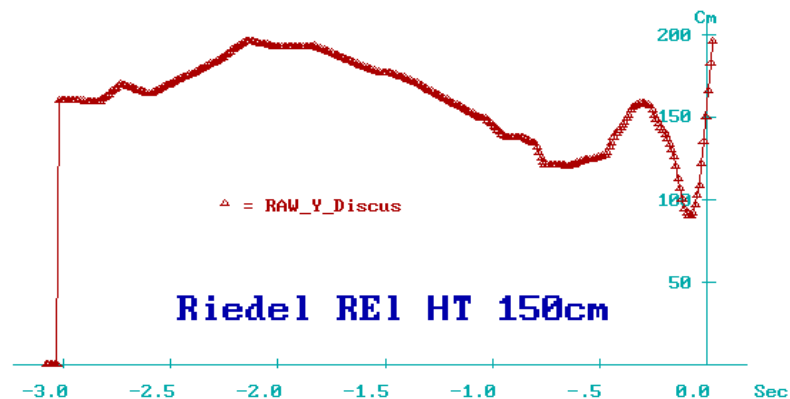
Time

-.003

△

150.044

Riedel REL HT 150cm



Enter Root Filename [8 Chars]

Filename: **washht**

Enter-Select

CBA Graphing module



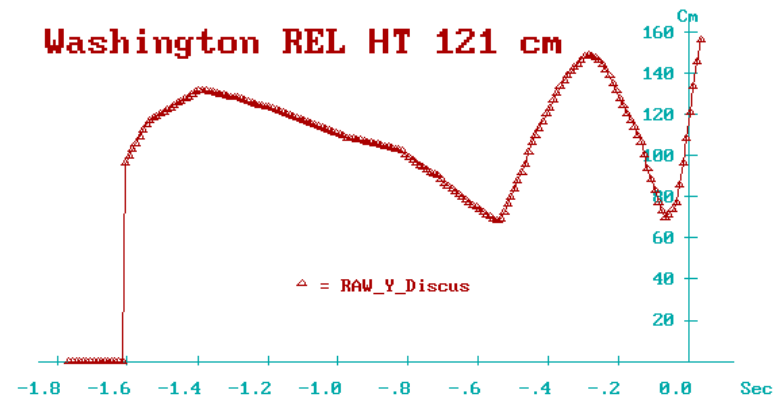
Time

.004

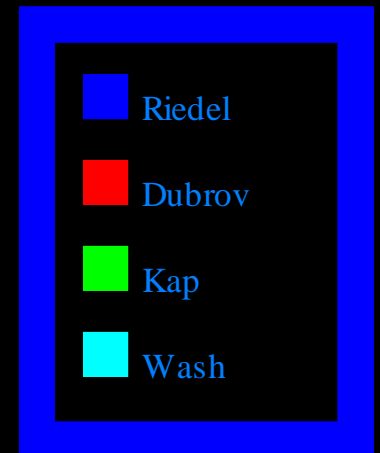
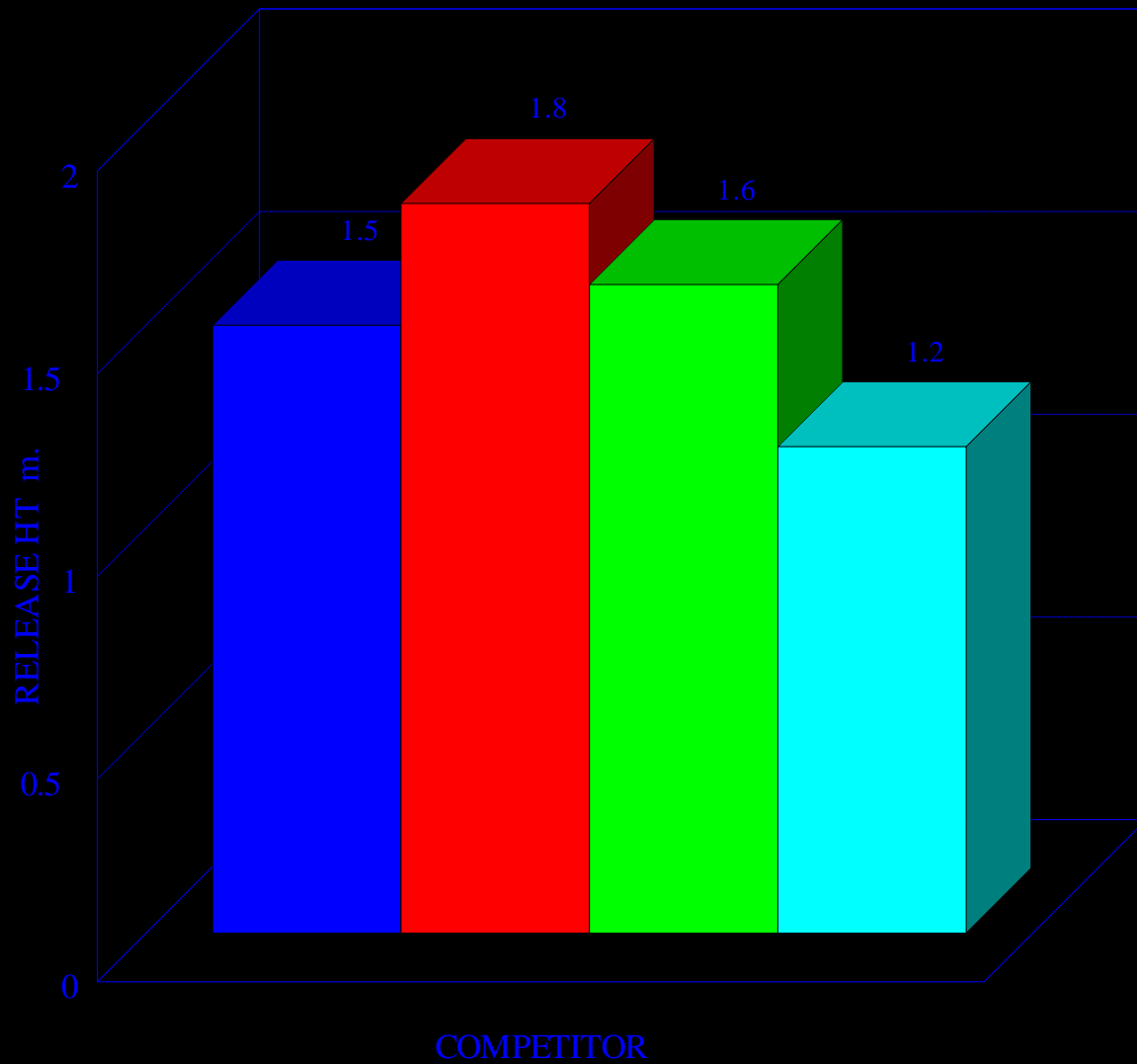
△

