

Enhancement of a preprocessor for the simulation of human bones

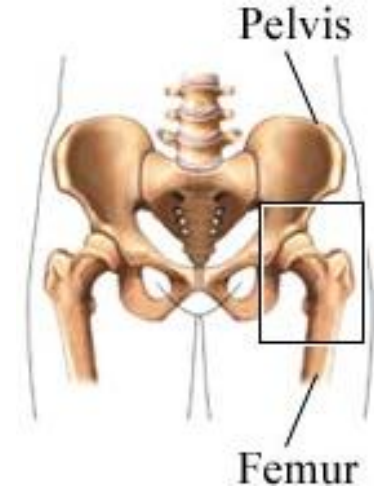
Supervisors

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Motivation for Biomechanics

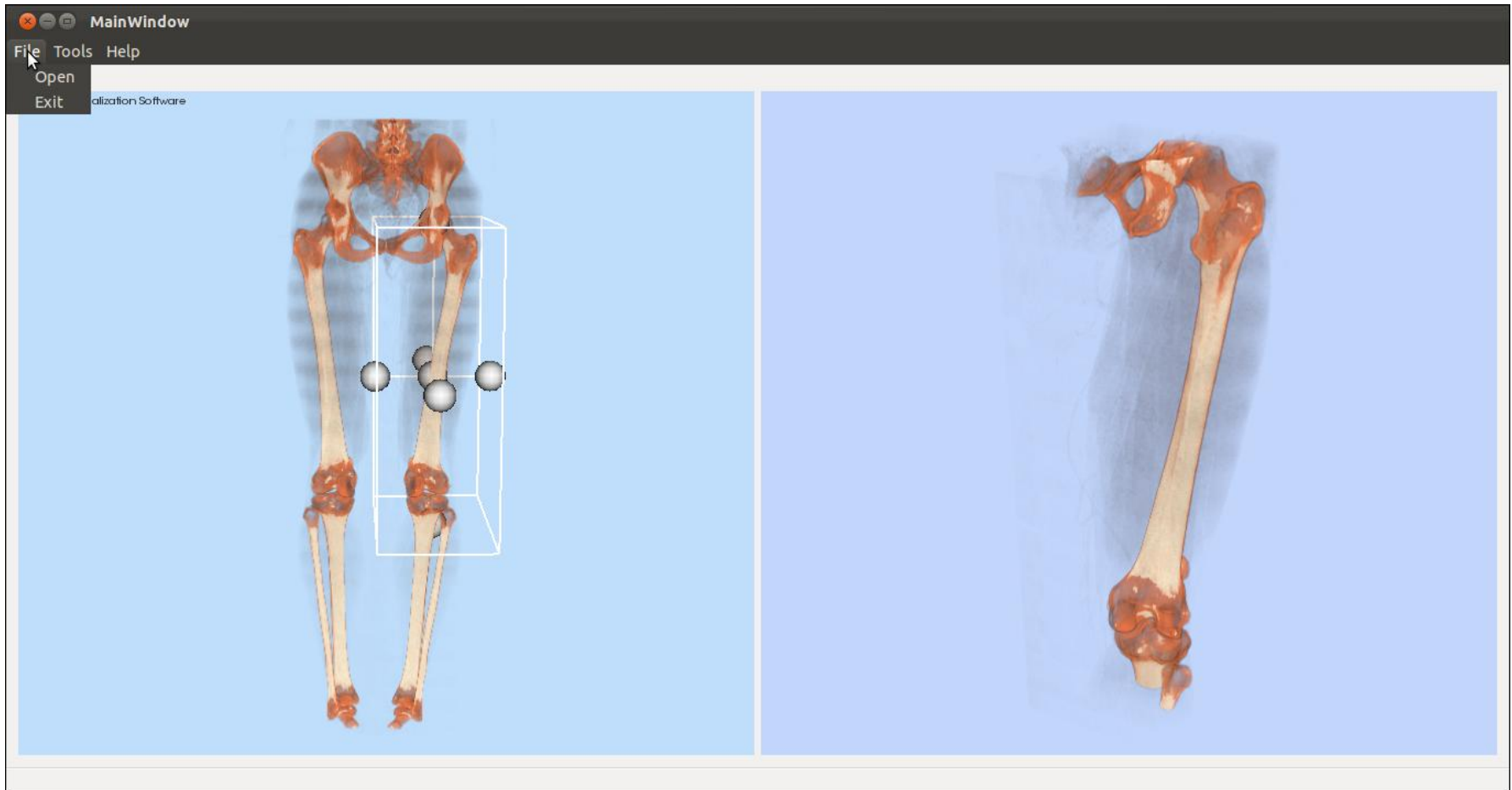
Provide medical doctors with a tool that predicts the mechanical response of a *patient's individual* bone.



State of the Art

Validation of simulation results against experimental measurements.





Pre-processor written in C++ using the
libraries: VTK, ITK, Qt

