

This is an Open Access document downloaded from ORCA, Cardiff University's institutional repository: <https://orca.cardiff.ac.uk/id/eprint/111366/>

This is the author's version of a work that was submitted to / accepted for publication.

Citation for final published version:

Jones, Michael , Darwall, D, Khalid, G, Prabhu, R., Kemp, A., Arthurs, Owen J. and Theobald, P. 2017. Development and validation of a physical model to investigate the biomechanics of infant head impact. *Forensic Science International* 276 , pp. 111-119. 10.1016/j.forsciint.2017.03.025

Publishers page: <http://dx.doi.org/10.1016/j.forsciint.2017.03.025>

Please note:

Changes made as a result of publishing processes such as copy-editing, formatting and page numbers may not be reflected in this version. For the definitive version of this publication, please refer to the published source. You are advised to consult the publisher's version if you wish to cite this paper.

This version is being made available in accordance with publisher policies. See <http://orca.cf.ac.uk/policies.html> for usage policies. Copyright and moral rights for publications made available in ORCA are retained by the copyright holders.



Development and validation of a physical model to investigate the biomechanics of infant head impact

M. Jones, D. Darwall, G. Khalida R. Prabhu, A. Kemp, Owen J. Arthurs, P. Theobald

a Cardiff School of Engineering, Cardiff University,
Cardiff, UK

b Center for Advanced Vehicular Systems, Mississippi State University, Starkville, MS, USA

c College of Biomedical and Life Sciences, School of Medicine, Cardiff University, Cardiff, UK

d Great Ormond Street Hospital for Children NHS Foundation Trust, London, UK

ABSTRACT

Head injury in childhood is the single most common cause of death or permanent disability from injury. However, despite its frequency and significance, there is little understanding of the response of a child's head to injurious loading. This is a significant limitation when making early diagnoses, informing clinical and/or forensic management or injury prevention strategies. With respect to impact vulnerability, current understanding is predominantly based on a few post-mortem-human-surrogate (PMHS) experiments. Researchers, out of experimental necessity, typically derive acceleration data, currently an established measure for head impact vulnerability, by calculation. Impact force is divided by the head mass, to produce a "global approximation", a single-generalised head response acceleration value. A need exists for a new experimental methodology, which can provide specific regional or localised response data. A surrogate infant head, was created from high resolution computer tomography scans with properties closely matched to tissue response data and validated against PMHS head impact acceleration data. The skull was 3D-printed from co-polymer materials. The brain, represented as a lumped mass, comprised of an injected gelatin/water mix. High-Speed Digital-Image-Correlation optically measured linear and angular velocities and accelerations, strains and strain rates. The "global approximation" was challenged by comparison with regional and local acceleration data. During impacts, perpendicular (at 90) to a surface, regional and local accelerations were up to three times greater than the concomitant "global" accelerations. Differential acceleration patterns were very sensitive to impact location. Suture and fontanelle regions demonstrated ten times more strain (103%/s) than bone, resulting in skull deformations similar in magnitude to those observed during child birth, but at much higher rates. Surprisingly, perpendicular impacts produced significantly greater rotational velocities and accelerations, which are closer to current published injury thresholds than expected, seemingly as a result of deformational changes to the complex skull geometry. The methodology has proven a significant new step in characterising and understanding infant head injury mechanics.

1. Introduction

Head injury in childhood is the single most common cause of death and permanent disability from injury. Approximately 35,000 children are admitted to hospital in England each year with head injuries, of which 19% are younger than a year of age. Many more children will attend the ED with a head injury, accounting for 9% of all childhood attendances.

Paediatric head injury cause and effect is poorly understood, which is a significant limitation when making early diagnoses and informing clinical and/or forensic management. Of the many infant head trauma (HT) cases, clinicians are faced with the difficult task of trying to determine the cases that are a result of abusive head trauma (AHT). This determines whether they inform law enforcement and child protection agencies and provide evidence to support any subsequent legal process. A significant limitation is the paucity of response and injury threshold data available for this type of determination, predominantly due to the rare access to child PMHSs.

Few PMHS studies exist and only Prange et al, produced quantitative data. Thus, the majority of current infant head impact understanding is based on the Prange study, which investigated three infant postmortem human surrogate (PMHS) heads (1, 3 and 11 days old), impacted from two fall heights (0.15 m and 0.30 m), at five different impact locations (occipital bone, vertex, frontal bone, right and left parietal bones), at an angle perpendicular to a single (steel force plate) surface.

Prange, out of experimental necessity, had to derive the current key correlate for head impact injury, acceleration by calculation, by dividing the impact force at the impact surface by the head mass. This limited "global approximation" provides only a single

generalised head impact response curve, rather than specific regional or localised responses. Thus, current injury prediction strategies are incapable of considering the significant complexities associated with infant head impacts. Overriding limitations in deriving this information include the rarity of access to child PMHSs and the technical complexities of measuring localised head responses. Faced with these restrictions, clinicians and researchers have often looked to models to help inform their opinions. Physical and computational modelling are an attempt to combine known anthropometry and material properties, with justified approximations for aspects which are not known. With respect to physical modelling, often the limits of suitable materials and manufacturing technologies mean that compromises have to be made. Anthropomorphic test devices (ATDs) are often used to act as surrogates for post mortem human surrogate (PMHS) testing when assessing the possibility of an injury being a result of a given incident. Infant and child head ATDs are, however, based on scaling animal and adult response data and since the paediatric head response is poorly characterised, their specific validity is ambiguous. None of the commercially available ATDs represent the separate bone structures or the flexible nature of the infant skull, so there is no appropriate test device that properly represents the infant head impact response.