121.301

Washington REL HT 121 cm

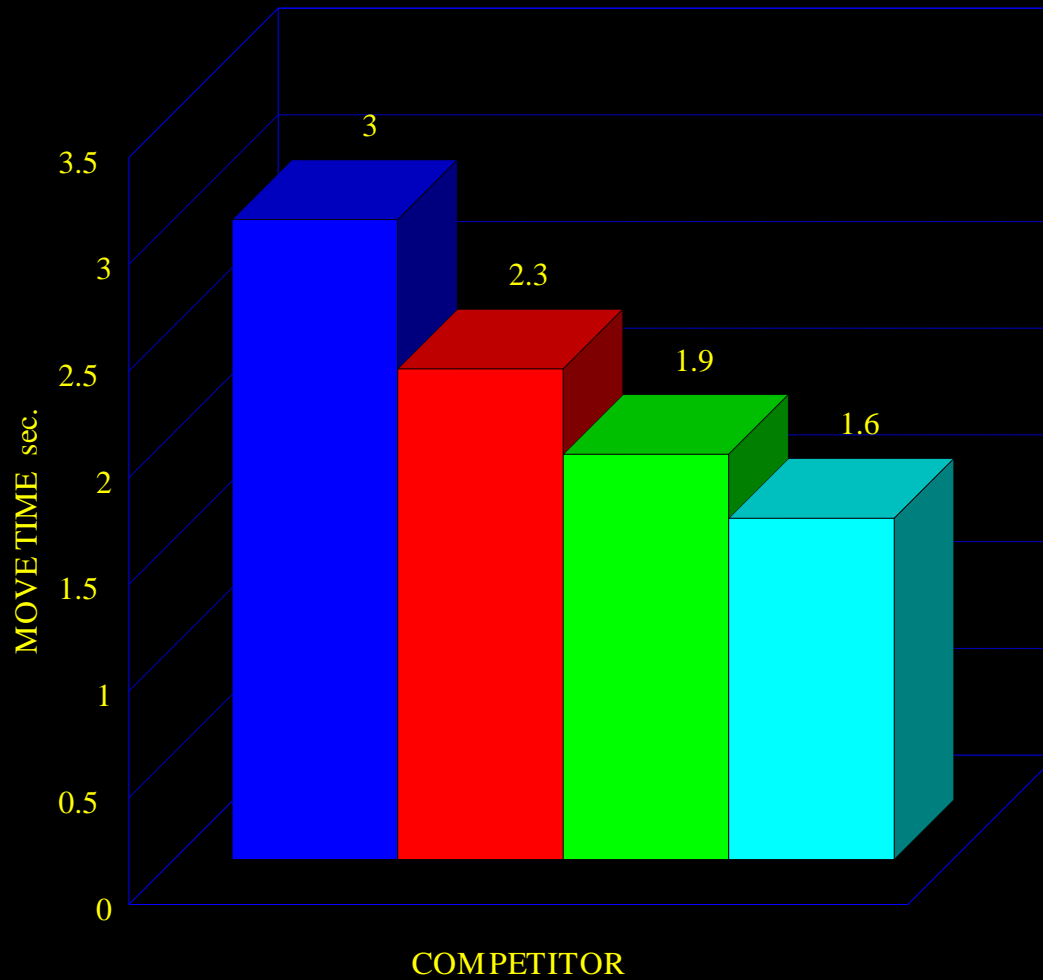


DISCUS RELEASE HEIGHT m.



