

H-L-2

# Introduction to Biomechanics

Prof. Dr. ir. Richard Goossens

Dr. Y. Song (Wolf)

Faculty of Industrial Design Engineering

Delft University of Technology



# Aim



## ▪ Knowledge

To develop a basic understanding of biomechanics and its applications in product designs



## ▪ Insight

To demonstrate that such a system might be modeled so as to provide useful data for designs



## ▪ Communication

To communicate with experts in their professional languages



# Contents

- Biomechanics & Design
- Musculoskeletal system
- Body mass segments
- Case study in biomechanics
- Models of human perception



# Biomechanics

## Biomechanics

Biomechanics is the study of the **structure** and **function** of **biological systems** by means of the methods of **mechanics**.

- Humans
- Animals
- Plants
- Organs and
- Cells



# Biomechanics contributes to industrial design

Medisign, TUDelft



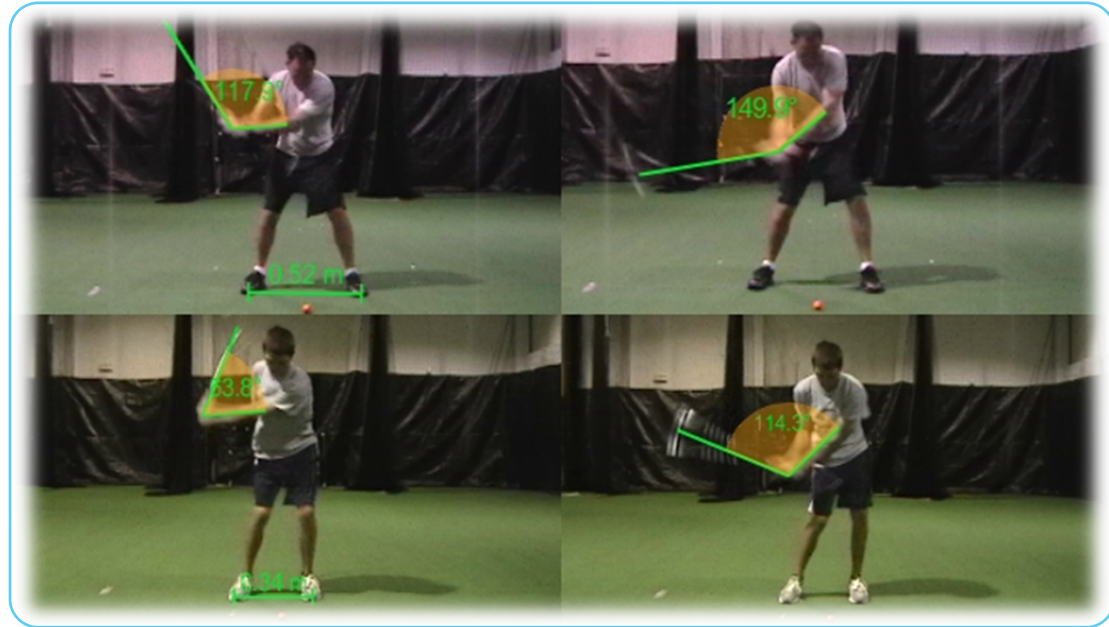
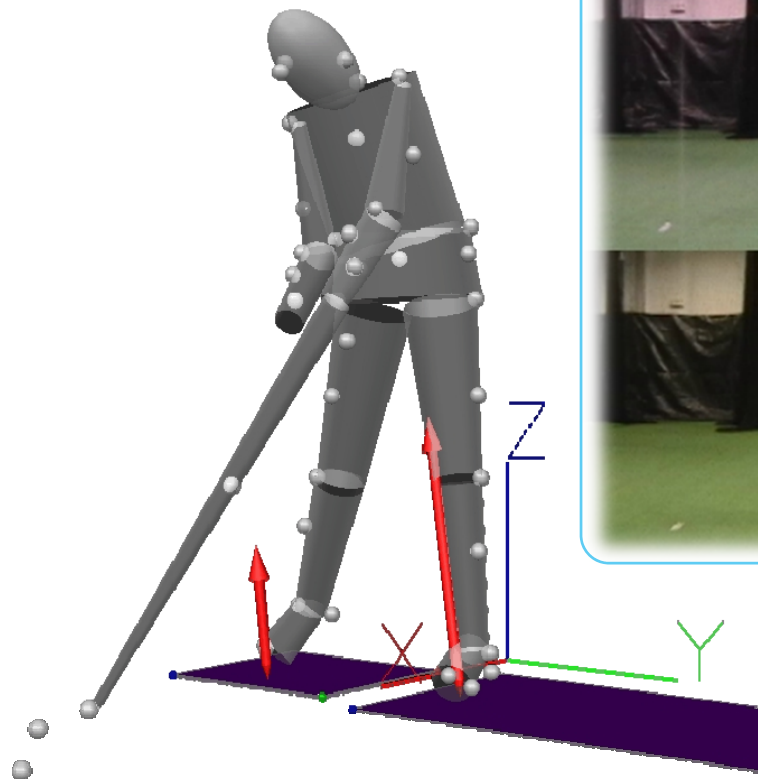
Ergonomics office chair



Vacuum gripper for surgeons,  
By Durandus Vonck, TUDelft



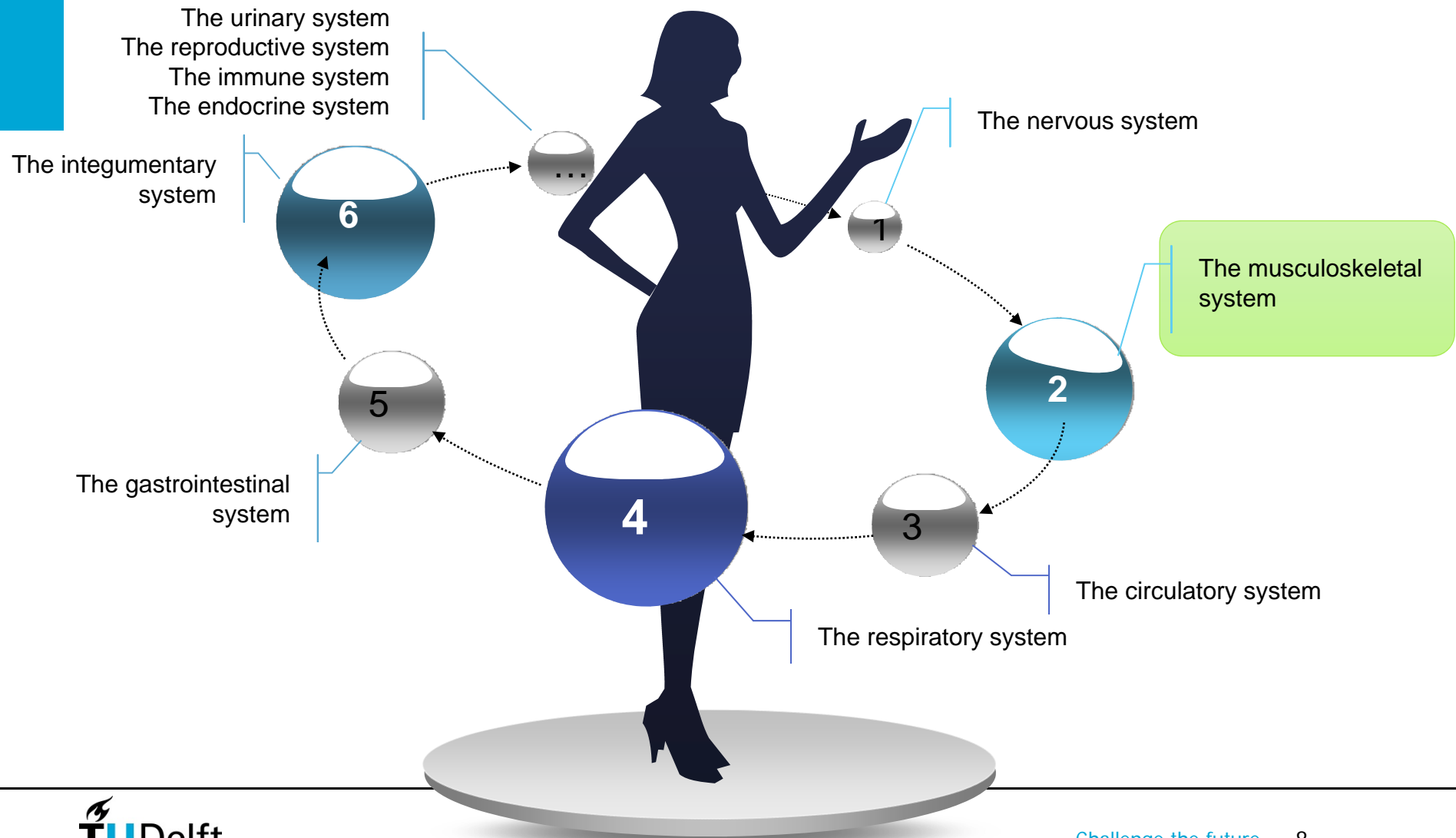
# Improving performance from both equipment and user point of views




Courtesy of <http://www.ecu.edu/cs-hhp/exss/SMotion.cfm>

# Understanding ourselves

## Repeat: Human systems





# Anatomy of musculoskeletal system

## Skeletal system

# Musculoskeletal system

## Musculoskeletal system

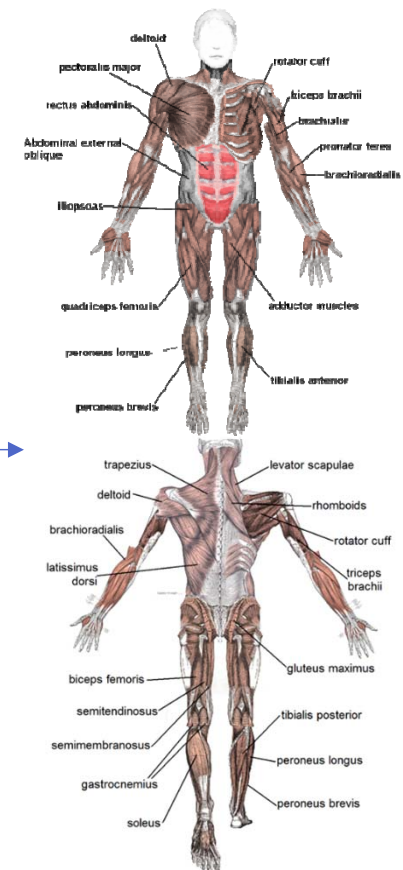
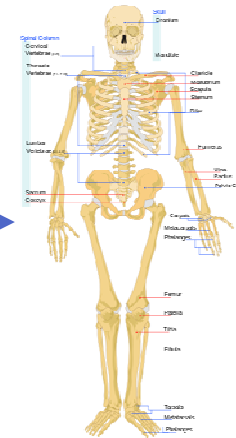
A musculoskeletal system is

a system that gives animals and humans the ability to move using the **muscular** and **skeletal** systems.

It provides the

- Form
- Support
- Stability and
- Movement

to the body



Courtesy of [http://en.wikipedia.org/wiki/Human\\_musculoskeletal\\_system](http://en.wikipedia.org/wiki/Human_musculoskeletal_system)

# The Skeletal System

## The Skeletal System

Bones – skeleton

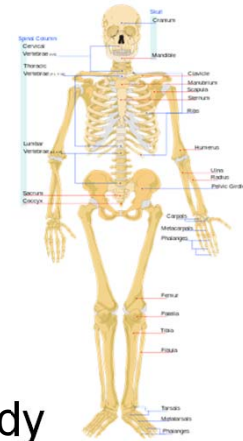
Joints

Cartilages

Ligaments - bone to bone

Tendon - bone to muscle

- Support of the body
- Protection of soft organs
- Movement due to attached skeletal muscles
- Storage of minerals and fats
- Blood cell formation



Courtesy of Essentials Of Human Anatomy Physiology 8th Edition, Pearson Education, Inc. publishing as Benjamin Cummings

# Classification of Bones on the Basis of Shape

Bones are longer than they are wide (arms, legs)

**(a) Long bone**  
(e.g., humerus of arm)



**(b) Short bones**  
(e.g., carpals of wrist)



Usually square in shape, cube like (wrist, ankle)

Flat, curved (skull, Sternum)



**(c) Flat bone**  
(e.g., parietal bone of skull)



**(d) Irregular bone**  
(e.g., vertebra)

Irregular- odd shapes (vertebrae, pelvis)

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# Bones of the Human Body

206

The skeleton has 206 bones

2

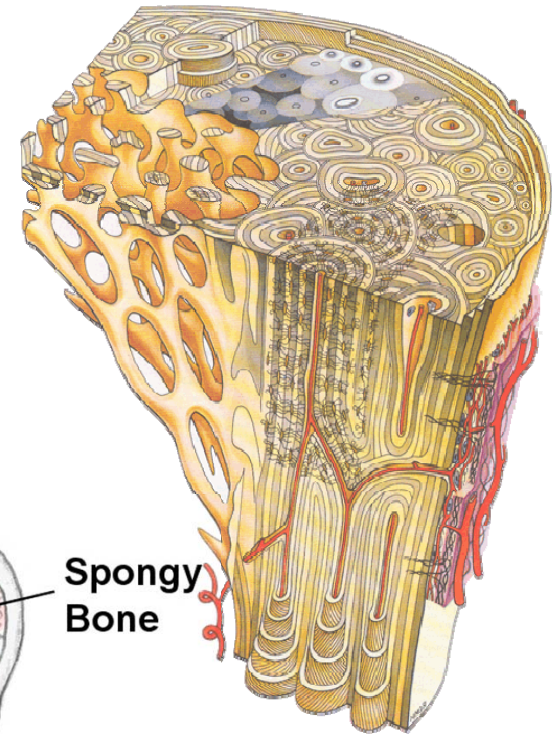
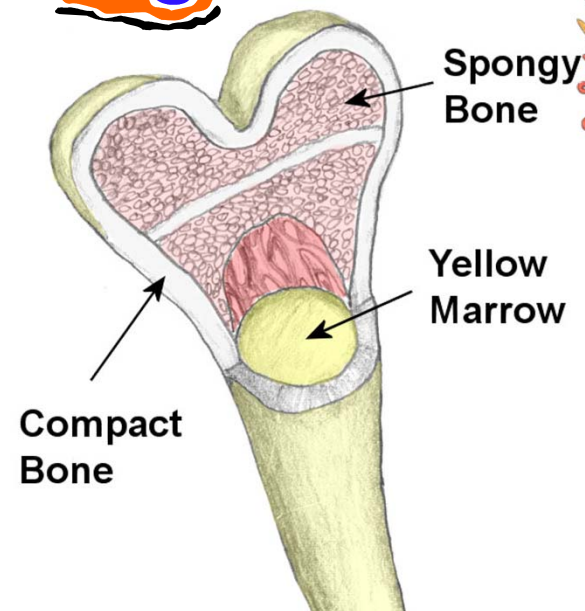
Two basic types of bone tissue