In addition to the commercially available ATDs, researchers have developed physical models for the investigation of dynamic scenarios. Specific to short falls in young children, Prange et al, developed a 1.5-month-old dummy. A limitation of the study, however, was that the head of the dummy was represented by a simplified 2.25 mm thick homogenous plastic shell. No account was given to the anatomical complexity of the infant skull plates, sutures and fontanelles, such that it would likely have produced a stiffer response and concomitantly higher output values than an actual infant head.

However, Prange et al. out of experimental necessity, measured the head impact as if it were a ‘rigid body’, such that the impact force was measured at the point of impact. The impact acceleration values, a correlate for head injury risk, were calculated from the head impact force, measured at the force plate, by dividing the force by the head mass. Since the impact force is measured at one point on the impact surface, this approach is incapable of providing localised area-specific details with respect to head response.

Coats and Margulies developed a more responsive infant head constructed from copolymer plates, connected by silicon rubber, overlaid by latex to represent the bone, suture and scalp characteristics, respectively. Again localised response measurement was not possible, since the focus was on the global translational and rotational head response, measured by a nine accelerometer array and angular velocity transducer placed at the centre of the surrogate head. Head response values were derived from a rigid body assumption.

In response, this present study investigates the development and validation of a 3D printed multi-material physical model, to study the biomechanics of infant head injury, with the capability to measure localised area specific metrics, allowing potential correlation with head injury. Such a physical model is also highly significant for deriving a “real world” correlation with the PMHS experimental response values for informing the design, validation and future development of computational models for investigating both accidental and non-accidental infant head trauma. The material and methods for the development of the physical model and the drop test methodology are provided in Section 2. The results obtained from the drop tests and the physical model’s validation are provided in Section 3, the discussion of the results is in Section 4 and the salient points are specified in the conclusions in Section 5.

2. Materials and methods

2.1. Design and manufacture of the physical head model

2.1.1. Segmentation of the skull model

To take advantage of improved 3D technology, high resolution skull and brain post mortem imaging was performed on a 10-day old infant for whom no cause of death was found. Parental consent was obtained for pre-autopsy imaging as part of an ethically approved study, with institutional research ethics approval. Post mortem computer tomography (PMCT) imaging was performed with a 64-slice multidetector system (Siemens SOMATOM Definition; Siemens Healthcare, Erlangen, Germany). Volumetric brain PMCT imaging was performed at 120 kV with variable mAs, a pitch of 1, and 0.625 mm collimation. Images were reconstructed with bone algorithms to provide 1.25 mm slices. These images provide the highest resolution acquisition currently obtainable using conventional clinical scanners, although the dose may have been higher than currently in clinical use. Post mortem imaging clearly does not encounter the movement artefacts caused by patient movement, cardiac or respiratory variation and can be conducted until the scans are optimised.

The scans were processed using Mimics Software (Materialise; Leuven, Belgium) to separate the individual bones of the infant head. Separation was achieved by careful use of greyscale ‘thresholding’ and Mimics tools, together with some manual editing in irregular, geometrically-complex areas. Having separated the parietal (left and right) and occipital bones, the base of the skull and frontal bones were treated as a group, referred to as ‘frontal bones’ hereafter. Having separated the bones, each one was minimally smoothed to improve its definition as a 3D model, and to reduce its complexity to assist with further computational operations. The occipital bone was significantly recessed in the scan, a movement that occurs during head moulding at birth and typically reverses

during the first few weeks of life. In an effort to make the skull more ‘generic’, that is, representing an infant shortly after birth and to create an easily definable position, the occipital bone was moved outwards slightly to line up with the edges of the parietal bones on each side. Many different 3-Matic tools were required to separate the sutures from the bones and other soft tissues, since their pixel greyscale values in the CT scans were so close to that of the surrounding tissues. Fig. 1 shows the final result of the segregation and occipital movement, with a 3D representation of major tissues within the head including cranial bones, skull base, sutures and fontanelles.

2.1.2. Bidirectional properties of infant bone

McPherson and Kriewall determined that infant skull bone is approximately four times stiffer in line with its radial trabeculae, identified as having a fibrous appearance, compared with the perpendicular orientation. To improve the biofidelity of the model bones during impact, an attempt was made to mimic their anisotropic properties. This anisotropic nature could not be directly replicated by the printed materials, however, a solution to this problem was instigated during the development of the 3D data. To mimic the anisotropy a material was selected, which reproduced stiffness in line with the radial direction and very fine radial grooves, emanating from estimated centres of ossification, were designed into the model.

