

## **Contents**

<b>1</b>	<b>Introduction</b>	<b>6</b>
1.1	Injury criteria . . . . .	6
<b>2</b>	<b>FE model of human head</b>	<b>7</b>
2.1	Introduction . . . . .	7
2.2	Finite element model development . . . . .	8
2.2.1	Tissue segmentation . . . . .	8
2.2.2	Surface reconstruction . . . . .	9
2.2.3	Volumetric discretization . . . . .	10
<b>3</b>	<b>Accident reconstruction</b>	<b>12</b>
3.1	Introduction . . . . .	12
3.2	Injury description . . . . .	13
3.3	Rigid body modeling of the incident . . . . .	13
3.4	FE Model of the skull . . . . .	16
3.4.1	Contact phenomena between tissues . . . . .	18
3.4.2	Results . . . . .	19
<b>4</b>	<b>Conclusions</b>	<b>20</b>
<b>References</b>		<b>21</b>