**Compact bone**

- Homogeneous

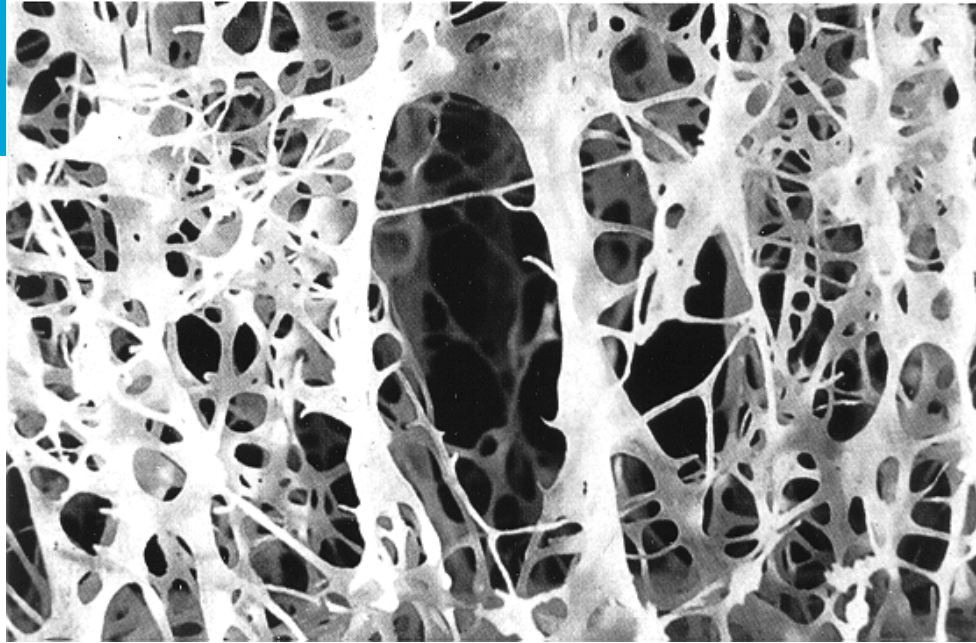
**Spongy bone**

- Small needle-like pieces of bone
- Many open spaces



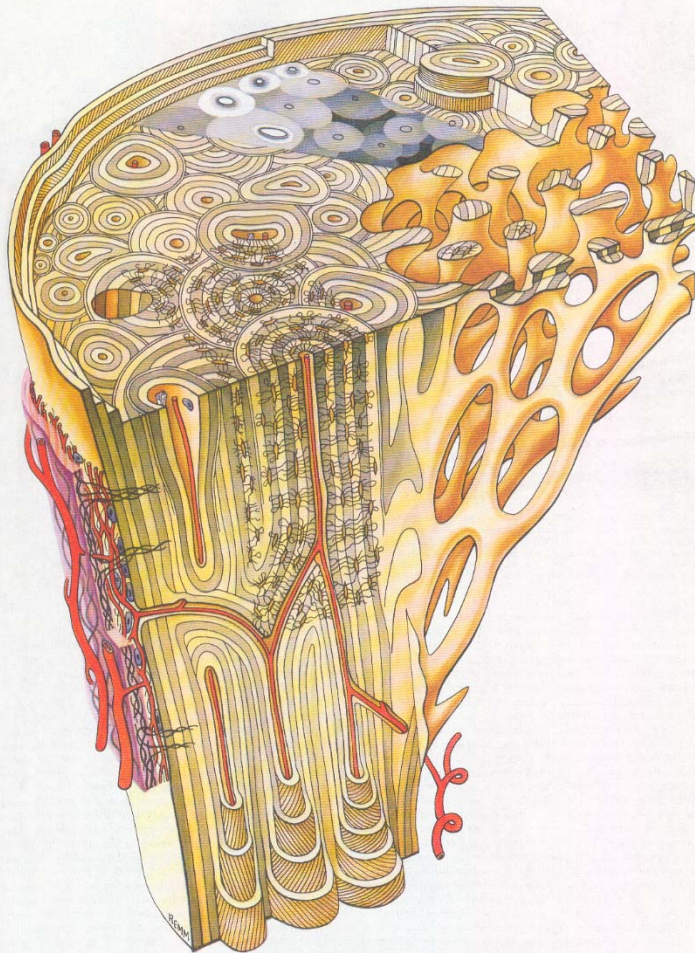
Courtesy of [http://www.teachpe.com/anatomy/bone\\_structure.php](http://www.teachpe.com/anatomy/bone_structure.php)

# Spongy bone

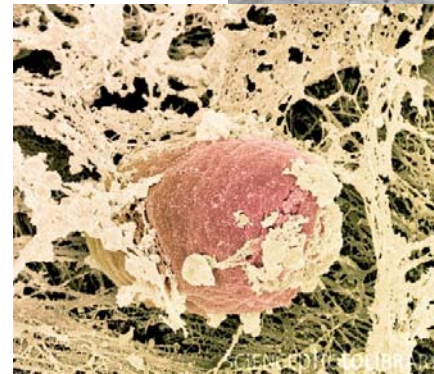
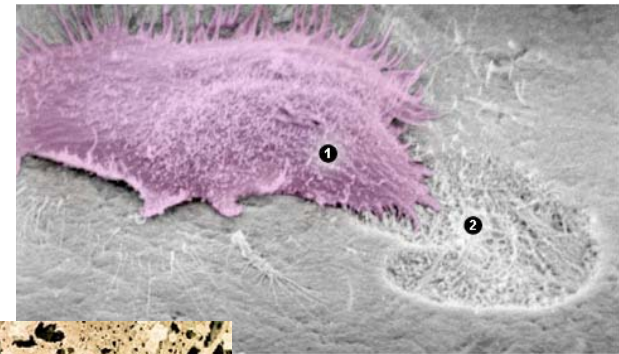


# Inside bones

STRUCTURE OF MATURE BONE



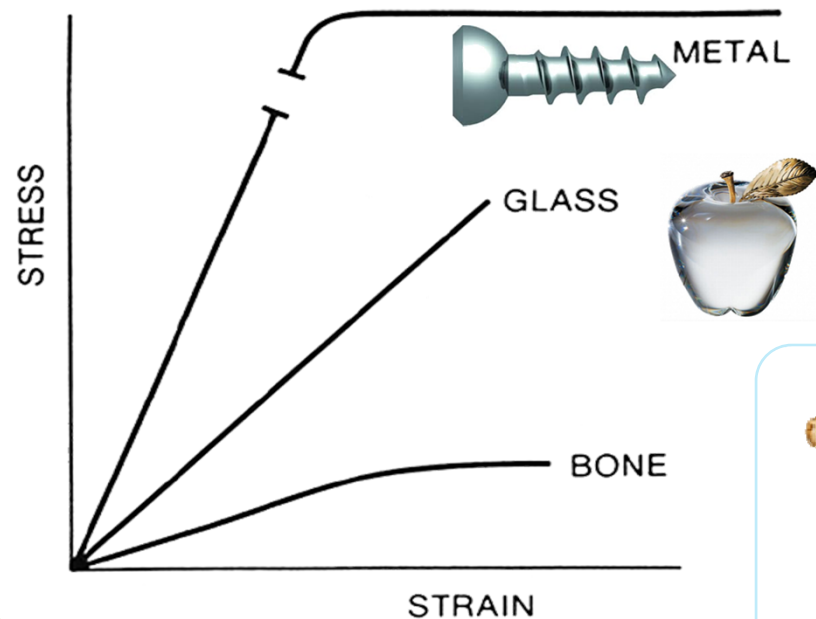
- Osteocytes
- Osteoclasts
- Osteoblasts



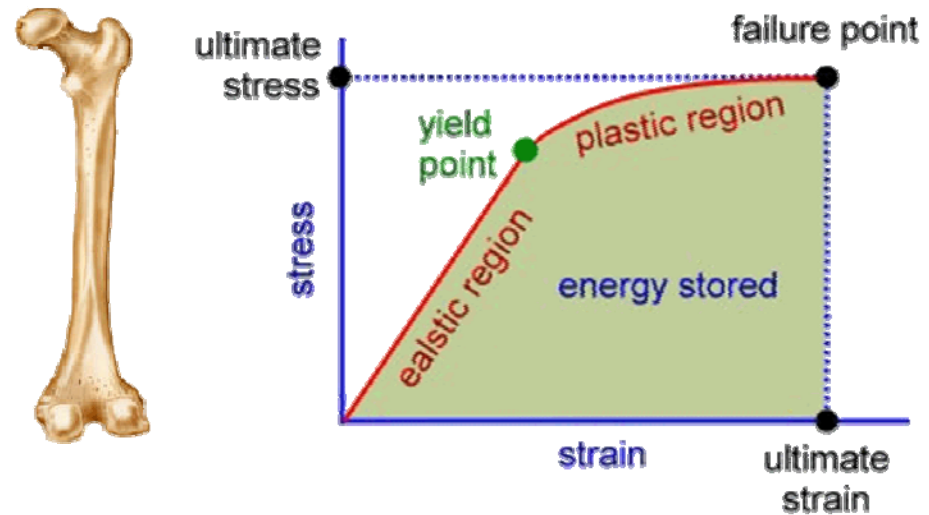


# Mechanical properties of bones

## Comparing to other materials

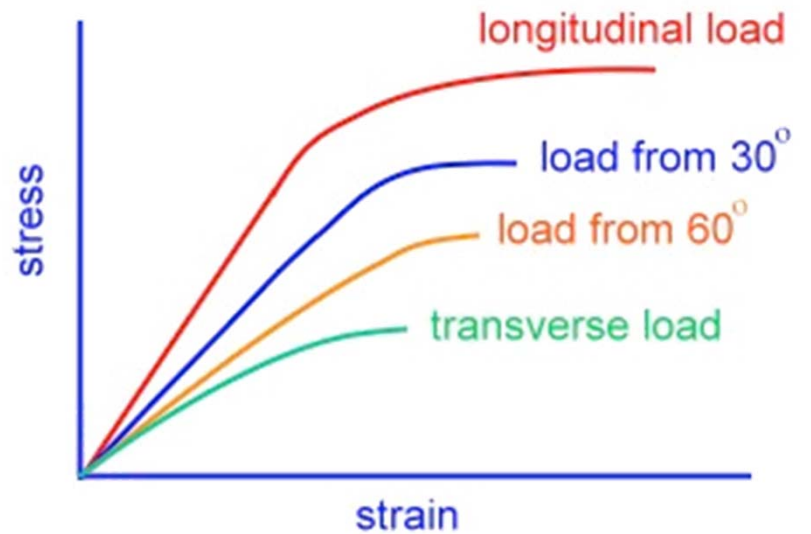


## Stress-strain curve of the bone

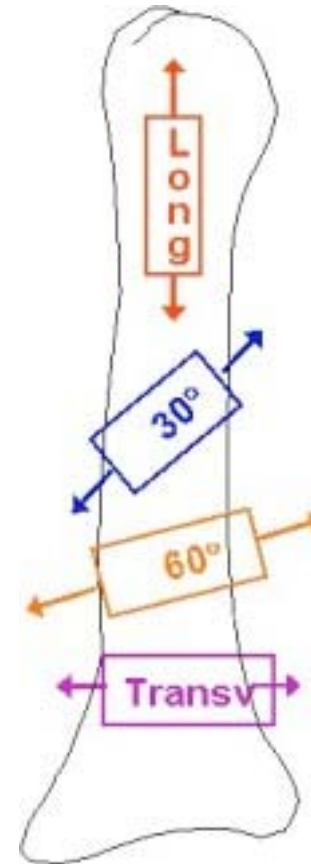


Courtesy of <http://trendsupdates.com/golden-apple-by-steuben-glass-a-perfect-gift-for-christmas/>, [http://www.ztmedic.com/Content.aspx?news\\_prop=C200&id=31159](http://www.ztmedic.com/Content.aspx?news_prop=C200&id=31159)

# Anisotropic behavior of bone

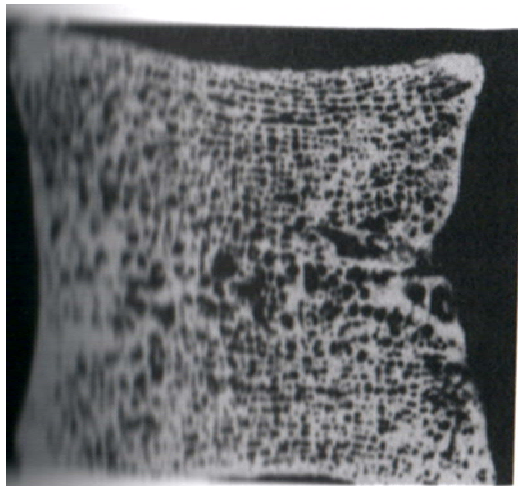
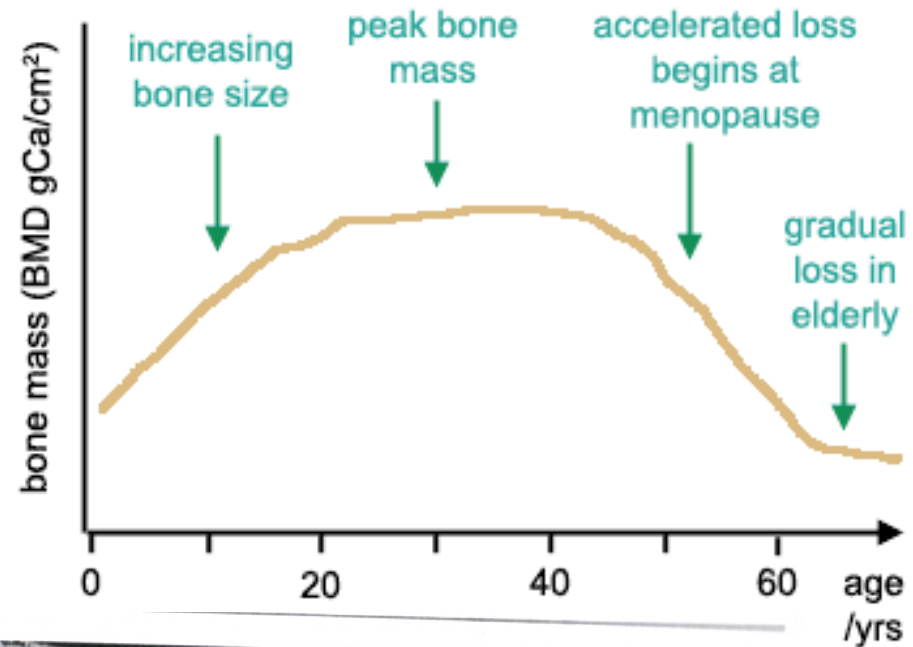


Anisotropic Behavior of the Bone

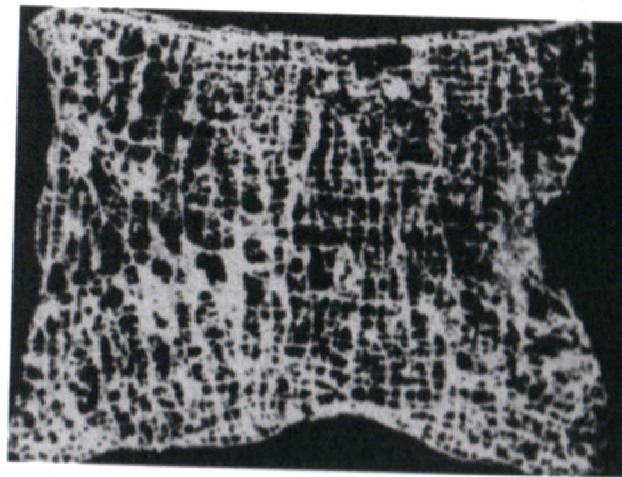


# Some other aspects of bone

## ❖ Ageing



A



B



C

# Bone fracture

- Bone fracture is a break in a bone



## Closed (simple) fracture

– break that does not penetrate the skin



## Open (compound) fracture

– broken bone penetrates through the skin



## Possible treatments

- Conservative
- Surgical



Courtesy of [https://en.wikipedia.org/wiki/Bone\\_fracture](https://en.wikipedia.org/wiki/Bone_fracture)

# Joints – Anatomy

## Joints

A joint, or articulation, is the place where two bones come together.

### **Fibrous** – immovable:

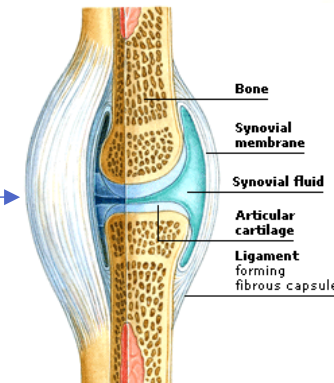
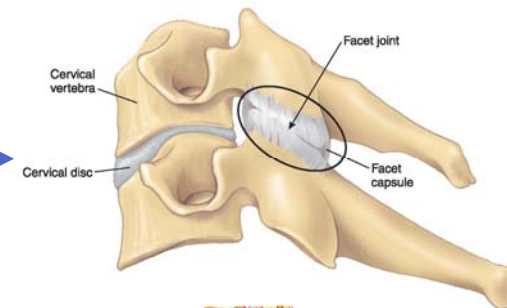
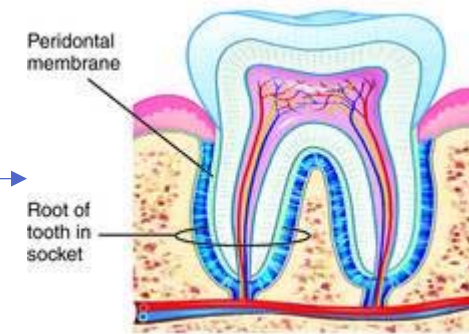
- connect bones, no movement. (skull and pelvis).

### **Cartilaginous** – slightly movable:

- bones are attached by cartilage, a little movement (spine or ribs).

### **Synovial** – freely movable;

- Much more movement than cartilaginous joints. Cavities between bones are filled with synovial fluid. This fluid helps lubricate and protect the bones.



