

Resource Summary Report

Generated by [RRID](#) on Sep 19, 2026

AnimatLab

RRID:SCR_014252

Type: Tool

Proper Citation

AnimatLab (RRID:SCR_014252)

Resource Information

URL: <http://animatlab.com/>

Proper Citation: AnimatLab (RRID:SCR_014252)

Description: A software tool that combines biomechanical simulation and biologically realistic neural networks to create realistic models of, and perform tests on, biomechanical workings. AnimatLab was primarily designed to model and test the operation of neural circuits that might produce behavior patterns observed in an intact animal. Users can create an animalistic or robotic body and place it in a virtual environment with physics that are accurate and realistic. Users can then design a nervous system that controls the behavior of the body within the physically realistic environment. Various models for different types of actions, builds, and movements are available.

Resource Type: simulation software, software application, software resource

Keywords: simulation software, biomechanical simulation, neural network, behavior pattern

Funding: Georgia State University ;
NSF GM065762;
NSF 0641326

Availability: Available for download, Source code freely available

Resource Name: AnimatLab

Resource ID: SCR_014252

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License URLs: <http://animatlab.com/Terms>

Record Creation Time: 20220129T080319+0000

Ratings and Alerts

No rating or validation information has been found for AnimatLab.

No alerts have been found for AnimatLab.

Data and Source Information

Source: [SciCrunch Registry](#)

Usage and Citation Metrics

We found 3 mentions in open access literature.

Listed below are recent publications. The full list is available at [RRID](#) .

Cattaert D, et al. (2026) Role of spinal sensorimotor circuits in triphasic muscle command: a simulation approach using goal exploration process. *Frontiers in computational neuroscience*, 20, 1745836.

Young F, et al. (2019) Analyzing Moment Arm Profiles in a Full-Muscle Rat Hindlimb Model. *Biomimetics (Basel, Switzerland)*, 4(1).

Cofer D, et al. (2010) AnimatLab: a 3D graphics environment for neuromechanical simulations. *Journal of neuroscience methods*, 187(2), 280.