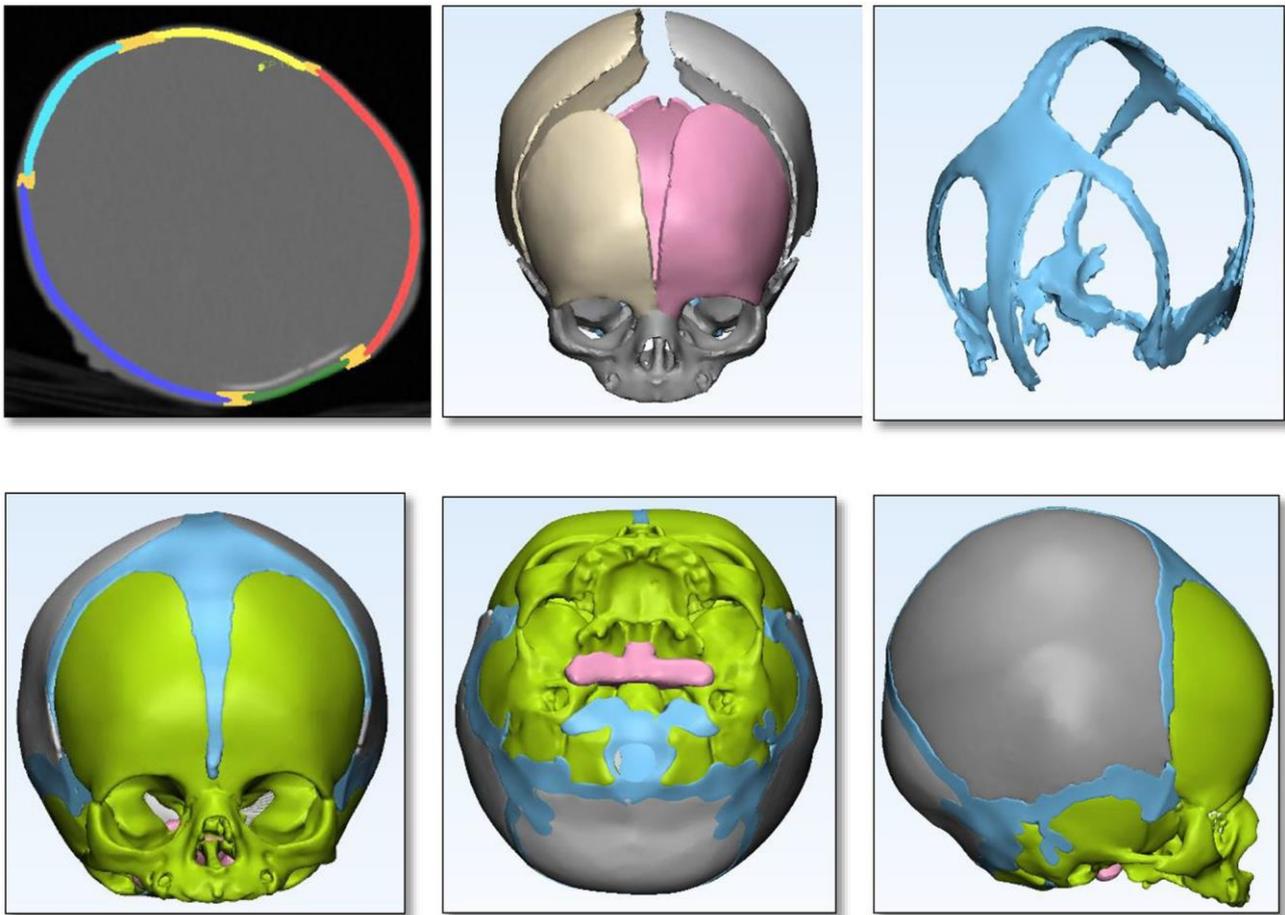


Fig. 1. 3D representation of major tissues within the head.

The depth of these grooves was determined, such that the second moment of inertia, I value, for the circumferential direction was a $\frac{1}{44}$ th of that for the radial, using the equation:

$$I = \frac{bd^3}{12}$$

Where the breadth, b , was taken as constant and the original thickness of the bone, d , was determined as the mean of the thickness, taken at a number of different points. The representation of anisotropic properties for cranial bones is shown in Fig. 2.

2.1.3. Manufacturing of the 3D printed physical model

The physical infant head model was manufactured using Polyjet 3D printing technology, since it allowed the production of a model with more than one material and therefore, more than one material property.

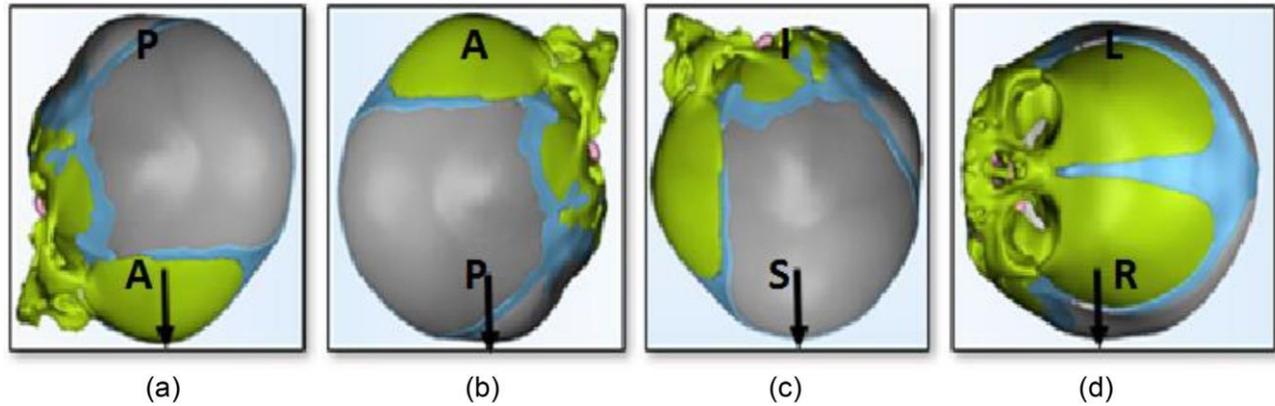


Fig. 2. (a–d) Head drop test orientation. (a) Frontal bone impact with an arrow illustrating antero-posterior (AP) direction, (b) an occipital impact with an arrow illustrating postero anterior (PA) direction, (c) vertex impact with an arrow illustrating superior–inferior (SI) direction, (d) parietal impact with an arrow illustrating the left right (LR) direction.

During printing, two different materials with different material properties were combined in different proportions to produce different physical properties at different points in the model. The suture geometry and thickness can be precisely controlled and the “joint” between suture and bone are a seamless of run of printed material, absent of physical discontinuities. The final 3D CAD design of the head was imported to the 3D printer to produce the physical head model of a 10-day-old child, shown in Fig. 3a.