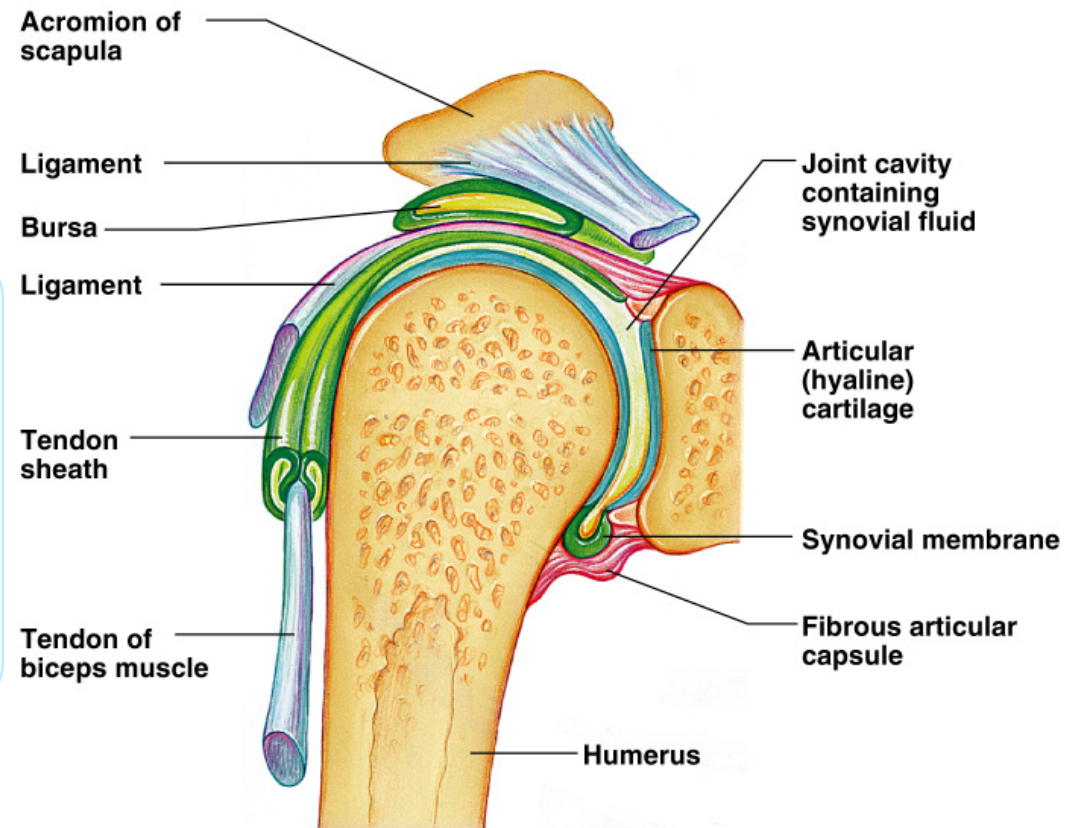
Courtesy of <http://medical-dictionary.thefreedictionary.com/gomphoses>, <http://rozeklaw.com/wp-content/uploads/2013/03/facet-joint.jpg>; <http://www.m-a-i.in/joints.html>



# Inside the Synovial Joint

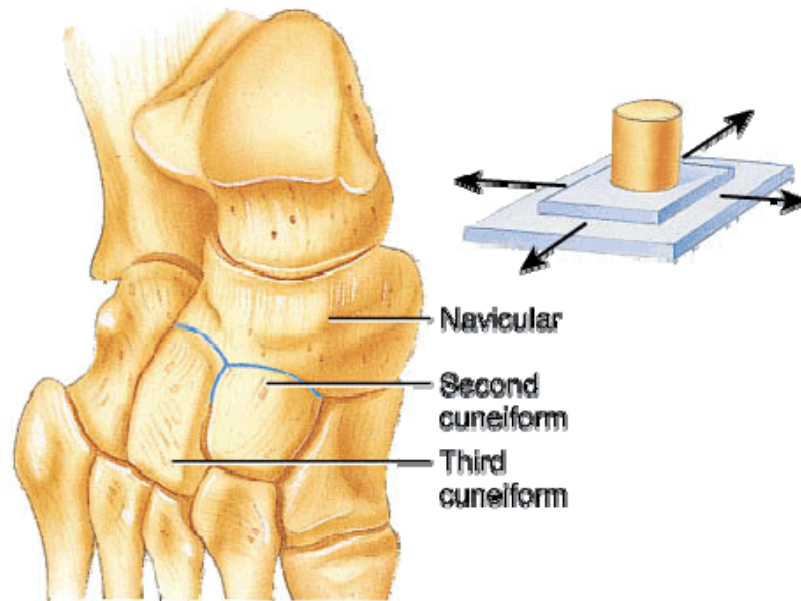
## The Synovial Joint

The most common and most movable type of joint in the body of a mammal. As with most other joints, synovial joints achieve movement at the point of contact of the articulating bones.



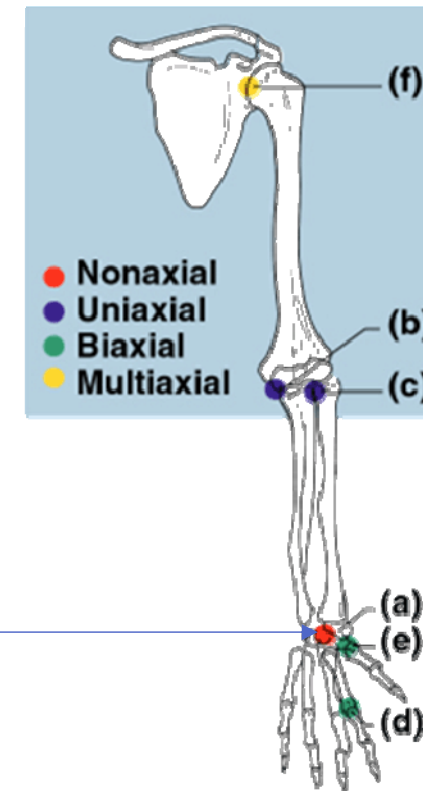
Courtesy of [http://en.wikipedia.org/wiki/Synovial\\_joint](http://en.wikipedia.org/wiki/Synovial_joint), Picture Copyright © 2003 Pearson Education, Inc. publishing as Benjamin Cummings

# Types of Synovial Joints



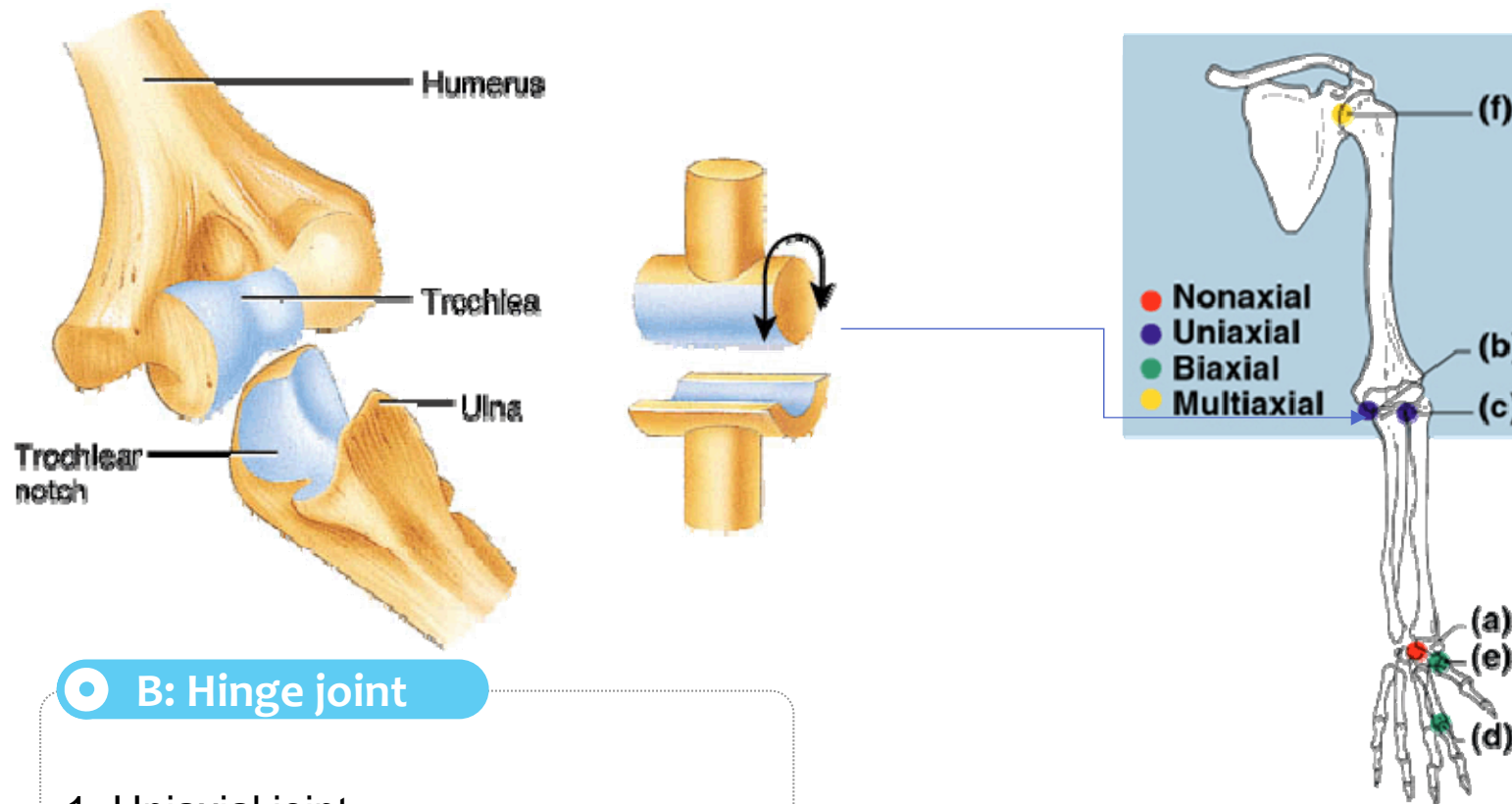
## A: Plane joint

1. Nonaxial joint
2. Allows only gliding movement
3. Example: wrists, ankles, etc.



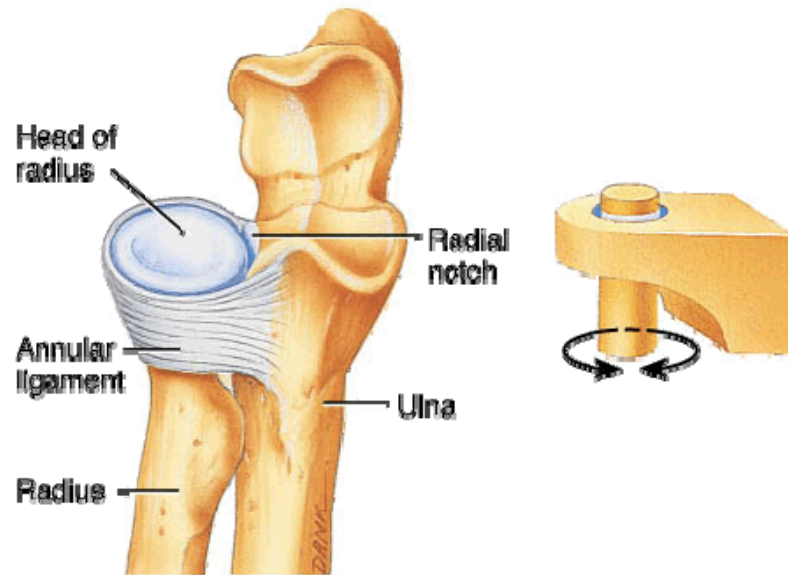
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Courtesy of <http://classroom.sdmesa.edu/eschmid/Chapter7-Zoo145.htm>, [http://en.wikipedia.org/wiki/Plane\\_joint](http://en.wikipedia.org/wiki/Plane_joint)

# Types of Synovial Joints



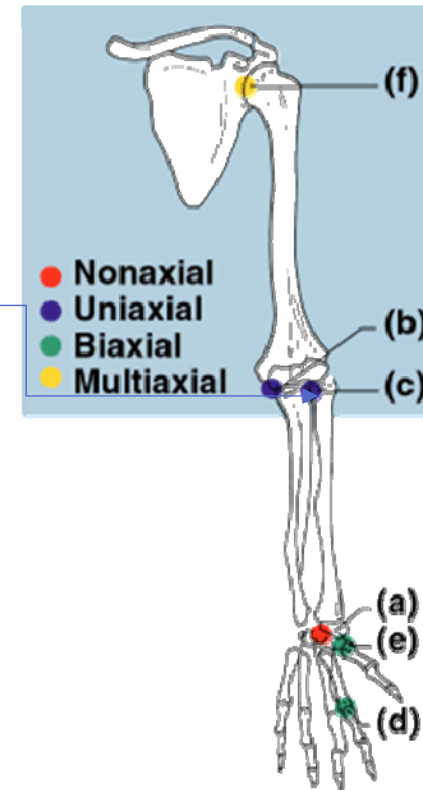
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# Types of Synovial Joints

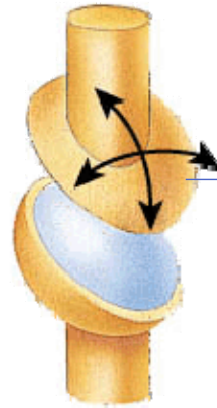
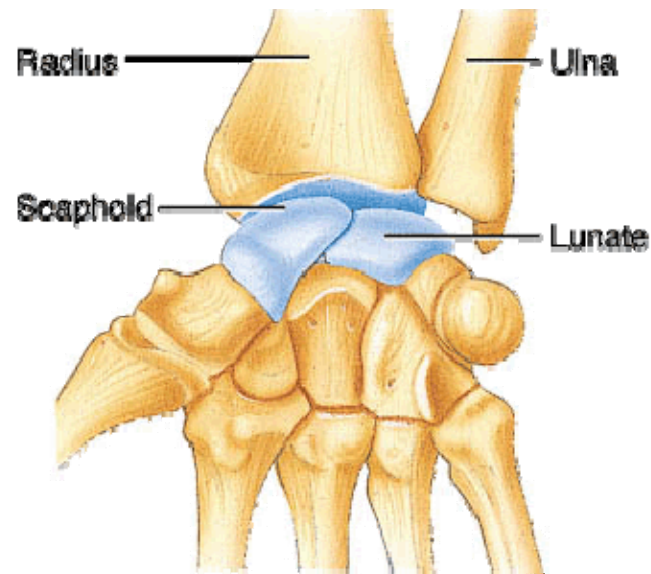


