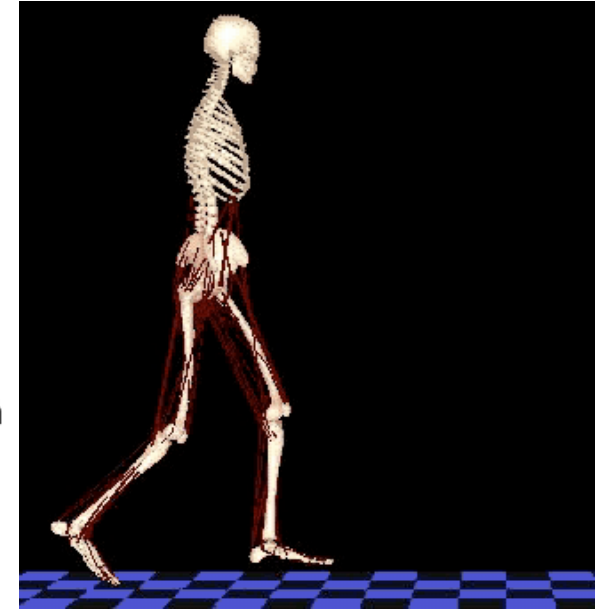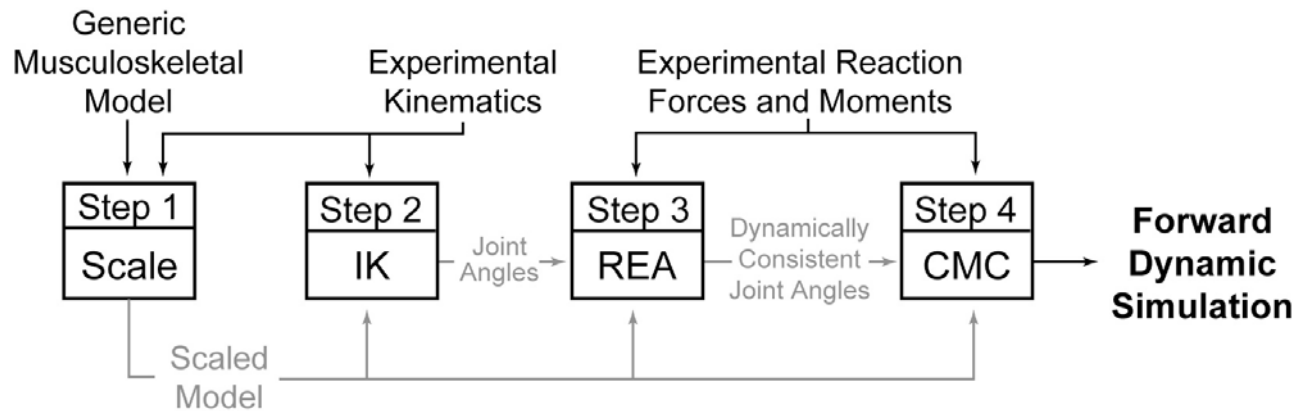# Generating Subject-Specific Muscle-Actuated Simulations of Movement from Experimental Data

What:

Why:

- Predict un-measurables
- Ask what-if questions
- Learn how we move
- Treat movement disorders
- Synthesize realistic motion

Who (500 users):

- Engineers
- Biomechanists
- Gait lab technicians
- Physical therapists
- Physicians
- Computer animators

Challenges:

- Valid neuromusculoskeletal models
- Better control algorithms
- Usability
- Extensible simulation framework