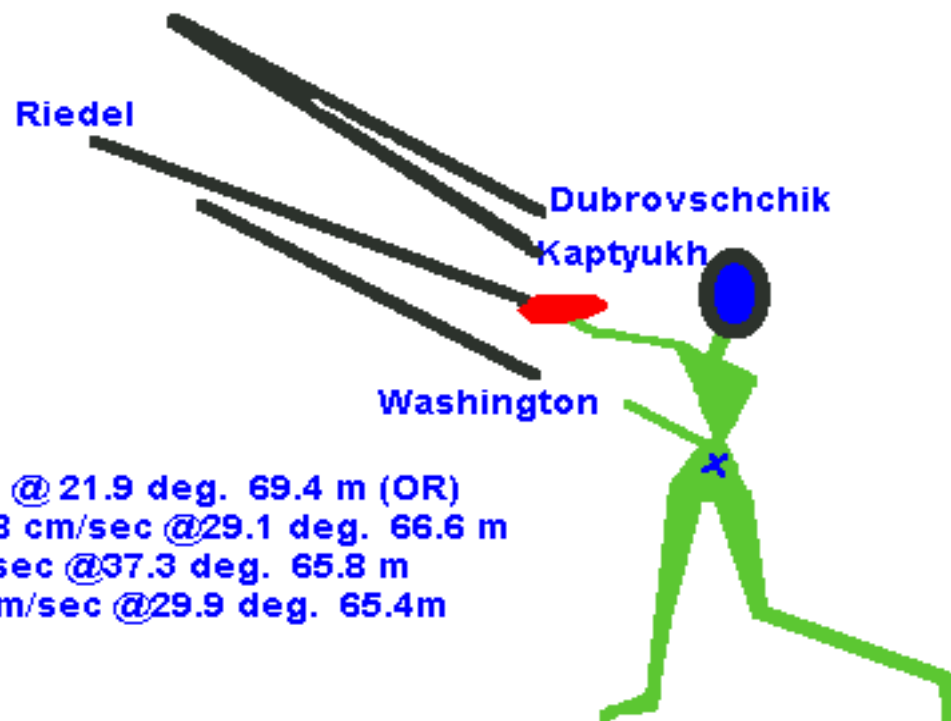
The elapsed times to complete the turns of the throw were 3.0 seconds for Riedel, 2.3 sec for Dubrovschchik, 1.9 sec for Kaptyukh, and 1.6 seconds for Washington.

DISCUS MOVEMENT TIME sec.

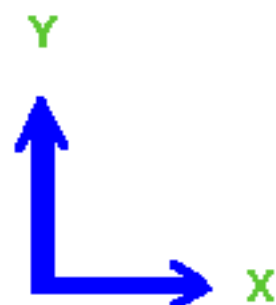


Throwing Kinematics for Top Four Discus Performers at 1996 Atlanta Olympics

Riedel (Ger)	69.4	3080.1	21.9	1.5	3.0
Dubrovshchik (Blr)	66.6	2718.5	29.1	1.8	2.3
Kaptyukh (Blr)	65.8	2599.0	37.3	1.6	1.9
Washington (USA)	65.4	2498.0	29.9	1.2	1.6



Riedel 3080 cm/sec @ 21.9 deg. 69.4 m (OR)
Dubrovschchik 2718 cm/sec @ 29.1 deg. 66.6 m
Kaptyukh 2599 cm/sec @ 37.3 deg. 65.8 m
Washington 2498 cm/sec @ 29.9 deg. 65.4 m



DISCUS THROW KINEMATICS

Poor Throw

Best Throw

Washington

DISCUS THROW KINEMATICS



Optimum Angles of Projection in the Throws and Jumps

- Introduction
- Projectile motion
- A question for the coach - A revised optimum projection angle
- Projection speed is more important than projection angle
- Increasing the force on the shot improves performance
- Other throwing and jumping events
- Determining the optimum projection angle
- Conclusion
- Home