## C: Pivot joint

1. Uniaxial joint
2. Allows rotation;
3. Examples: elbow and ankle joints.

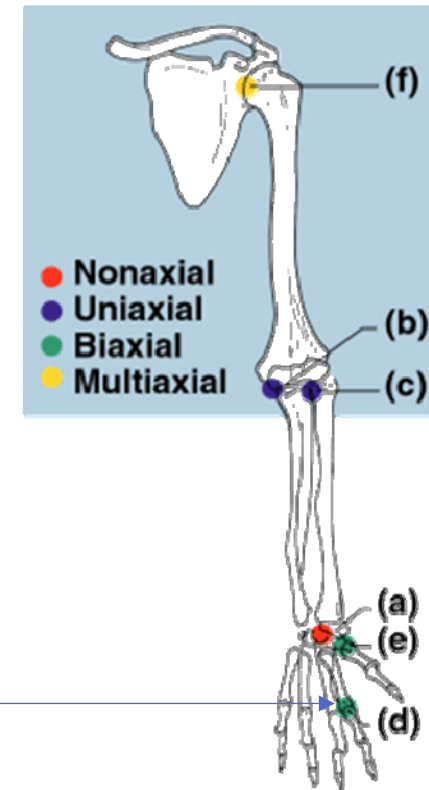


# Types of Synovial Joints

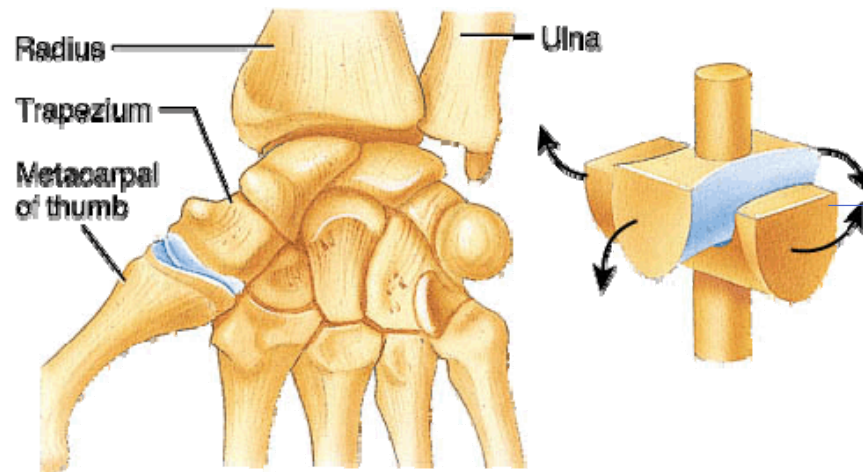


## ○ d: Condyloid joint

1. Biaxial
2. Allows movement in two planes
3. Examples: Wrist joint, etc.

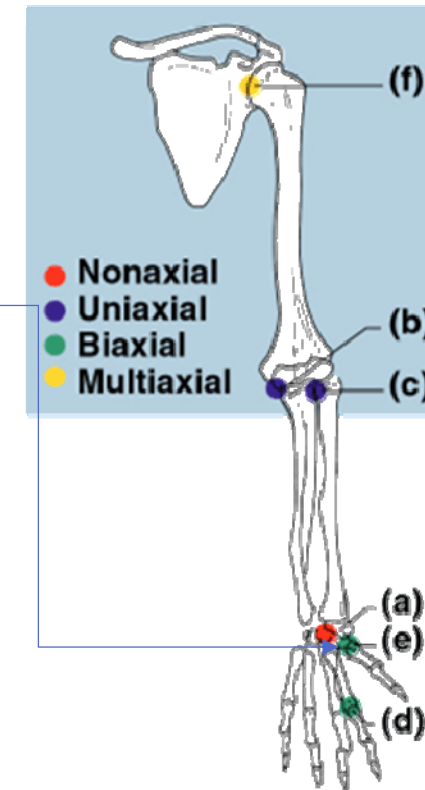


# Types of Synovial Joints



## e: Saddle joint

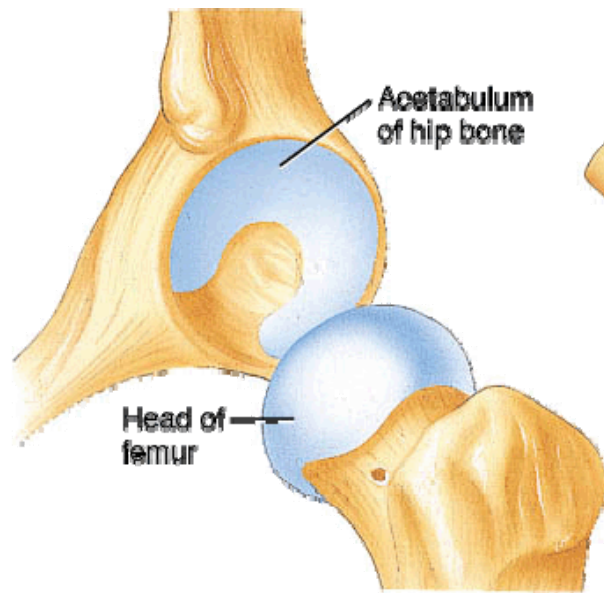
1. Biaxial
2. Allow movement in the sagittal and frontal planes
3. Example: Carpometacarpal joint



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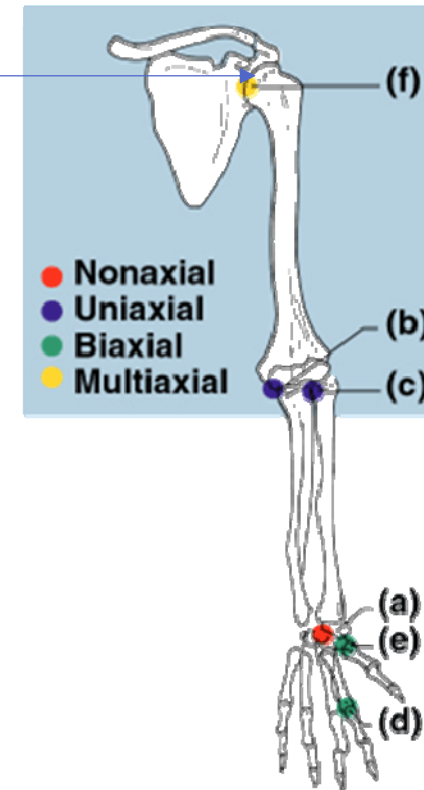


# Types of Synovial Joints



## f: Ball and Socket joint

1. Multiaxial
2. Rotation
3. Examples: Shoulder joint, Hips joint



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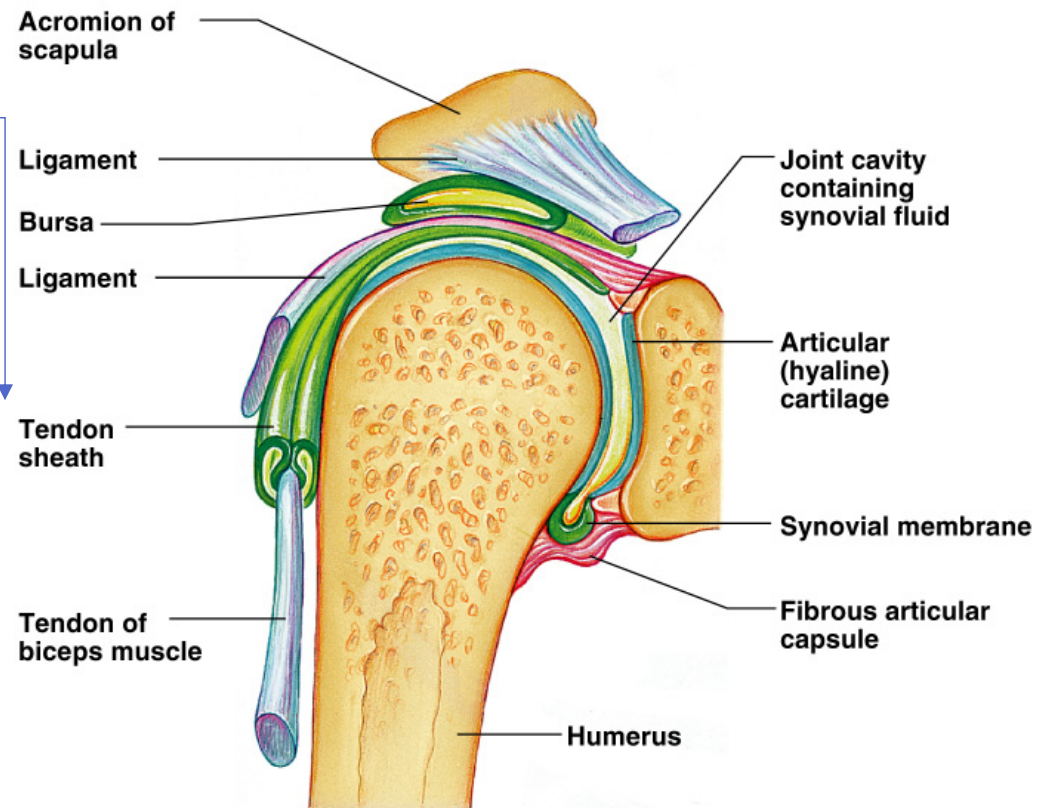
# Ligament and tendon

## Tendon

- ❑ Band of fibrous connective tissue
- ❑ Connects **muscle** to **bone** and is capable of withstanding tension

### Function

- Transfer muscle force
- Transfer energy from one joint to another (through biarticular muscle)
- Store and release energy for
  - Efficient locomotion
  - Increased power output
  - Increased contraction velocity

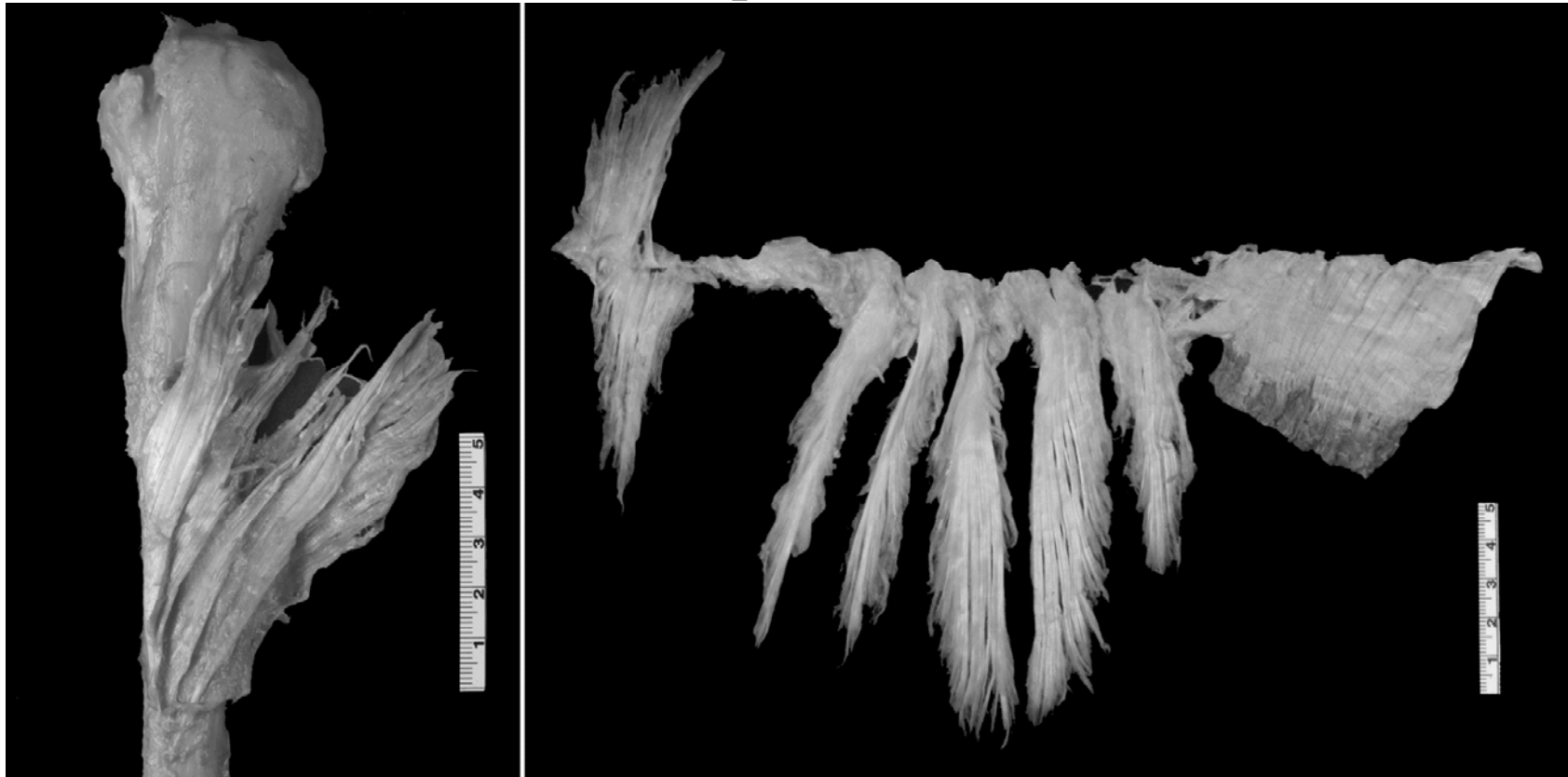


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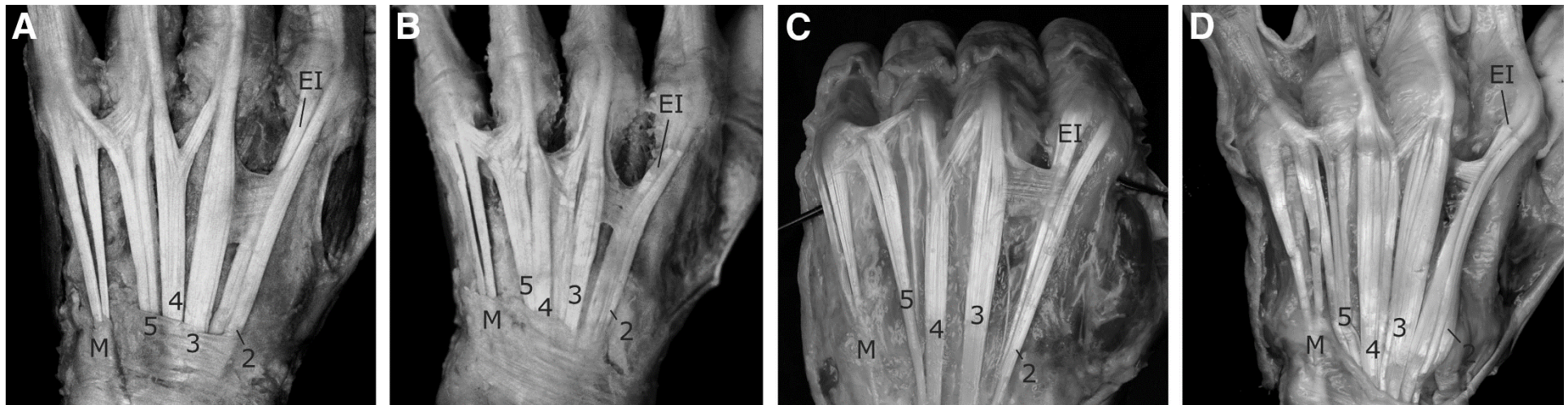
# Connections