2.2 Material selection

2.2.1. Bone and suture

Bone and suture properties were matched to the few infant response values available in the literature, including the variation for different bones in the head. McPherson and Kriewall’s] three-point bending tests at quasi-static rates of 0.5 mm/min produced elastic moduli of parietal bone, across all ages, that were nearly four times greater when tissue fibres were oriented parallel to the long axis of the specimen. These differences, between the elastic modulus of parallel and perpendicular specimens, confirm the significant anisotropic material properties of the immature cranial bone as outlined previously in bidirectional properties of infant bone (Section 2.1.2). Coats and Margulies investigated material properties of 46 parietal and occipital bone samples from 21 paediatric cadavers by using three-point bending tests at the higher strain rate of 1.58 and 2.82 m/s. There are very few published studies which characterise the material properties of paediatric cranial sutures. Coats and Margulies performed tensile tests on human paediatric cranial sutures with 14 coronal suture specimens from 11 infant calvaria at rates of 1.20 and 2.38 m/s. The reported material properties human paediatric skull and suture are shown in Table 1.

Table 1

Material properties of 3D printed head structures.

Head structures	Elastic modulus (MPa)	Matched materials	Polymerresponse
			Elastic modulus (MPa) from low strain rate tests x and y mm/min
Parietal and frontal bones	1800	Vero White Plus	2300
Occipital bone	1200	Rigid Light Grey	1400
Sutures and fontanelles	8.1	Tango Black Plus	7.2
Scalp	1.4	Latexrubberand polyamide micro fleece	
Brain	0.0272	Gelatin(10%gelatin: 90%water)	



Fig. 3. (a–b) 3D printed physical model. (b) Experimental setup of physical model for perpendicular drop onto force plate.

With regard to the digital materials, whilst the Polyjet technology allows a wide range of material properties to be in printed, there is very little numerical data available that defines their specific material properties. To provide strain rate relevant responses, for the purpose of simulating head impact, a number of different commercially available digital materials were tested at low rates in tension (1 mm and 300 mm/min), and comparisons made with bone samples to find materials that most closely matched published stiffness values for infant cranial bone and suture. Results from the low rate tests, together with the published infant skull and suture values are shown in Table 1. The infant skull, comprising the cranial bones and sutures were printed in polypropylene polymers using Stratsys RGD835 Vero White Plus for the frontal and parietal bones, RGD8510 DM Rigid Light Grey 25 for the occipital bone and FLX9870 DM for the sutures.

2.2.2. Brain and scalp

To model the brain, a surrogate brain material, gelatin (10% gelatin: 90% water) was injected into a rubber balloon in the brain cavity through the foramen magnum of the 3D printed head model, in accordance with a previous study. Once the liquid gelatin had set, the foramen was sealed. The scalp model was based on latex rubber, in combination with a polyamide micro fleece, which was found to closely mimic both the elastic and frictional properties of human skin in both wet and dry conditions, respectively.

Fig. 3. (a–b) 3D printed physical model. (b) Experimental setup of physical model for perpendicular drop onto force plate.

2.3. Drop tests

For paediatric populations, there are very few experimental impact tests that can be applied to validate a new physical model of a newborn.

An experimental methodology was established to replicate Prange et al.'s force plate experiments, as shown in Fig 3b. Impact accelerations were derived from the force data. In addition, a High Speed-Digital Image Correlation (HS-DIC) system was applied; high speed video was coupled with an image correlation software to determine how different regions of the skull deformed when subjected to a short fall impact loading. The physical head model was suspended at the required heights and dropped onto the force plate, to permit comparison/validation with Prange's study. The HS-DIC system, which uses two high speed cameras capable of taking images up to 100 kHz, was positioned on the floor to video the impact of the drop tests at 10 kHz.

Since the HS-DIC system is typically used to analyse strain in structures when subjected to rapid loading and since the physical model structure was falling through larger distances than is usual when using this technology, interest was in both macro motion of the falling head and the relative micro motion of individual structures. Hand painted speckle patterns were found to be the most effective method for generating a random speckle pattern, since they allowed the identification of their relative positions and calculation of the different physical parameters during their movement relative to one another.

A series of known patterns were used to calibrate the camera, such that the software could distinguish the relative movement of each unique speckle to determine the deformation, velocity, strain, strain-rate and relative rotation between speckles. Thus, a more accurate consideration of the paediatric head model and the impact response to short falls as a whole could be achieved. From the initial trials and set up of the HS-DIC system, the greater the contrast between the speckle pattern and the background, the better the DIC measurements. Thus, it appeared that the brighter the model the greater the contrast between the black speckles and the white background. In Fig 3a, the manually painted acrylic speckle pattern has been added to half of the 3D printed model. For clear contrast, the black paint was used on the white surface of the bones, whilst white was used on the black surface of the sutures.

Out of experimental necessity, the approach taken by Prange et al. was to consider the head as a rigid body, rather than a soft pliant structure, such that to derive impact acceleration values (a correlate for head injury risk) the head impact force at the force plate was divided by the mass of the head. Since the infant skull is not a rigid body, consisting of a number of flexible plates, flexible sutures and fontanelles, the acceleration-time waveform provides only a "form of average" of total response of the head. This approach is incapable of providing localized area specific details with respect to head response. The HS-DIC system allows for collection of a large amount of information; thus, it was important to determine which points to choose during analysis. Since each physical model impact was different, the selection of the point of analysis had to be made on an individual point-by-point basis, to determine which areas represented the greatest velocity, strain rate and deformation, as shown in Fig. 4.

3. Results

3.1. Validation test

Validation of the physical model was achieved by comparing peak impact accelerations against Prange's PMHS model, the mass of the physical head model of the 10-day-old infant was closest to the mass of the 3-day-old infant PMHS head (0.46 kg), since, the scalp of the physical model was present only at the impact site, due to the painted random speckle pattern on the bones needing to be visible to the HS-DIC cameras.

From Fig. 5, it can be seen that the physical model test and Prange et al.'s peak resultant accelerations for all the 8 drop tests show a close correlation for all conditions, except for the occipital bone, at 0.15 m and 0.30 m and the forehead bones at 0.30 m. The average peak accelerations for the occipital bone (82.1 g and 116.7 g) and forehead (117.6 g) were significantly greater than average peak acceleration values from Prange, which were 46 g, 72.1 g and 82.1 g, respectively.