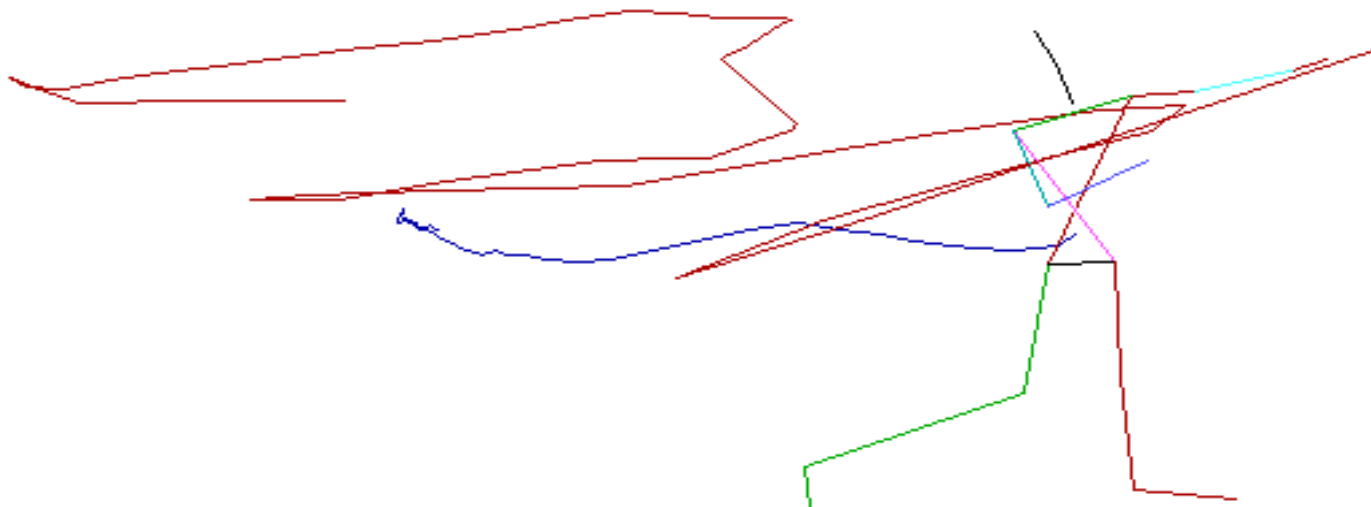
Throwing Pattern Analysis

****Enter Root Filename [8 Chars]****

Filename: **riedstk2**

Enter-Select

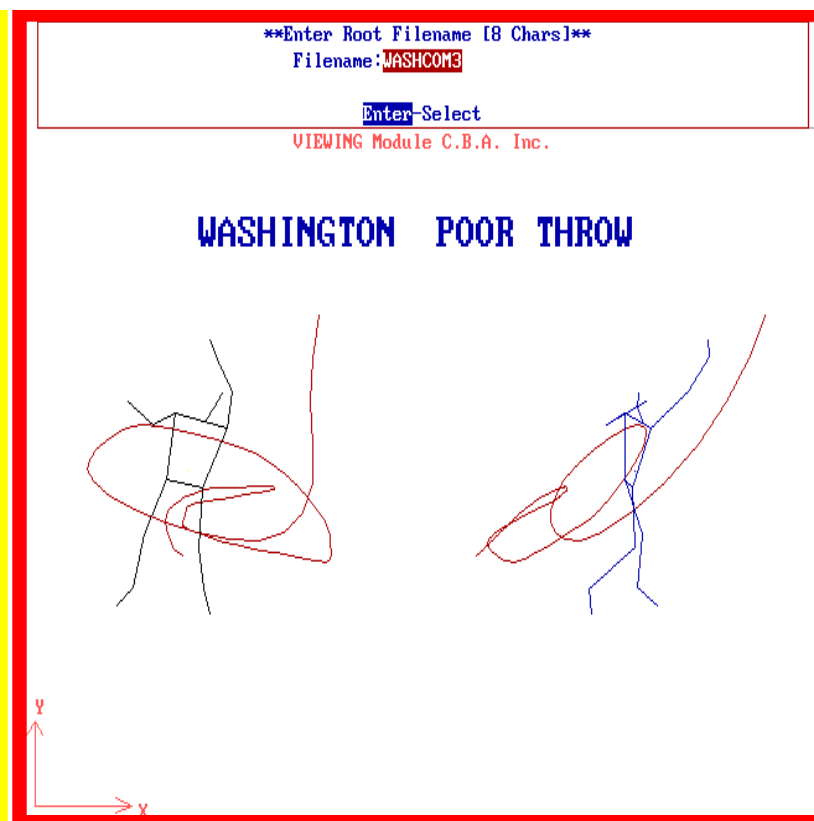
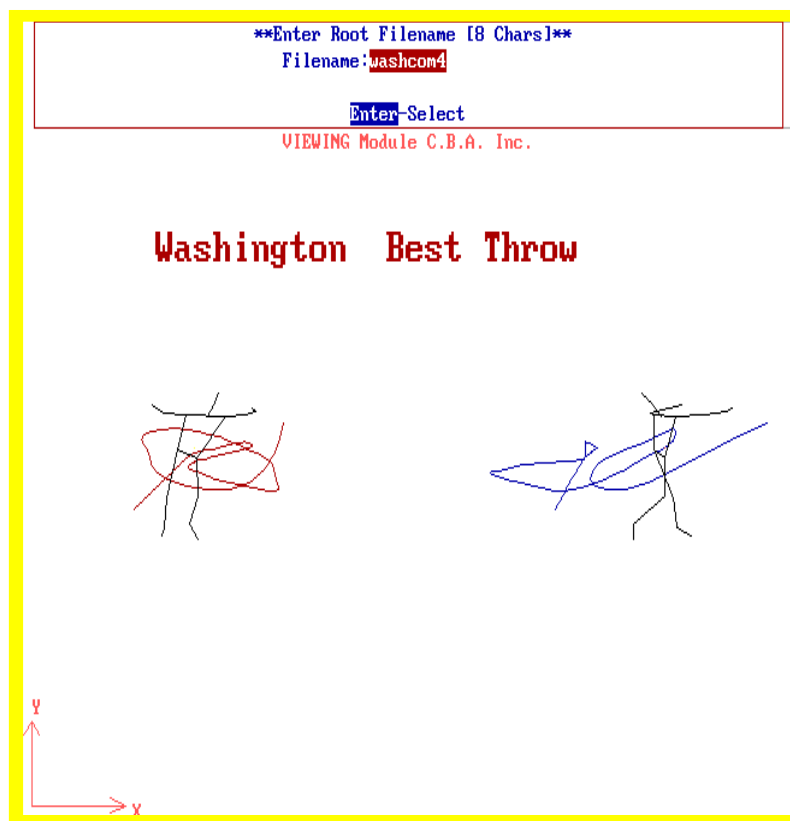
VIEWING Module C.B.A. Inc.