Strong tendon weak muscle  
tendon sheets - aponeuroses



Deltoid muscle to humerus and clavicle

# Connections



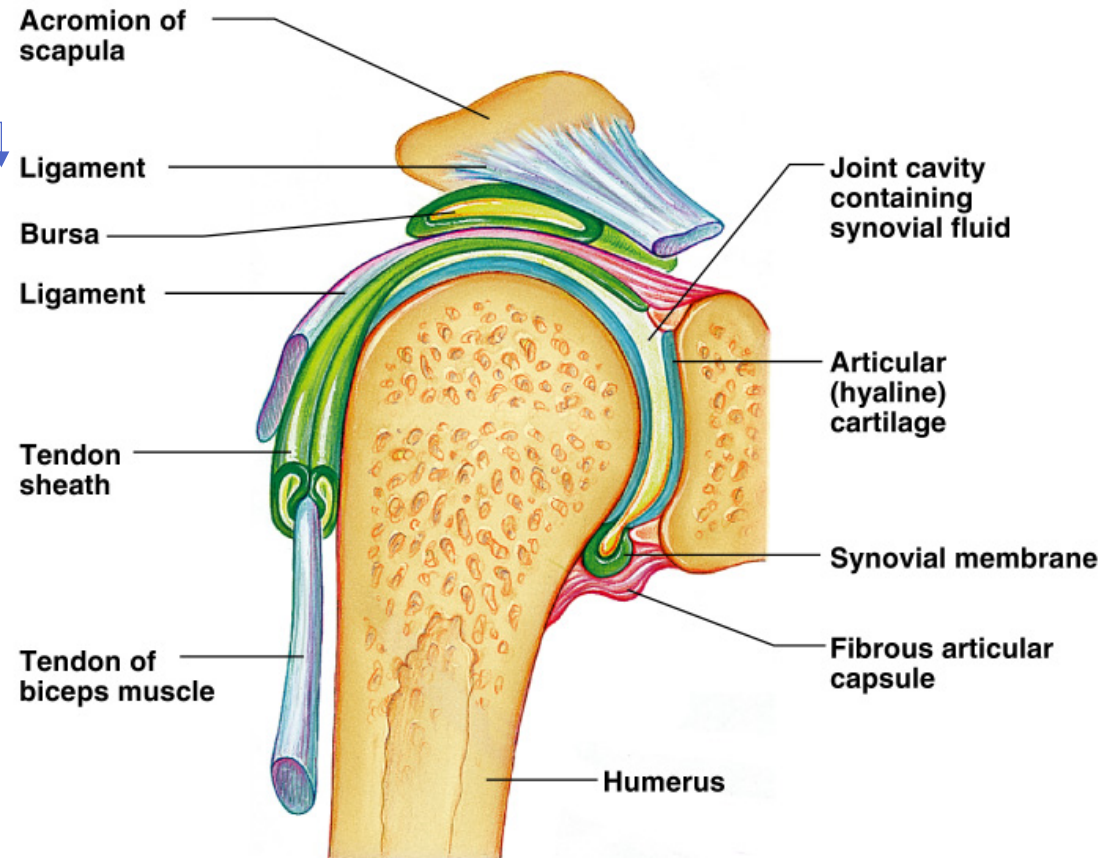
# Ligament and tendon

## Ligament

- ❑ The fibrous tissue
- ❑ Connects **bones** to other **bones**

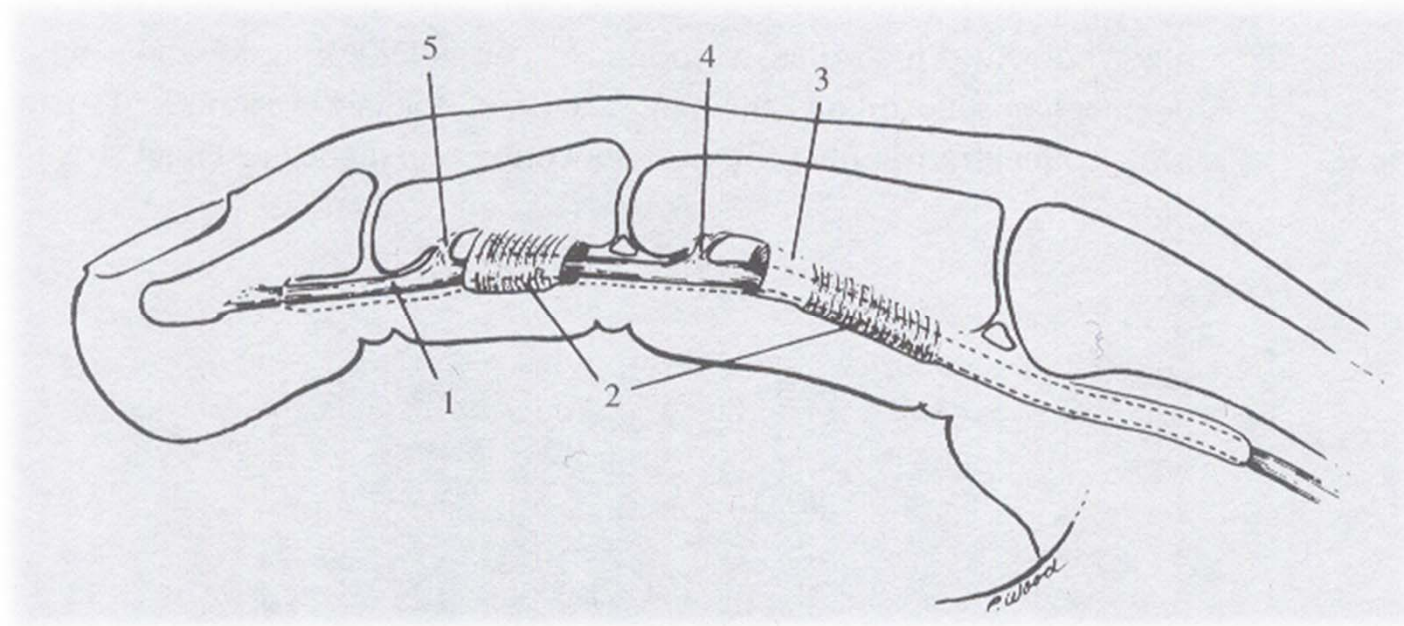
## Function

- Prevent joint dislocation
- Limit joint excursion
- Guide joint motion
- Constrain tendon paths



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# Ligament in the finger

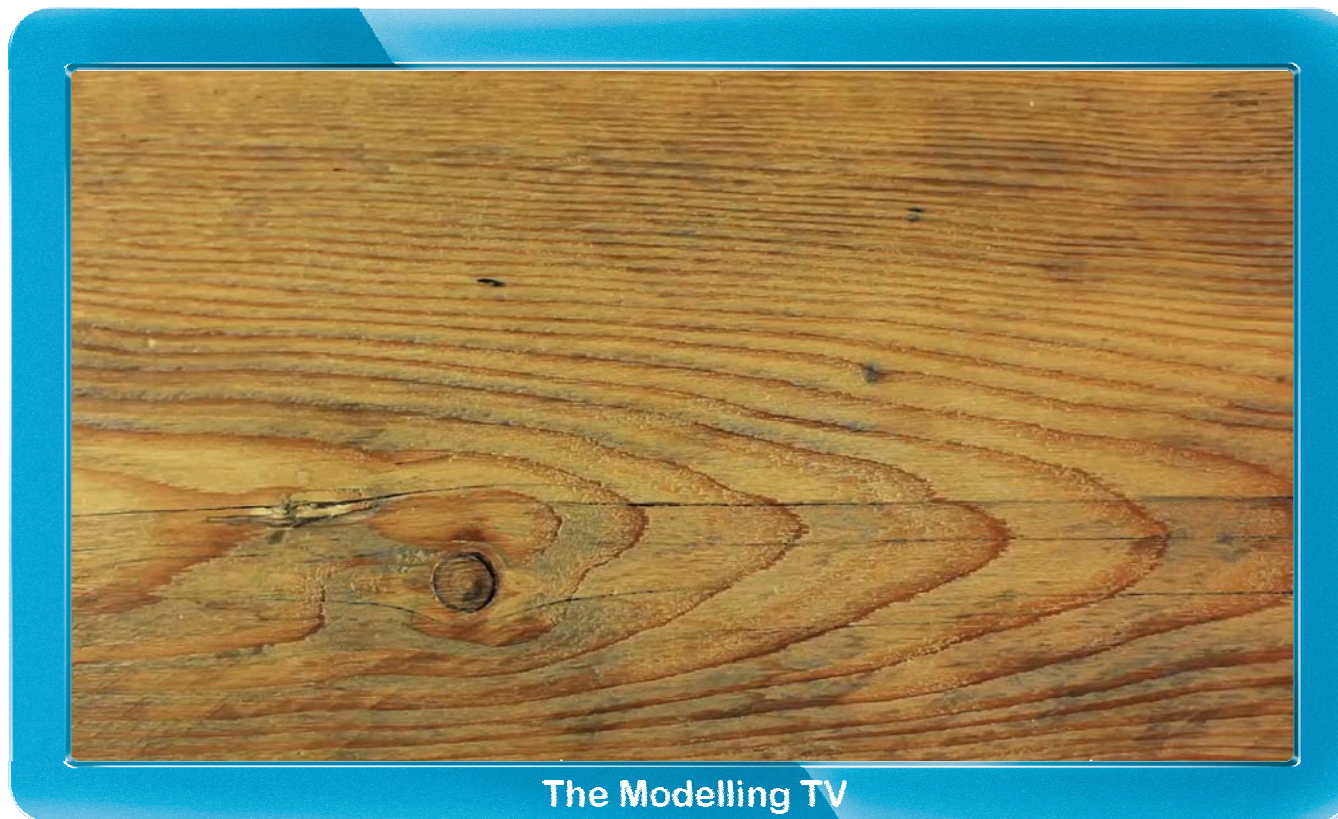




# Ligament in the leg



# Applications: Exo-L



# Types of movements

## Abduction

- movement away from longitudinal axis

## Adduction

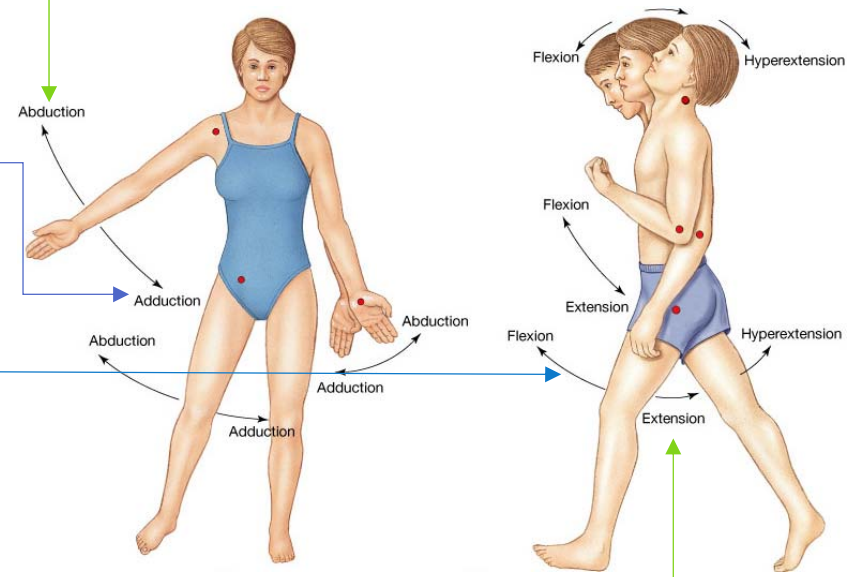
- movement toward longitudinal axis

## Flexion


- reduces angle of articulating elements in anterior-posterior plane

## Extension

-increases angle of elements in anterior-posterior plane



Courtesy of [http://droualb.faculty.mjc.edu/Lecture%20Notes/Unit%202/chapter\\_8\\_articulations%20with%20figures.htm](http://droualb.faculty.mjc.edu/Lecture%20Notes/Unit%202/chapter_8_articulations%20with%20figures.htm),  
[http://encyclopedia.lubopitko-bg.com/Joints\\_Articulations.html](http://encyclopedia.lubopitko-bg.com/Joints_Articulations.html)



# Anatomy of musculoskeletal system

## Muscle

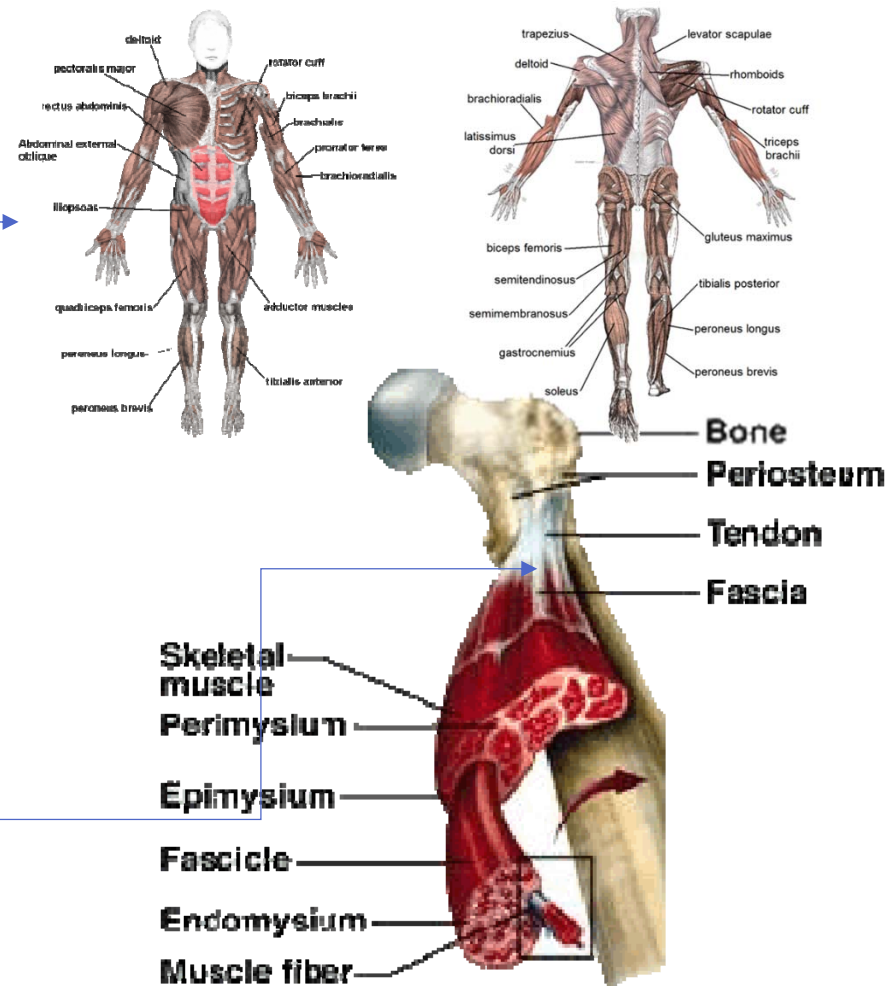


# Classification of Bones on the Basis of Shape

## The muscle

- The human body is comprised of 324 muscles
- Muscle makes up 30-35% (in women) and 42-47% (in men) of body mass.
- There are three types of muscles

Muscles are attached to bones by tendons.



Courtesy of [http://en.wikipedia.org/wiki/Human\\_musculoskeletal\\_system](http://en.wikipedia.org/wiki/Human_musculoskeletal_system)

# Classification of Bones on the Basis of Shape

## The muscle

- The human body is comprised of 324 muscles
- Muscle makes up 30-35% (in women) and 42-47% (in men) of body mass.
- There are three types of muscles

Produce movement or tension

Generate heat

Muscle cells are excitable



# Classification of Bones on the Basis of Shape

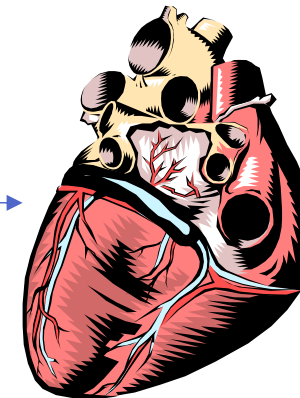
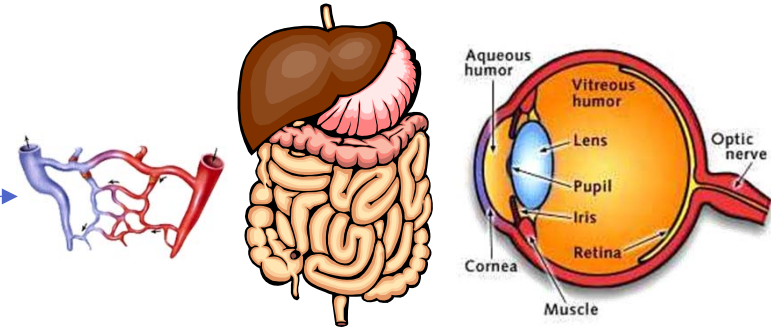
## The muscle

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- There are three types of muscles

