

An Open-Source OpenSim Oculomotor Model for Kinematics and Dynamics Simulation

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Model Description

- **v1** the baseline mode, which uses linear passive tissue function, has no fixation controller, does not contain any constraints, thus can be used by any version of OpenSim
- **v2** left eye is coupled with the right eye using CoordinateCouplingConstraint
- **v3** is program generated and contains the fixation controller, which is a custom OpenSim::Controller that must be built as an OpenSim plugin

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