During the validation process, the impact time durations between the PMHS tests and physical model were compared. From Fig. 6, the average time durations, for the physical model during both 0.15 m and 0.30 m drop height impacts, are observed to be slightly shorter than those in Prange's tests. It is of particular interest that during different drop tests, the peak accelerations appeared to be close to Prange (Figs. 5 and 7), whilst the impact time durations were not (Figs. 6 and 7). The acceleration-time contact curve for the forehead area, from a 0.30 m height, shown in Fig. 7, can be used to evidence this point. The peak impact acceleration, from the physical head model, is closer to the peak impact acceleration measured by Prange, while the impulse of the physical model force time response is 3.4 N*s, compared to 4.4 N*s from the PMHS.

3.2 HS-DIC system results

3.2.1. Translational and rotational accelerations

The physical head model was validated for acceleration-vs-time, against published PMHS data by the same drop test method using a rigid body assumption. To assess this assumption, HS-DIC was used to measure linear and angular acceleration response from different impact locations at two low drop heights, compared with the impact response of the physical model from the force plate tests.

It appeared, from Fig. 8, the translational acceleration from the DIC tests are significantly higher than those from the force plate response. Interestingly, the greatest percentage differences are in frontal impacts, where at 0.15 m, the mean highest recorded bone acceleration was 257% greater than the mean value for the force plate. The smallest increase, from the rigid body assumption to the DIC bone result, was for the 0.15 m drop onto the vertex, where the difference was 30% greater.

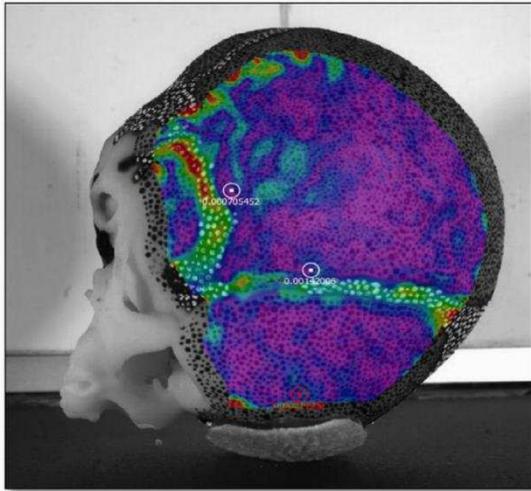
Fig. 9, demonstrates that the physical model angular acceleration responses were different between different impact locations and different drop heights. The greatest peak angular acceleration, for each drop test, was measured. Peak angular accelerations for 2 parietal views of vertex impacts were as high as 4121 rad/s², respectively.

3.2.2. Strain and strain rate

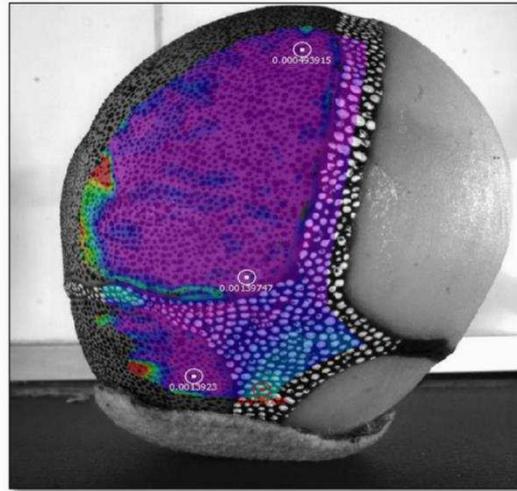
The HS-DIC system was applied to determine which areas of the physical model produce the greatest deformation and strain rate. It was observed that the majority of the strain and strain rate was dissipated by the suture and fontanelle areas. Figs. 10 and 11 illustrate the maximum strain and strain rate values in the sutures and fontanelle region, where the head was dropped from two heights onto different head impact locations. The suture and fontanelle areas produce strain values between 1000%/s and 2000%/s.

4. Discussion

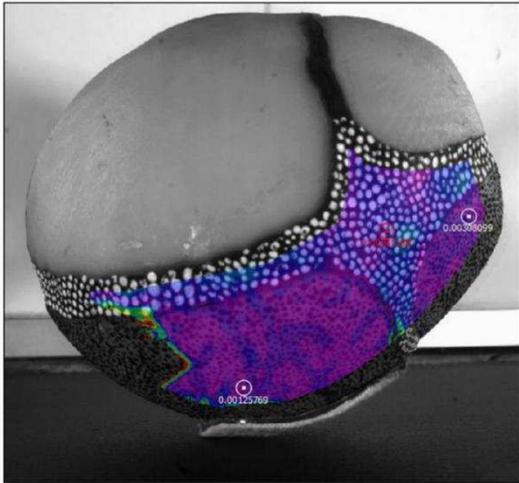
A geometrically accurate physical head model was produced from high resolution human infant CT images using materials whose responses were matched to published infant human tissue data, which was printed by a Polyjet 3D printer. The head model was validated against infant PMHS head impact data, as shown in Fig. 5.