Skeletal (Striated) Muscle

Smooth Muscle

Cardiac Muscle



# Components of skeletal muscle

Muscle belly

Muscle fibre bundle

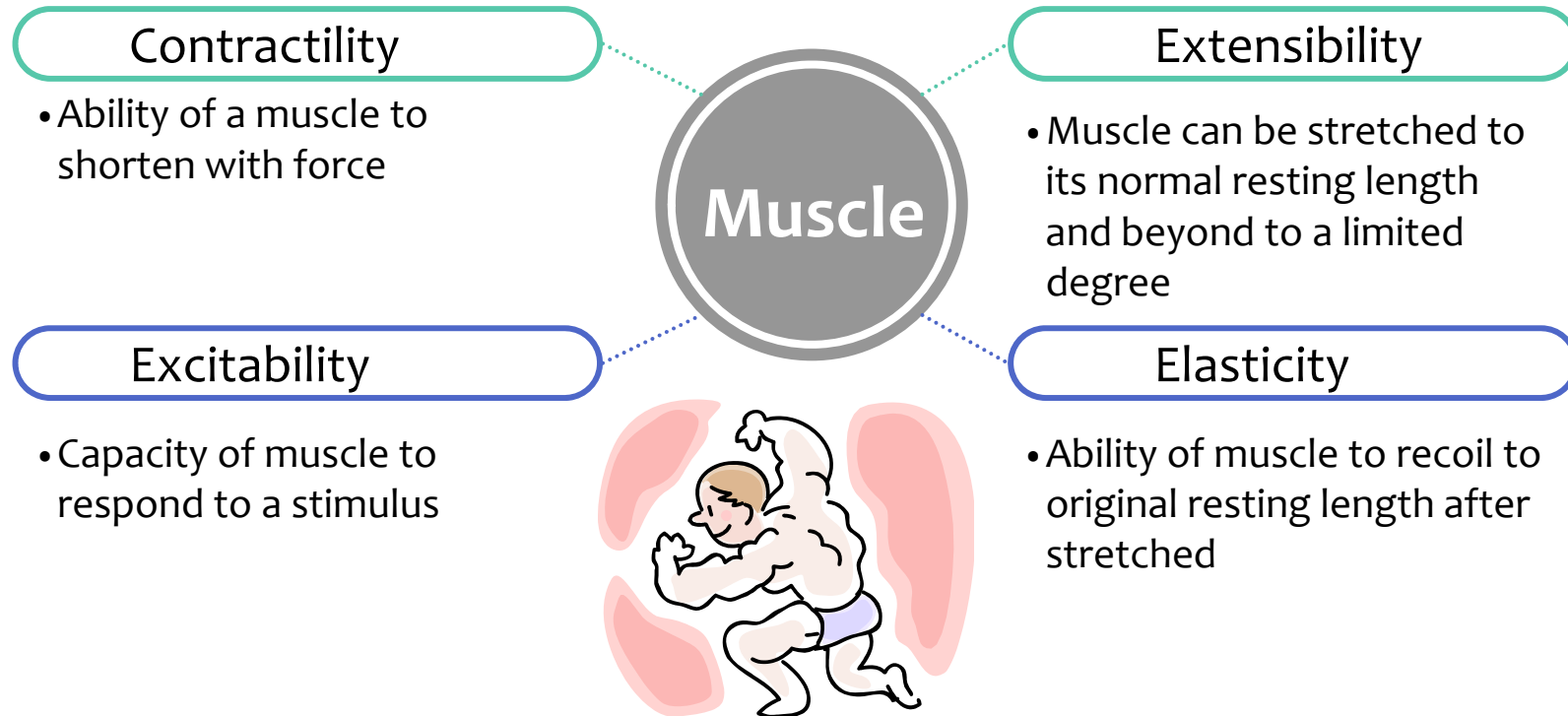
Muscle fibre

Myofibril

cross section  
of myofibril



# Muscle properties

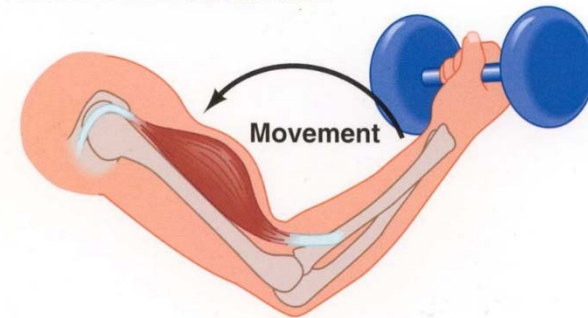


# Types of Muscle Contraction

## Concentric contraction

- Length of muscle shortens
- Muscle force is greater than the resistance

## Concentric contraction

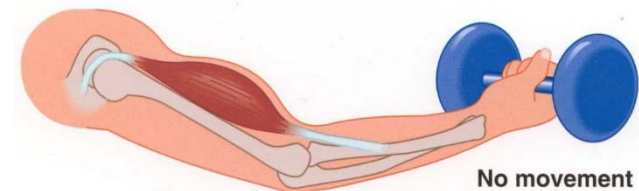


## Static or Isometric contraction

- No change in muscle length
- Muscle force is equal to the resistance

## Isometric contraction

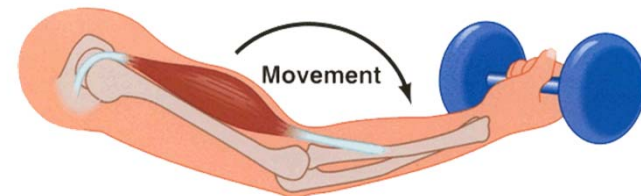
Muscle contracts but does not shorten



## Eccentric contraction

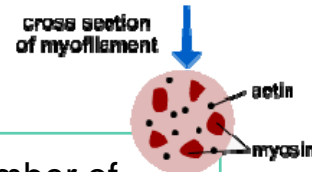
- Muscle lengthens
- Muscle force is less than the resistance

## Eccentric contraction





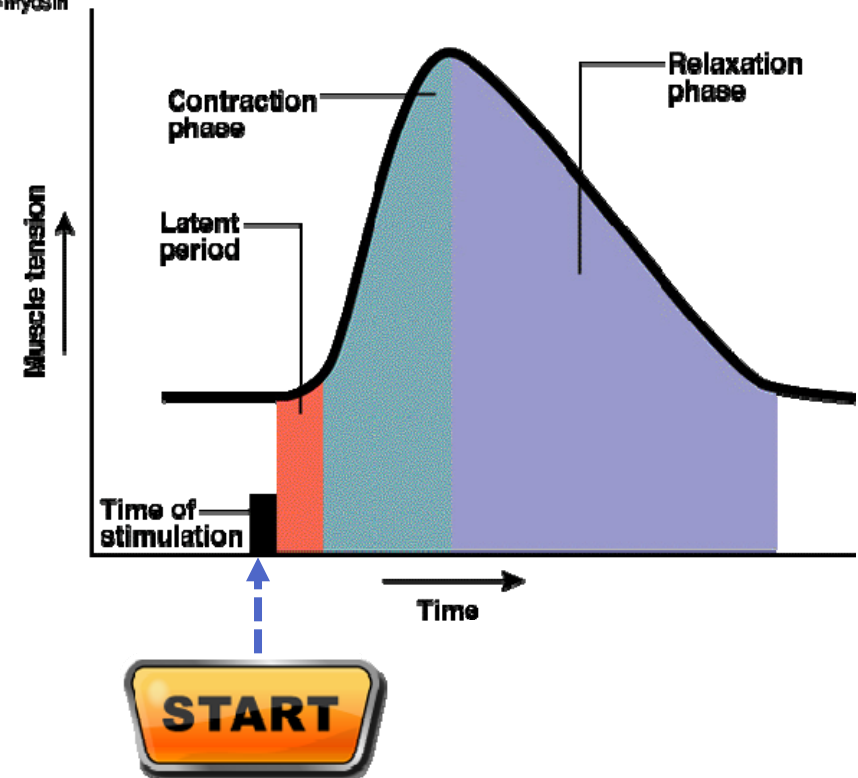
# Muscle Contraction: twitch



Active muscle force is proportional to number of active actin/myosin binding sites.

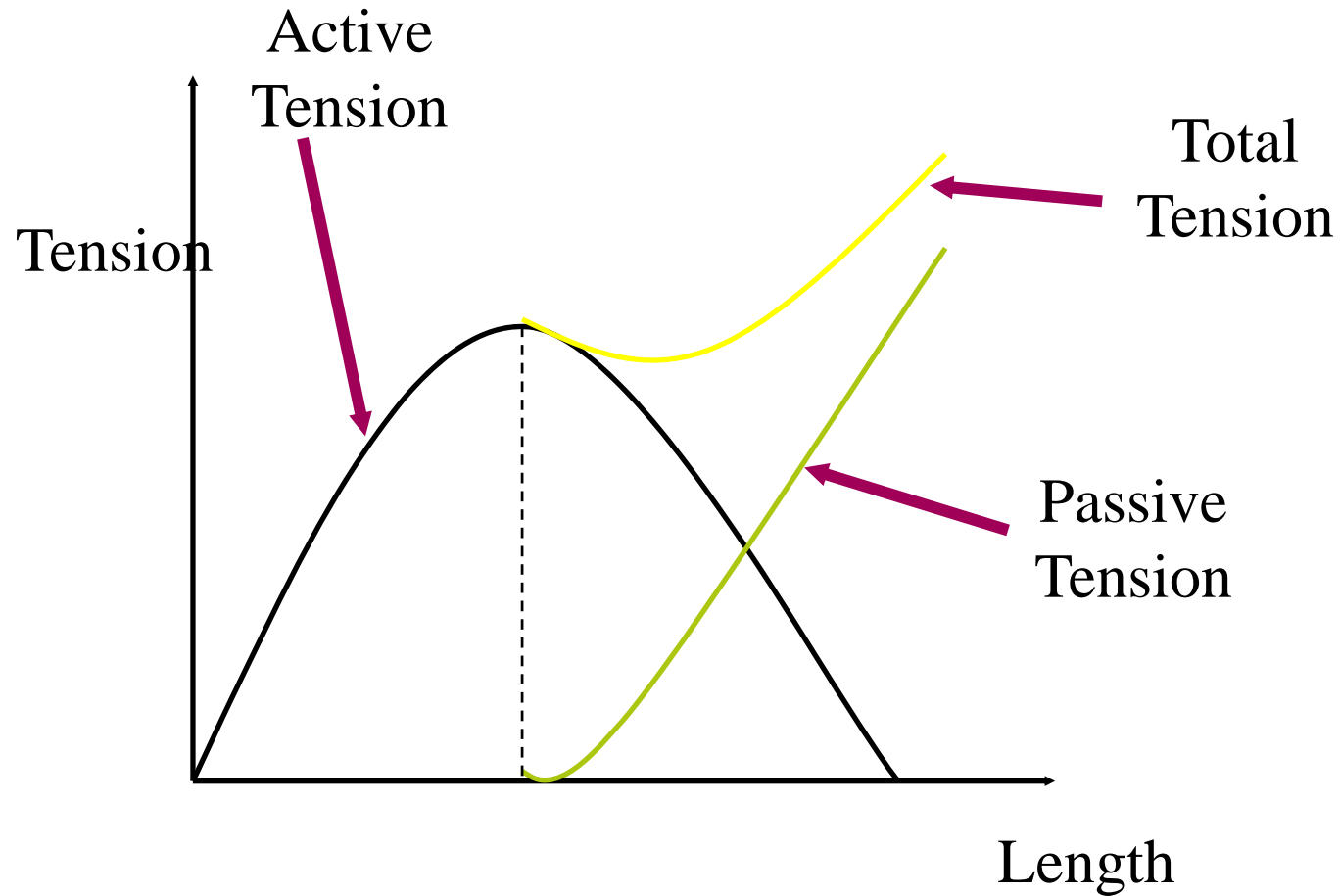
The number of sites available for actin/myosin binding depends on the muscle's length.

The greatest number of actin-myosin binding sites are available when the muscle fiber is at an intermediate length



Courtesy of [http://faculty.weber.edu/nokazaki/Human\\_Biology/Chp%206-muscular-system.htm](http://faculty.weber.edu/nokazaki/Human_Biology/Chp%206-muscular-system.htm)

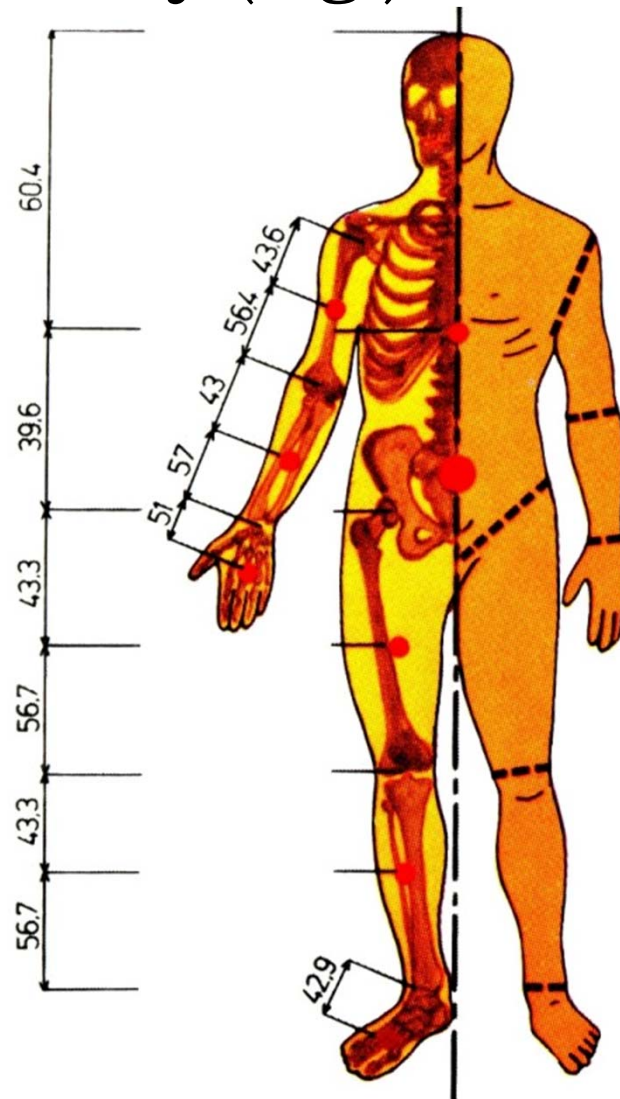
# Length vs. Tension Curve



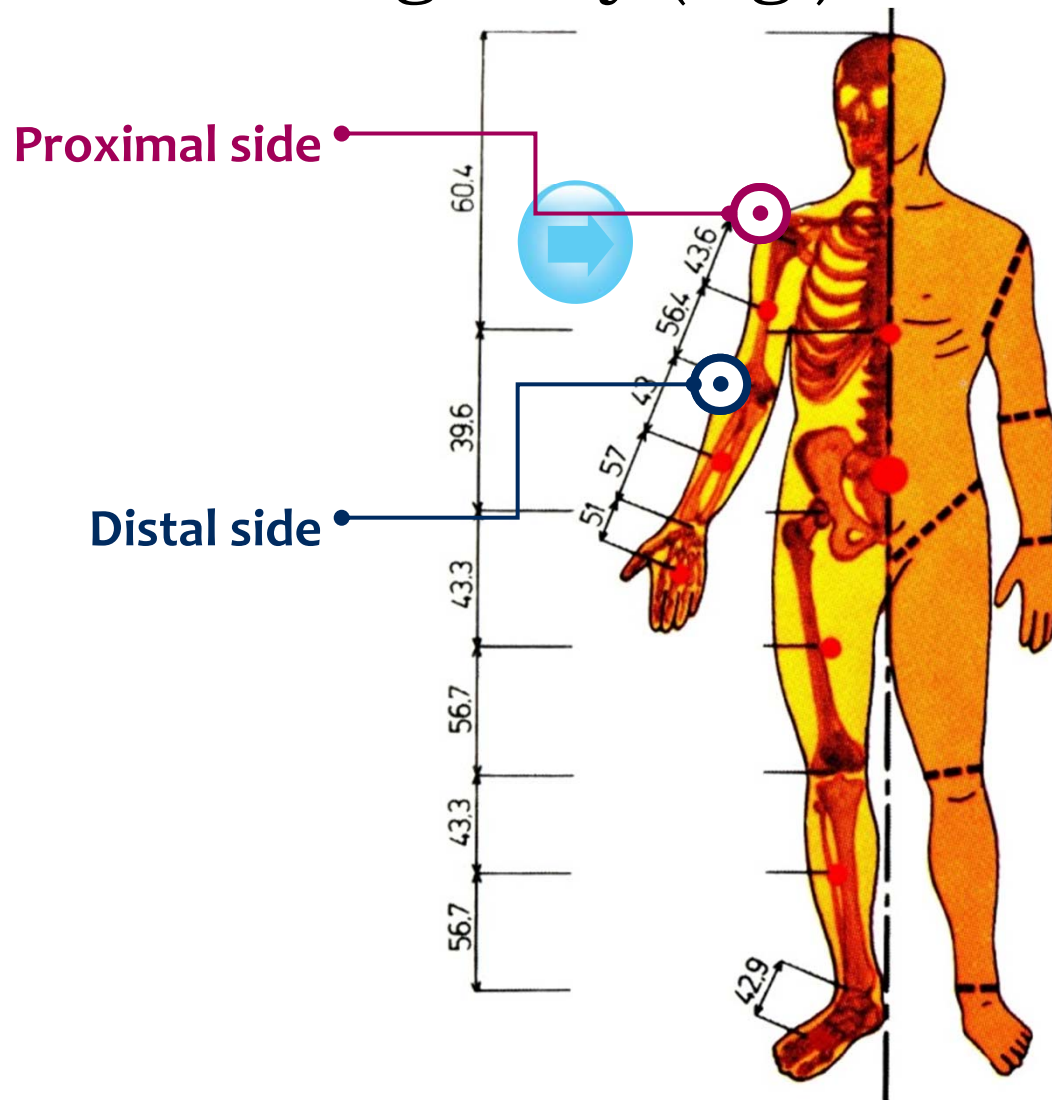


# Mass segment of human body

# Centre of gravity (c.g.) of body segments



# Centre of gravity (c.g.) of body segments



# Mass of body segment

Following Biomechanics and Motor Control of Human Movement

Segment	Segment Total Body Weight	Centre of Mass Segment length	Centre of Mass Segment length
		Proximal	Distal
Hand	0.006	0.506	0.494
Forearm	0.016	0.43	0.57
Upper arm	0.028	0.436	0.564
F'arm+hand	0.022	0.682	0.318
Upper limb	0.05	0.53	0.47
Foot	0.0145	0.5	0.5
Shank	0.0465	0.433	0.567
Thigh	0.1	0.433	0.567
Foot + shank	0.061	0.606	0.394
Lower Limb	0.161	0.447	0.553
Head, neck, trunk	0.578	0.66	0.34
Head, neck, arms, trunk	0.678	0.626	0.374
Head and neck	0.081		

Ref. [http://books.google.nl/books?id=\\_bFHL08IWfwC&printsec=frontcover&source=gbg\\_ge\\_summary\\_r&cad=0#v=snippet&q=mass%20segment&f=false](http://books.google.nl/books?id=_bFHL08IWfwC&printsec=frontcover&source=gbg_ge_summary_r&cad=0#v=snippet&q=mass%20segment&f=false)



# Mass of body segment

by Zatsiorskji and Selujanov (1979), based on athlete's data

Mass of the  
segment (**kg**)