Riedel GER 69.4 m 3080 cm/sec

y
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
Dubrovshchik (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**





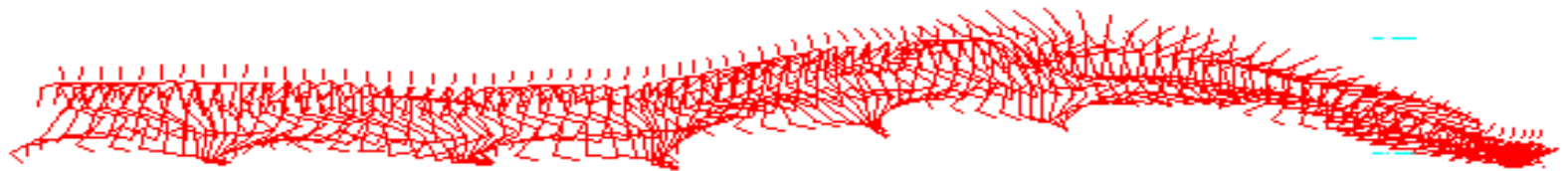
Attempt	Max Angular Horizontal Shoulder Velocity $\text{rad}\cdot\text{s}^{-1}$	Shoulder Ang Velocity at Release $\text{rad}\cdot\text{s}^{-1}$
Best Throw	26.1	13.7
Worst Throw	20.1	11.2
% Change	-23%	-18%

Discus Conclusions

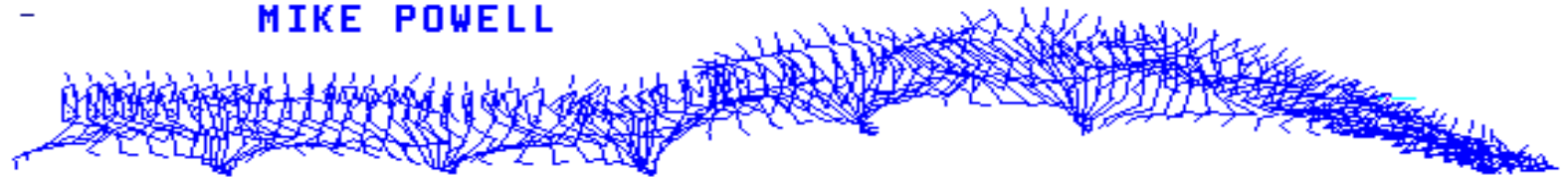
- The poor attempt had a -4% slower resultant disc velocity and a decrease of 43% in horizontal velocity.
- The poor attempt was released at 100% steeper angle.
- Horizontal angular shoulder velocity was 18% slower at release for the poor throw.

THE CASE OF THE LONG JUMP:

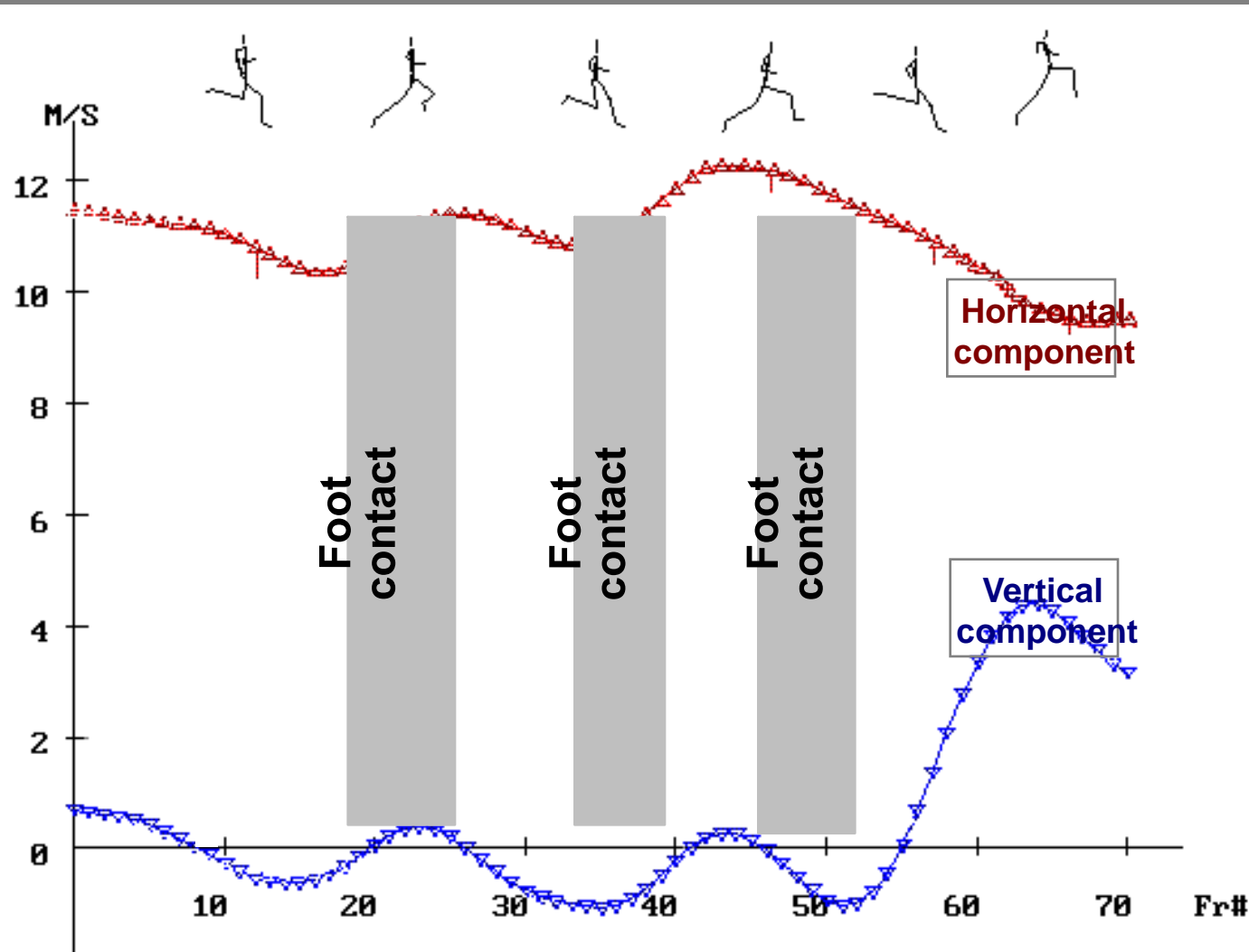
CARL LEWIS



MIKE POWELL

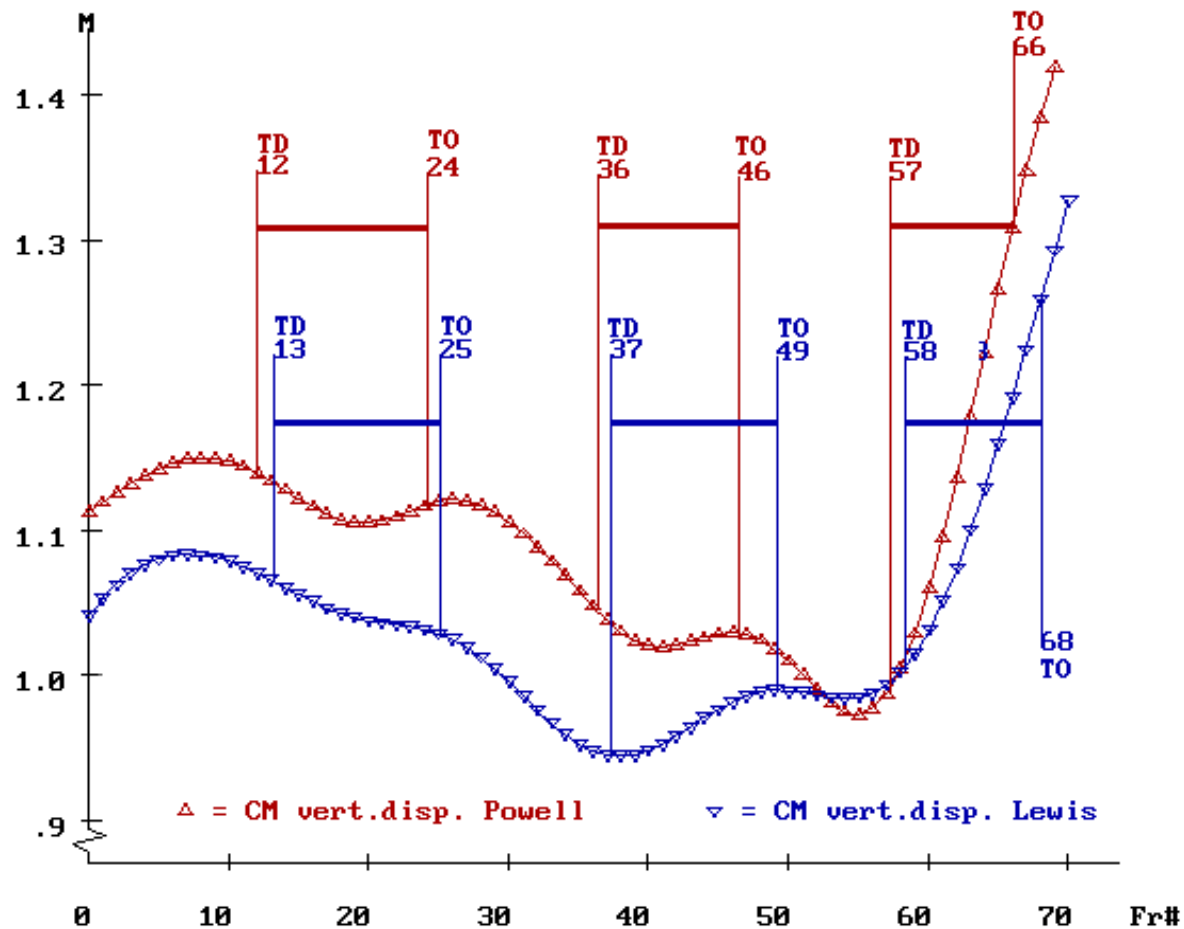


Velocity of the Center of Mass

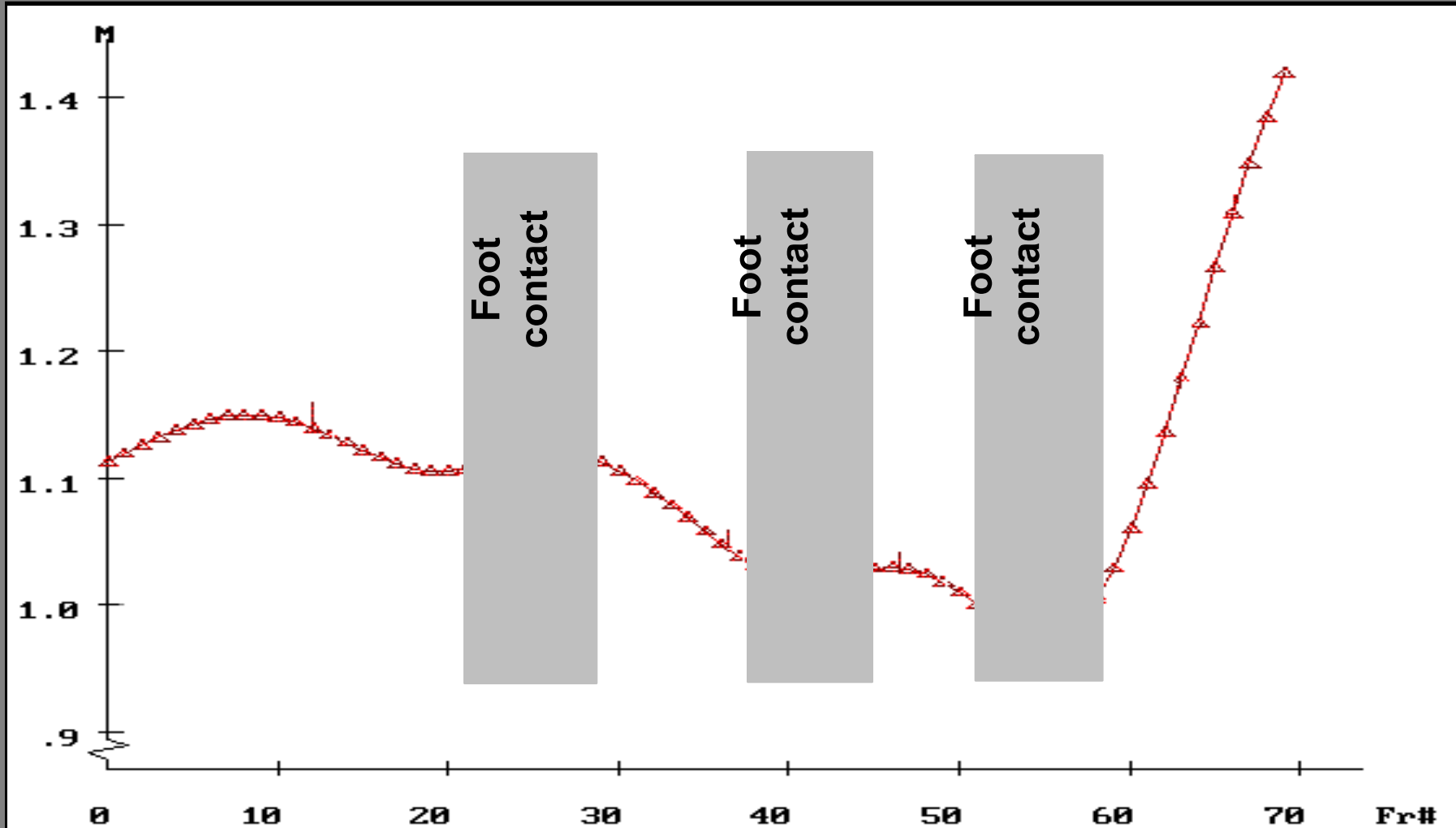


Mike Powell 8.95m - World Record

Change of the Height of CM



Height of the Center of Mass



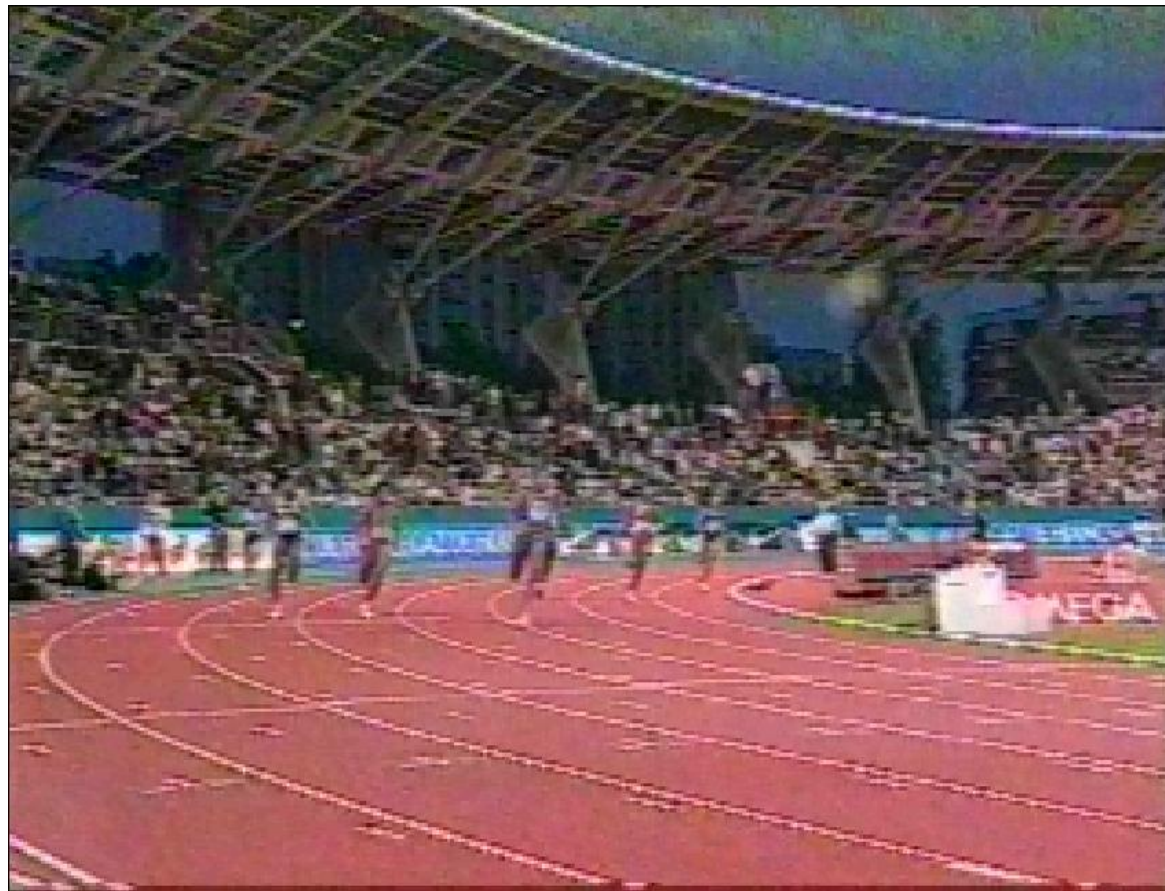
Mike Powell 8.95m - World Record

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-Down [deg]	71.8	77