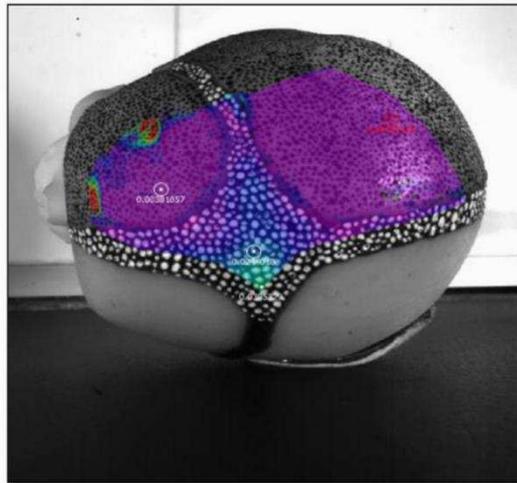
(a) Forehead impact test



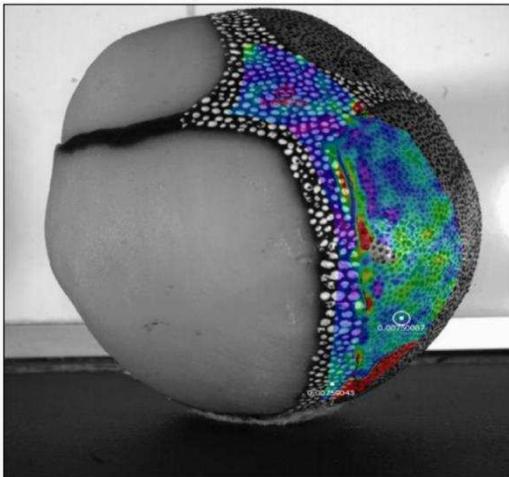
(b) Forehead impact test



(c) Parietal impact test



(d) Parietal impact test



(e) Occipital impact test



(f) Vertex impact test

Fig. 4. (a-f) Digital Image Correlation of the physical model impact tests.

Peak resultant acceleration for all the impact test cases demonstrate a close relationship to Prange et al.'s PHMS impact tests, excluding the occipital and forehead test.

For vertex impacts (Fig. 2c), the head peak acceleration response from the force plate was very close to the Prange study at 0.15 m, with a 7% difference, compared to the 0.30 m impact height that produced a 23% difference.

For the occipital bone impacts (Fig. 2b), the description of the impact location by Prange et al. [5], was “occipital” only. Due to the complex geometry of the infant skull, this meant that there were at least two possible impact locations. For the purpose of experimental transparency, the centre of the occipital bone was considered as the impact point, close to the posterior fontanel and parietal bones as shown in the HS-DIC images (Fig. 4e). It is not clear what specific orientations were tested by Prange et al, but it is noteworthy that the PMHS results are closer to the physical response at 0.15 m than at 0.30 m.

Perhaps of greater significance, is the position of the occipital bone in relation to the parietal bones. The occipital bone of the physical model was moved to line up with the edges of the parietal bone, corresponding to a position that might be expected in an infant some days/weeks after birth, since the depressed occipital bone is a feature of head moulding during birth. The bone moves out of line relative to the parietal bones during birth, though can remain displaced throughout the first few weeks of life, especially if an infant is placed on its back, to sleep. It is quite possible that the PMHS heads used by Prange had their occipital bones depressed, this could have resulted in potentially less impact loading being transmitted to the surrounding parietal bones, such that the bone's response relies more on the support of the brain and pressure inside the head.

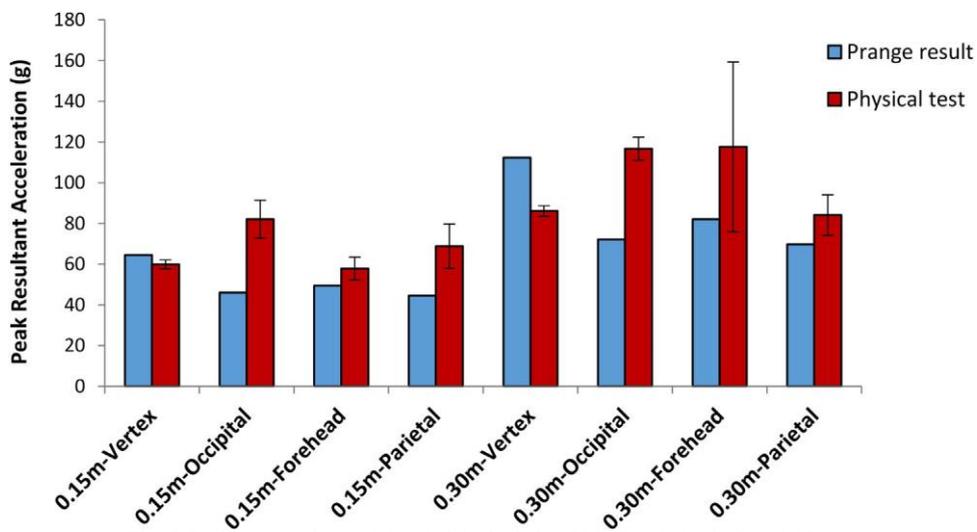


Fig. 5. Peak acceleration and drop height for infant PMHS and physical model impact tests.

It would seem possible that this could mean a less stiff response and hence, lower acceleration, were this to be the case. This may well explain the higher accelerations observed in the physical model as shown in Fig. 5. For parietal impacts (Fig. 2d), the results in Fig. 5 appeared to be affected by minor perturbations in impact location, combined with the position of the occipital bone. With the occipital bone in line with the parietal bone, the head's structure, from a parietal loading perspective, is likely to be stiffer at the posterior side. This is most likely if the impact is slightly towards the posterior of the parietal bone, rather than the anterior and could explain the higher accelerations shown in Fig. 5, since the model's occipital bone was in line, compared to the PMHS bones, which may have been depressed.