Mass (**kg**)

$$m_i = B_0 + B_1 m + B_2 H$$

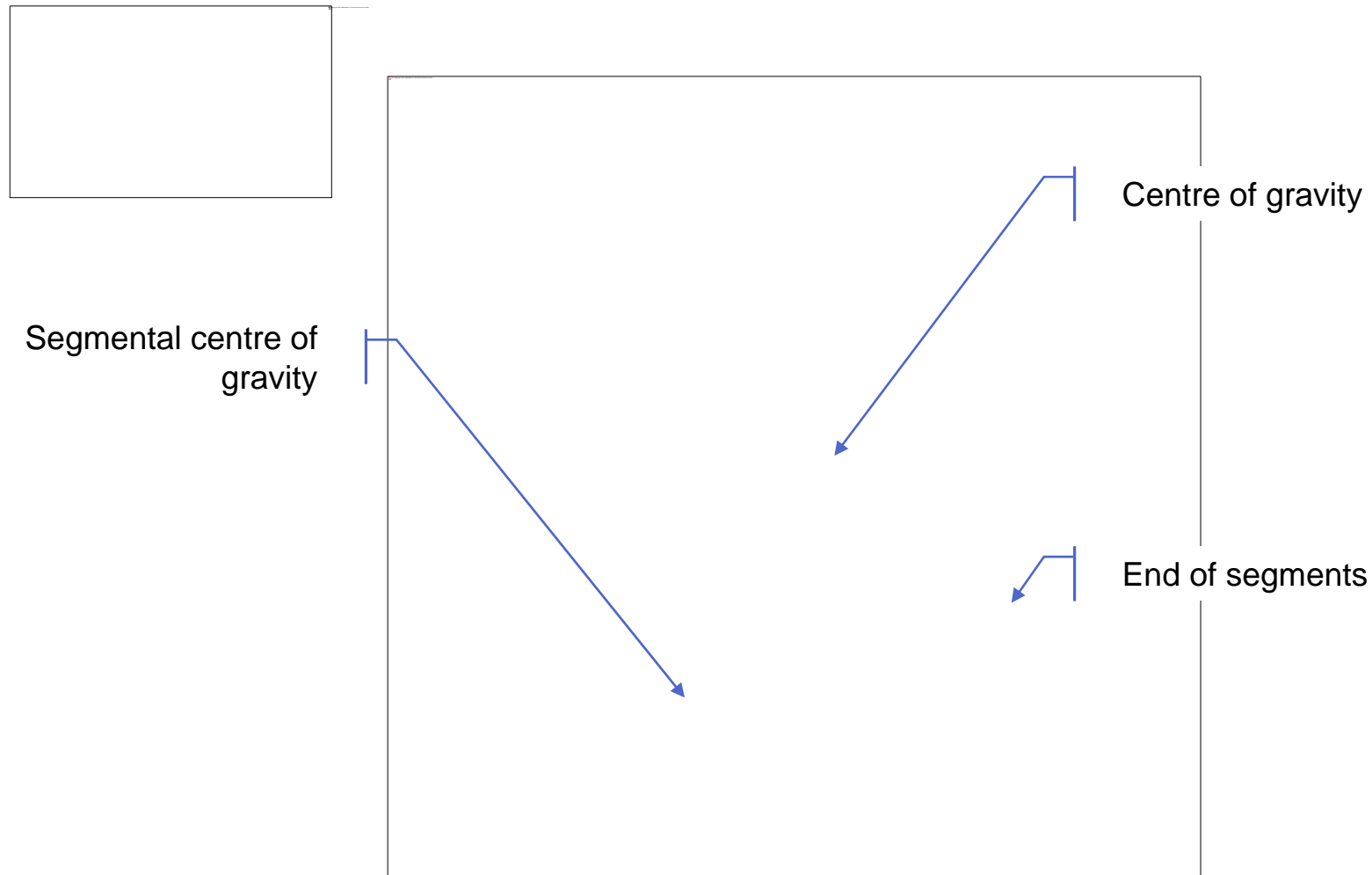
Height (**cm**)

Coefficient

Segment name	B <sub>0</sub> [kg]	B <sub>1</sub>	B <sub>2</sub> [kg/cm]
Head+neck	1.296	0.0171	0.0143
Hand	-0.1165	0.0036	0.00175
Forearm	0.3185	0.01445	-0.00114
Upperarm	0.25	0.03012	-0.0027
Leg	-0.829	0.0077	0.0073
Shank	-1.592	0.03616	0.0121
Thigh	-2.649	0.1463	0.0137
Trunk			
Upper part of the trunk	8.2144	0.1862	-0.0584
Middle part of the trunk	7.181	0.2234	-0.0663
Lower part of the trunk	-7.498	0.0976	0.04896

Courtesy of [http://biomech.ftvs.cuni.cz/pbpk/kompendum/biomechanika/geometrie\\_hmotnost\\_en.php](http://biomech.ftvs.cuni.cz/pbpk/kompendum/biomechanika/geometrie_hmotnost_en.php)

# Case study: Mass segments of a child throws a ball





# Case studies

# Case study: Yoga elastic band

## Yoga elastic band

Consider using an elastic yoga band in the yoga lesson:

What is the angular velocity of her leg if she applies a 32 Nm torque on her hips joint?

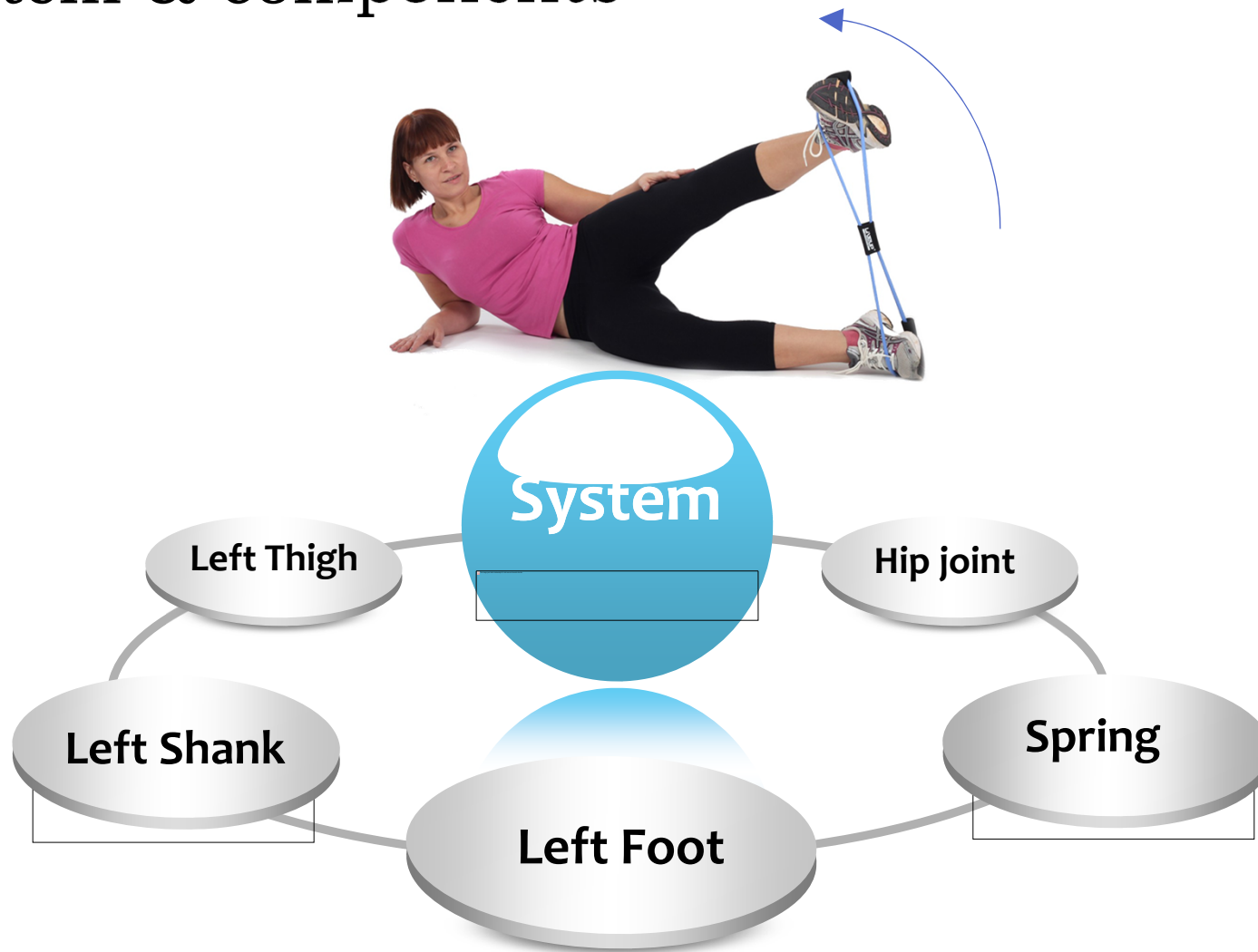
We choose:

- Her height is 170cm;
- Her mass is 60 kg;
- She is a Dutch;
- The spring constant of the elastic band is 100N/m
- Every part of her body is fixed except the hip joint;
- The elastic band is fixed around the ankle



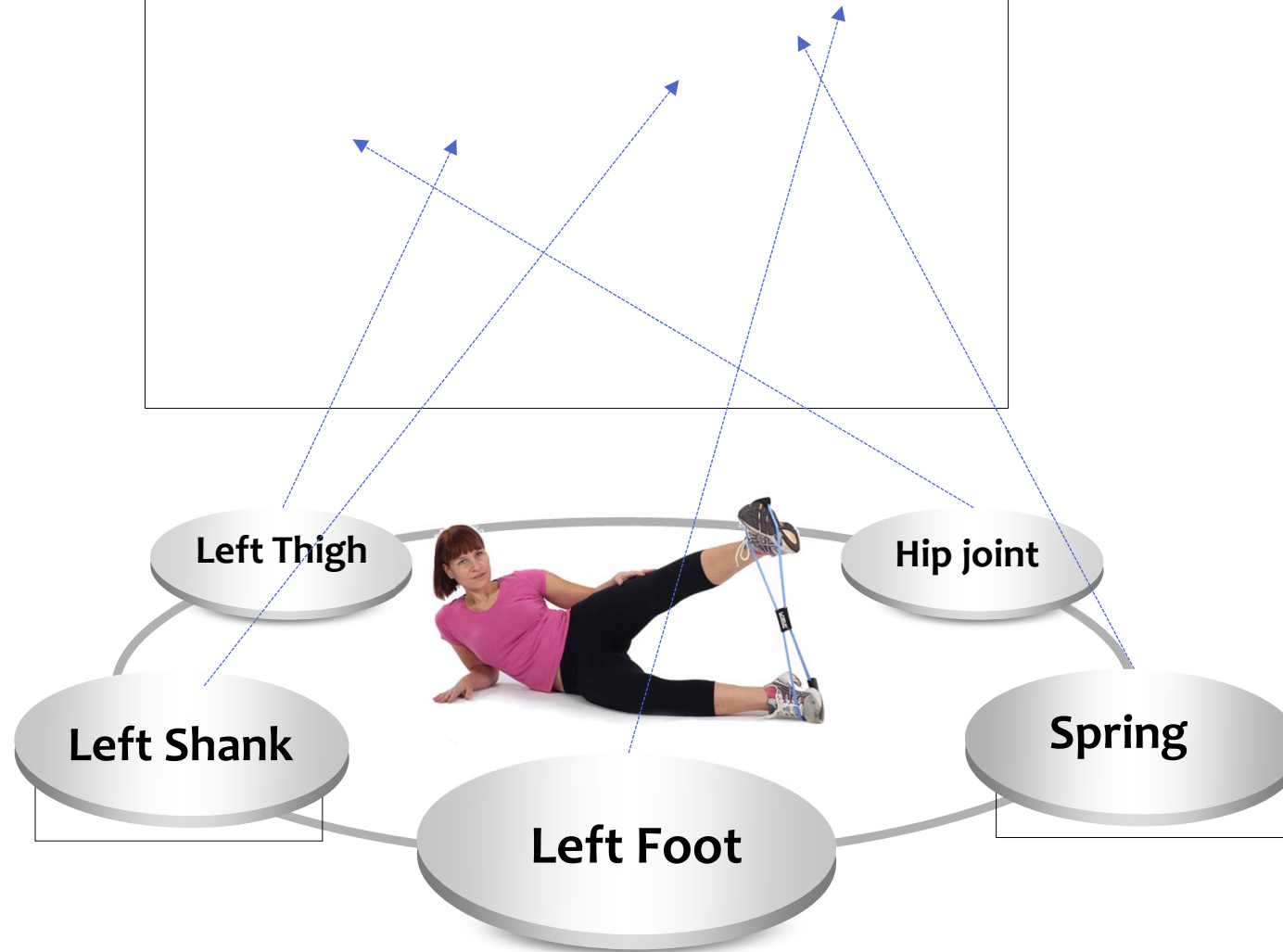
Courtesy of [http://www.physio-pedia.com/Musculoskeletal\\_Physiotherapy\\_Courses](http://www.physio-pedia.com/Musculoskeletal_Physiotherapy_Courses)

# System & components



Courtesy of [http://www.physio-pedia.com/Musculoskeletal\\_Physiotherapy\\_Courses](http://www.physio-pedia.com/Musculoskeletal_Physiotherapy_Courses)

## A simple sketch



Courtesy of [http://www.physio-pedia.com/Musculoskeletal\\_Physiotherapy\\_Courses](http://www.physio-pedia.com/Musculoskeletal_Physiotherapy_Courses)



# Explore geometric relations



$$\alpha = \frac{\pi}{2} - \theta(t) + \tan^{-1} \frac{L5 - L5\cos \theta(t)}{L1 + L5\sin \theta(t)}$$

$$L8 = \sqrt{(L5 - L5\cos(\theta(t)))^2 + (L1 + L5\sin(\theta(t)))^2}$$

Courtesy of [http://www.physio-pedia.com/Musculoskeletal\\_Physiotherapy\\_Courses](http://www.physio-pedia.com/Musculoskeletal_Physiotherapy_Courses)

# Modelling

Mass of the thigh,  
shank and foot

Inertia force

$$(-m_{thigh}L2^2 - m_{shank}L4^2 - m_{foot}L6^2) \frac{d^2\theta(t)}{dt^2}$$

Gravity of the thigh,  
shank and foot

Resist to the  
movement

$$(-m_{thigh}gL2 - m_{shank}L4 - m_{foot}gL6)\cos\theta(t)$$

Spring

Resist to the  
movement

$$-k(L8 - L1)L5\sin\alpha$$

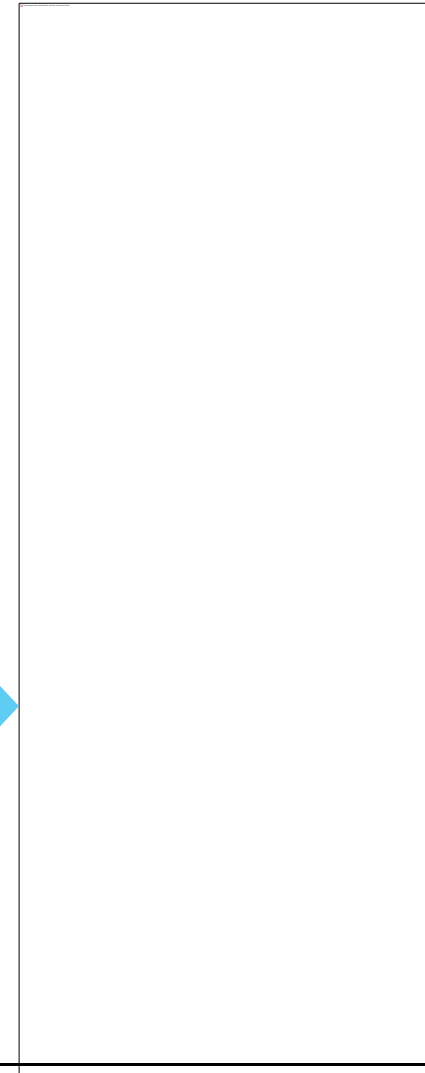
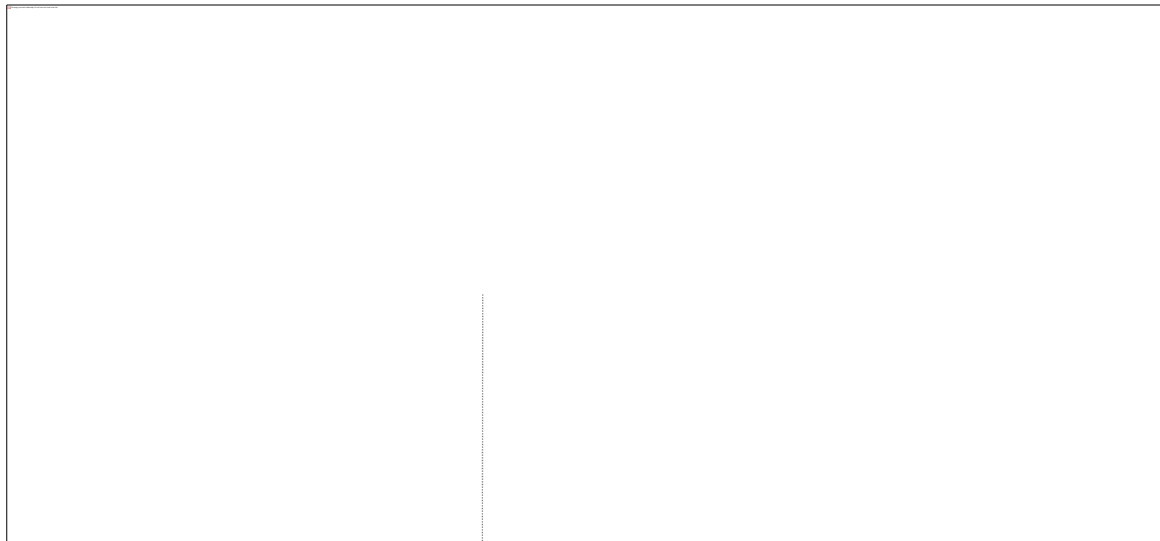
User