Angle of body Lean at Take-Off [deg]	73.9	67.5

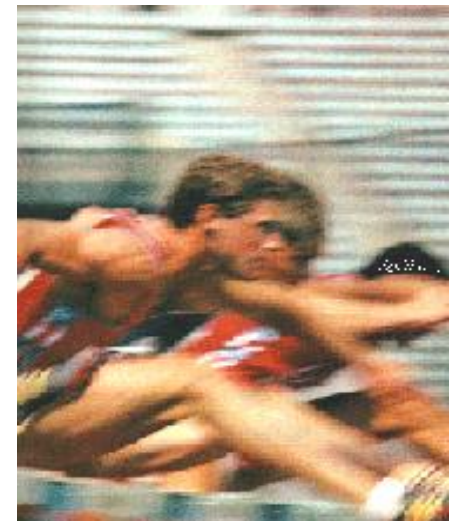


Hammer1.avi





Hurdle1.avi





PV1.AVI

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>

The Future

- A user records and stores Video file in a specific folder on his or her hard disk
- A central directory maintained by Coach.com keeps track of which users are logged on, cataloging by title and researcher/biomechanist the activity in each user's special folder
- A user searches through the Coach.com directory for a desired activity or sports. Once the activity is downloaded it can be used for further analysis or observation. This file can also be sent to another person as e-mail or attachment
- Any user folder can be shared with the rest of the World
- Coach.com monitor and publish the catalogue of activities and sports world wide
- [Biomechanical Analysis from TV broadcast](#)

THANK YOU