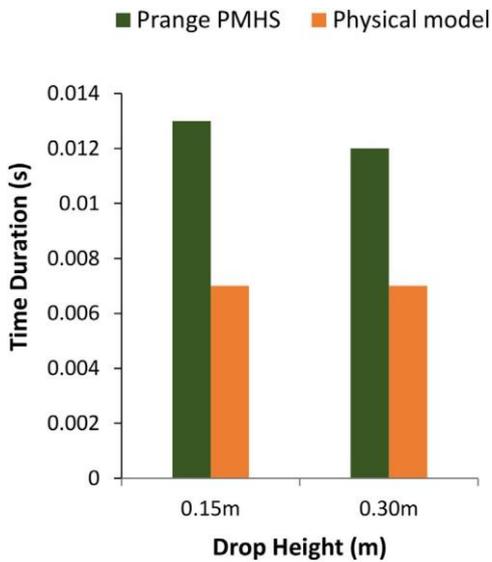


Fig. 6. Comparison of impact time duration between PMHS test and physical model.

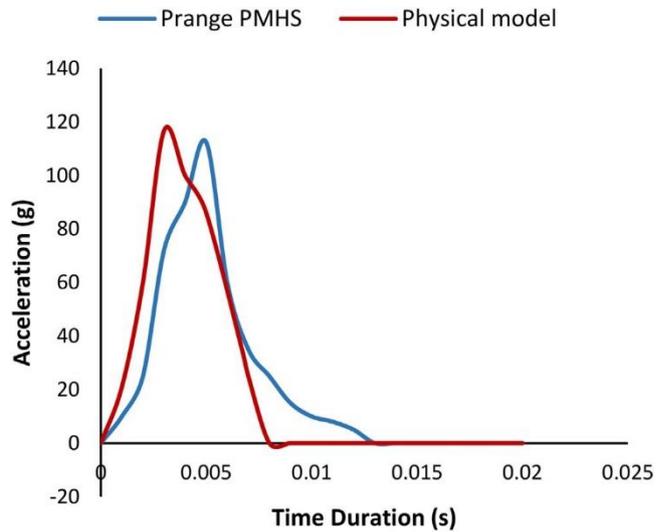


Fig. 7. Acceleration–time contact curve for the forehead area from a 0.30 m height drop.

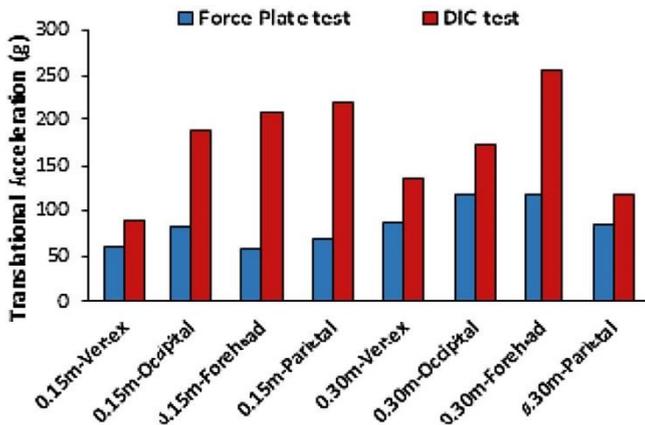


Fig. 8. Physical model comparison of translational acceleration from the force plate and DIC system.

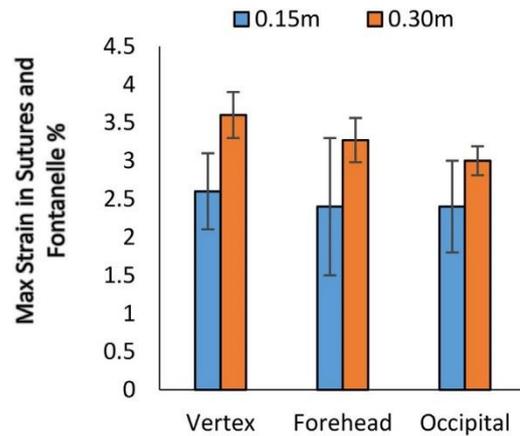


Fig. 10. Maximum strain and drop height from different impact locations of physical model.

With regard to the forehead drop test (Fig. 2a), by analysing the HS-DIC images (Fig. 4b) during the point of impact, variations in deformational response were observed. These variations could be explained by slight alterations in the drop test orientation. Whilst any drops that were seen to strike the facial bones before the forehead were excluded, since the facial area is relatively stiff and buttressed by the many complex bone structures, the impacts onto the lower part of the forehead produced significantly higher acceleration.

However, when the impact occurred at the upper part of the forehead, lower acceleration profiles were observed as the loads were being transferred to the more flexible parietal bones and anterior fontanelle.

The peak accelerations for most impact locations from the physical test are slightly higher than Prange’s, however, the values still fall within the published response corridor. Thus indicating, that the stiffness of the physical head model is greater than the PMHS head. It appears, from Fig. 5, that average peak accelerations for the physical head model are significantly different for different drop heights, but do not vary between impact locations, which is in good agreement with the conclusion from Prange’s experimental tests. When comparing the results and taking into consideration the inherent variance that exists between different specimens, it can be considered that the responses from the physical paediatric head model and PMHS head are in favourable agreement under the experimental drop conditions.

The peak impact acceleration measured by PMHS test is closer to the peak impact acceleration from the physical model as shown in Fig. 7. Where the physical model's head impact curve has a bell shape, which closely resembles the shape of the PMHS curve for the same impact height of 0.30 m and same impact area the forehead. However, there is a difference in impact time duration between PMHS test and the physical model for the same impact height and location Fig. 7. The variations in impact time duration were significant at different drop heights, shown in Fig. 6, and are likely due to the differences in stiffness between PMHS and the physical model.

Following the validation of the physical head model for acceleration-vs-time, against published PMHS data using the force plate and rigid body assumption, the HS-DIC system was used to measure the linear and angular accelerations and strains to assess the rigid body assumption, by comparing global, regional and local accelerations.

The DIC system allowed the elucidation of the rigid body approximations that have been reported in the published research to date. The translational accelerations, measured at discrete sites on the skull as shown in Fig. 8, appeared to be significantly higher than those measured at the force plate. This is likely a result of the mass of the skull bones constituting a comparatively small measure of the overall mass of the head. Thus, the skull bones are likely to come to rest more quickly than the more massive brain structures, quantification of the relative accelerations will prove invaluable in any subsequent modelling of the cause of meningeal haemorrhaging.