Trigger the  
movement

$$M_{user}$$

$$\sum M = 0$$

# Establish relations



3D human model based on Dined data

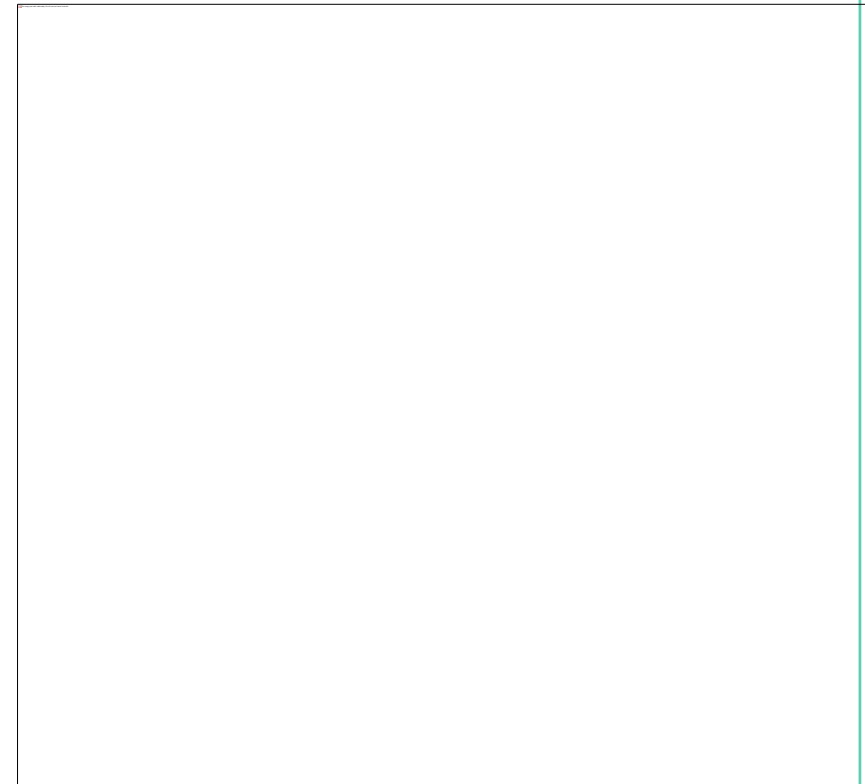
To be introduced in **H-L-3** lecture

# Establish relations

## Anthropometric model



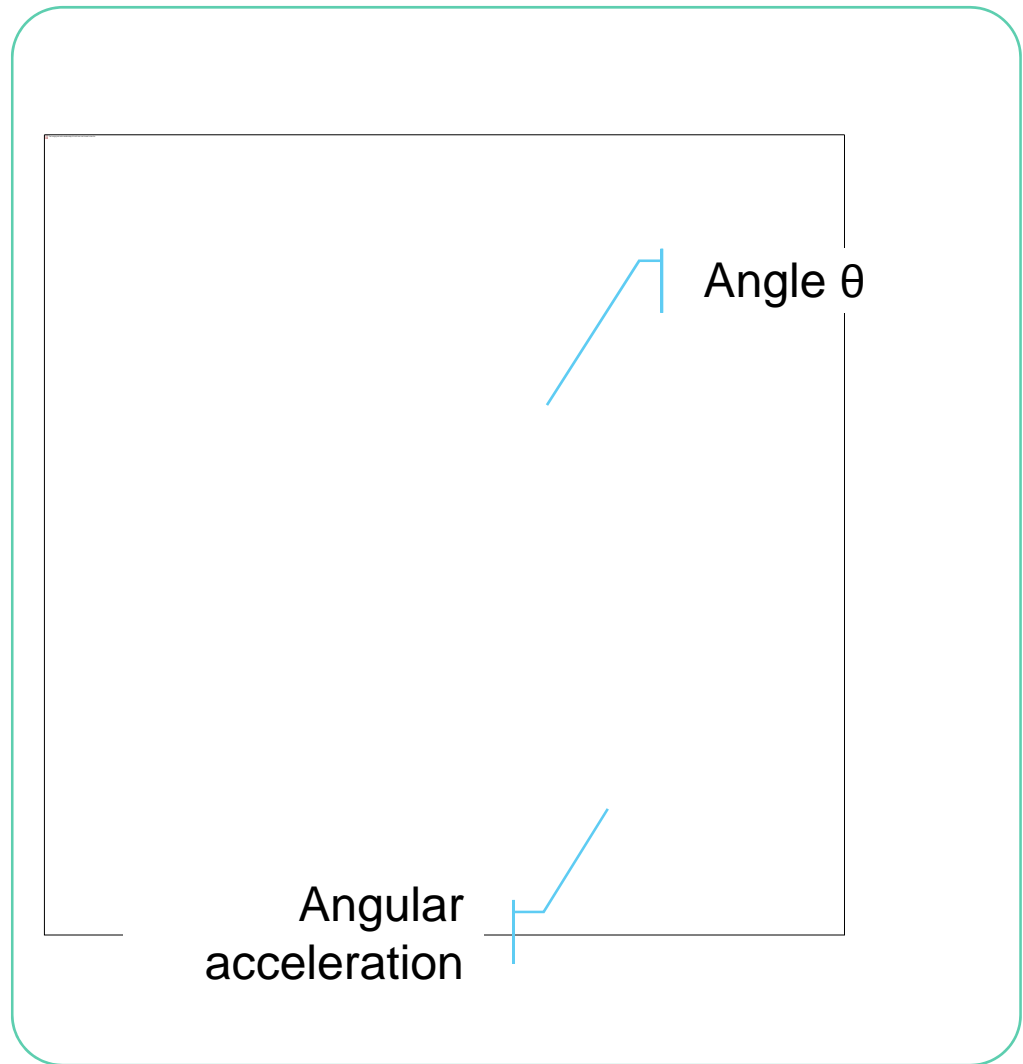
## Parameters for the model



## Body mass segments

		Proximal	Distal
Hand	0.006	0.506	0.494
Forearm	0.016	0.43	0.57
Upper arm	0.028	0.436	0.564
F arm+hand	0.022	0.682	0.318
Upper limb	0.05	0.53	0.47
Foot	0.0145	0.5	0.5
Shank	0.0465	0.433	0.567
Thigh	0.1	0.433	0.567
Foot + shank	0.061	0.606	0.394
Lower Limb	0.161	0.447	0.553
Head, neck, trunk	0.578	0.66	0.34
Head, neck, arms, trunk	0.678	0.626	0.374
Head and neck	0.081		

# Establish relations

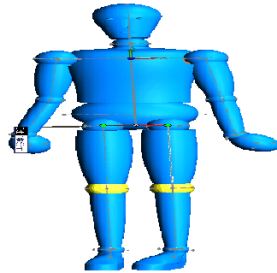




# From objective perceptions to subjective perceptions



# The human: Two worlds



## Objective perceptions: physical world

- Units
- Additive
- cognitive process

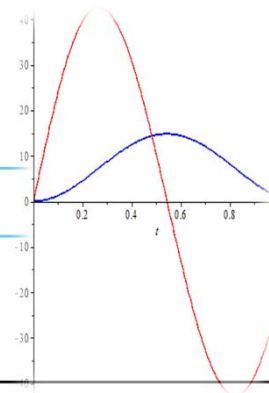
## Subjective perceptions: introspection

- Units?
- rules?
- sensory process

```

> restart;
> m := 60; g := 9.81;          m := 60          (1)
                                g := 9.81        (2)
> L1 := 0.14858                L1 := 0.14858    (3)
> L2 := 0.4114 0.436           L2 := 0.1793704  (4)
> L3 := 0.4114;                L3 := 0.4114     (5)
> L4 := L3 + 0.4012 0.43       L4 := 0.583916   (6)
> L5 := L3 + 0.4012           L5 := 0.8126      (7)
> L6 := L3 + 0.115 0.5         L6 := 0.8701     (8)
> mfloor := m 0.0145;          mfloor := 0.8708  (9)
> mskunk := m 0.0465           mskunk := 2.7900  (10)
> msligh := m 0.1              msligh := 6.0
    
```

Same?



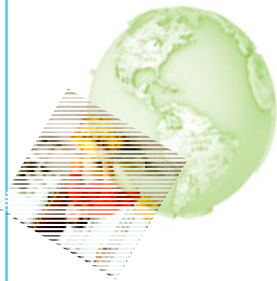
# Just noticeable difference

## Just noticeable difference

The smallest detectable difference between a starting and secondary level of a particular sensory stimulus

### □ Test methods:

Simple up-down method (Boff 1932)



## Weber's Law:

It states that the ratio of the increment threshold to the background intensity is a constant

Constant  
To be determined by  
experiment

$$k_w = \frac{\Delta I}{I}$$

Increment

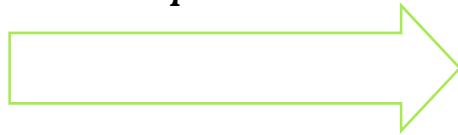
Background intensity



# Weber's law & Fechner's law

Weber's Law:

$$k_w = \frac{\Delta I}{I}$$



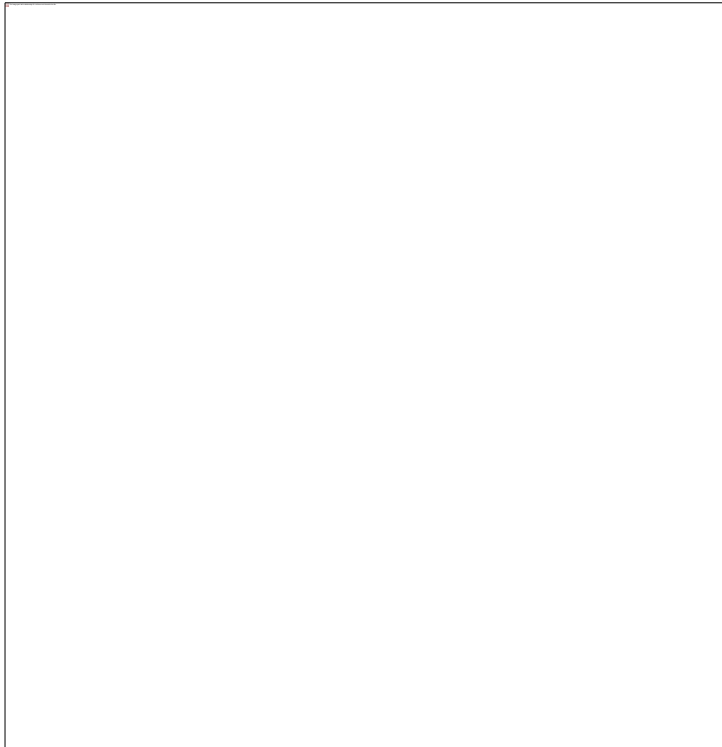
subjective,  
perceived, psychological  
intensity

$$Response = \log(I)$$

Physical intensity

Mathematically, Weber's law and  
Fechner's law are equivalent

# Steven's power law



Subjective  
magnitude

$$\psi(I) = kI^a$$

Constant: depends  
on the type of  
stimulation & Units

Constant: depends  
on the type of  
stimulation

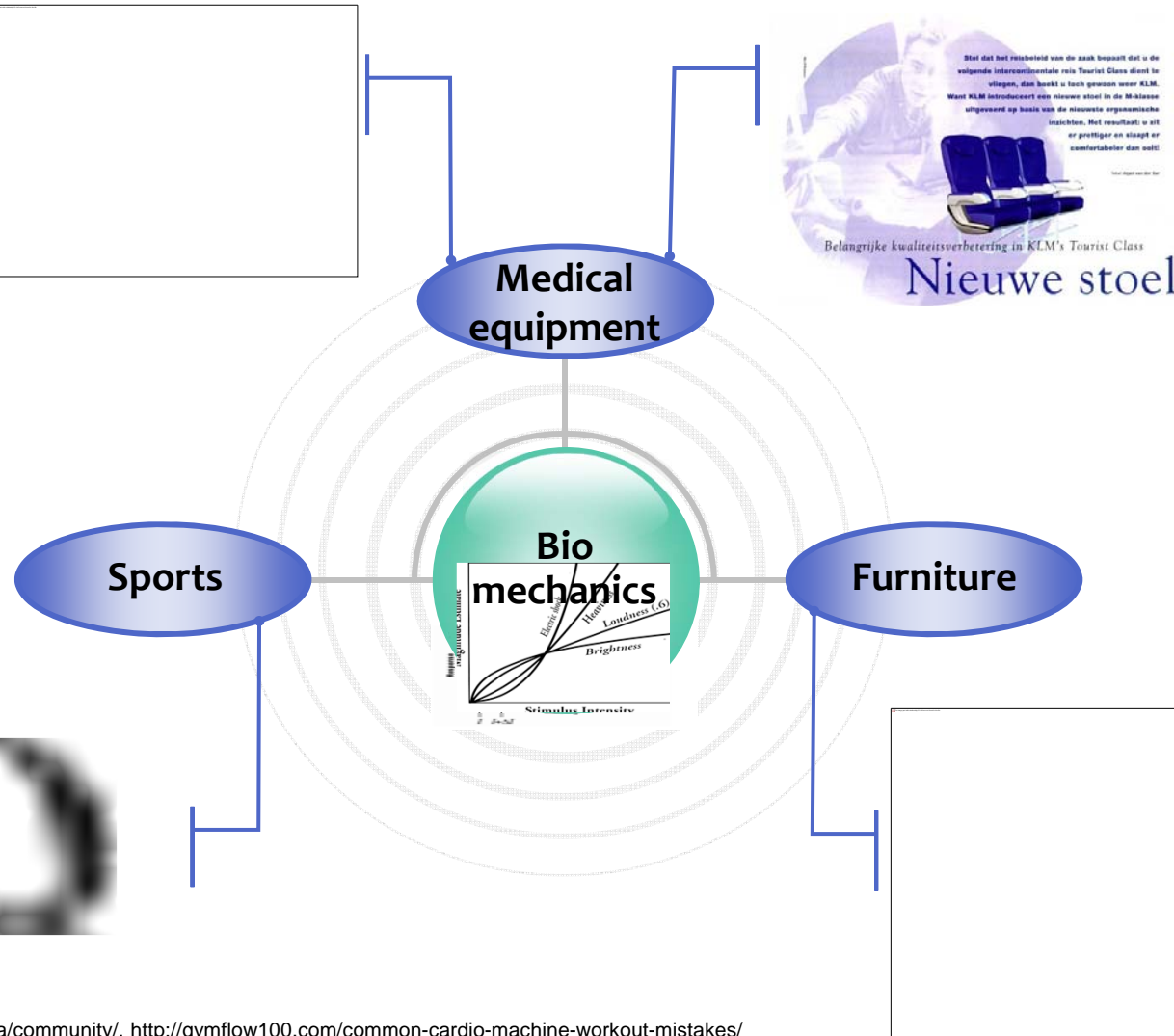
Magnitude of the  
physical stimulus

Types	Exponent
Loudness	0.67
Vibration	0.95
Brightness	0.33
Smell	0.6
Cold	1
Discomfort, cold	1.7
Discomfort, warm	0.7
Muscle force	1.7
Electric shock	3.5
...	...



# Industrial design applications

# Industrial design applications



Courtesy of [www.nike.com](http://www.nike.com), <http://www.aaop.ca/community/>, <http://gymflow100.com/common-cardio-machine-workout-mistakes/>



# Thank You

Prof. Dr. ir. Richard Goossens

Dr. Wolf Y. Song

Faculty of Industrial Design Engineering

Delft University of Technology