The DIC system was used to measure local area deformation at the outside of the skull rather than considering the head as a lump mass viewed from the perspective of acceleration against time as shown in Fig. 4. The speckle DIC system provided the kinematic data associated with a low height fall through 0.15 m and 0.30 m.

Angular acceleration, shown in Fig. 9, confirms that the infant head is very deformable and when it is deformed, it will produce different angular acceleration responses in different structures of the head at different times. This is extremely valuable for quantifying deformation of the head for determination of both the nature and the risk of a head impact. The DIC software concomitantly measured the angular acceleration, at points across the head and allowed comparison between regions, such that the greatest peak angular acceleration for each impact could be quantified.

From the DIC system, shown in Figs. 10 and 11, it appears that during impact the majority of the strain was dissipated by the sutures and fontanelle areas of the head. Given that the infant head naturally deforms in these areas during the quasi-static loading of child birth, this response might be expected.

During impacts, however, the head is loaded at a much higher rate, such that the skull is observed to deform and as a consequence, the brain and other structures inside the cranium deform at a higher rate. The DIC results for the strains within the bones were very much more "noisy" than the sutures and fontanelles, but do suggest an engineering strain order of magnitude of approximately 0.3%, for both 0.15 m and 0.30 m drops. By contrast, due to their much larger strain and rate values, the results for suture and fontanelle areas are "cleaner", with magnitudes of strain ten times (10) greater, between 1000%/s and 2000%/s. These significant skull deformations that are similar in magnitude to those observed during a natural child birth [17,18], but at much higher rates.

Although there is still no clear difference between 0.15 m and 0.30 m drops. Whilst it must be acknowledged that the model represents only one age matched infant, who has been assumed to be representative of both Prange et al.'s PMHS and further, of infants in general, there will certainly be small variations between individuals, with respect to skull composition and geometry, it is, however, anticipated that the principles of the observations will hold true.

With respect to the mechanical testing of PMHSs, experimentation has shown that the mechanical response of the head is relatively constant, within the early post-mortem period (first 4 days), subject to appropriate storage and handling, however, an increasing postmortem period results in decomposition of the brain which has an increasing effect on brain-skull coupling. Whilst an absence of living physiological pressurisation has been suggested to have an effect on brain-skull coupling in adults, the combined limitations of technical instrumentation and infant PMHS availability will continue to prove a study limitation.

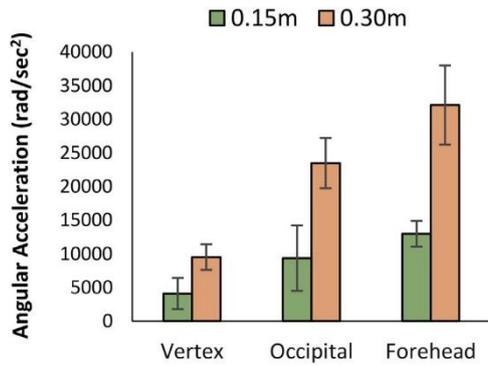


Fig. 9. Physical model maximum angular acceleration from different impact locations at two drop heights.

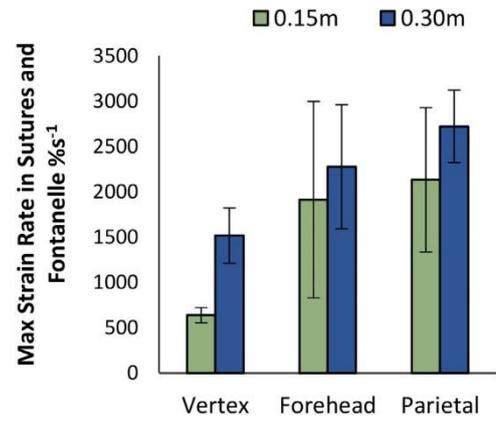


Fig. 11. Maximum strain rate and drop height from different impact locations of physical model.

5. Conclusions

A geometrically accurate physical head model was produced from high resolution human infant CT images using materials whose responses were matched to published infant human tissue data, and printed by a Polyjet 3D printer. The head model was validated against infant PMHS head impact data. Subjecting the head model to impact tests, demonstrated a close correlation with PMHS head test data. Comparing the physical model with the results of the PMHS drop tests, demonstrated that using a rigid body approximation to determine acceleration, has significant shortcomings for the purpose of determining head response, due to the flexible nature of the infant skull. High Speed Digital Image Correlation was shown to be highly effective in establishing acceleration data. Differential acceleration patterns were observed to be very sensitive to impact location, corresponding to epidemiology findings, that falls from similar heights onto different skull locations result in very varied clinical outcomes. Surprisingly, significant rotational velocities and accelerations were observed, which are closer to current published injury thresholds than expected, seemingly as a result of deformational changes within the complex skull geometry. The suture and fontanelle regions demonstrated ten times more strain (103%/s) than the bone, resulting in skull deformations that are similar in magnitude to those observed during a natural child birth, but at much higher rates. Strain rates in sutures and fontanelles, for 3 impacts from 0.15 m and 0.30 m, were of the order of 10 %/s.

Accelerations at certain areas of the skull structure were observed to be two to three times greater than concomitant global acceleration values and significant variation was demonstrated across the surface of the skull. Strains in the bone, suture and fontanelle areas, for impacts from 0.15 m and 0.30 m were shown to be between 0.3% and 3%, respectively. The methodology of combining high resolution scan data with 3D printing technology, response matched polymeric printed materials and PMHS materials and impact response data has been proved to produce a significant new step in characterising and understanding infant head impact injury mechanics.