

Muscular System



Objective

- Understand the role of skeletal muscle in the body.
- Identify the levels of organization in a skeletal muscle.
- Describe types of skeletal fibers and their functions.
- Discuss how muscle are named.



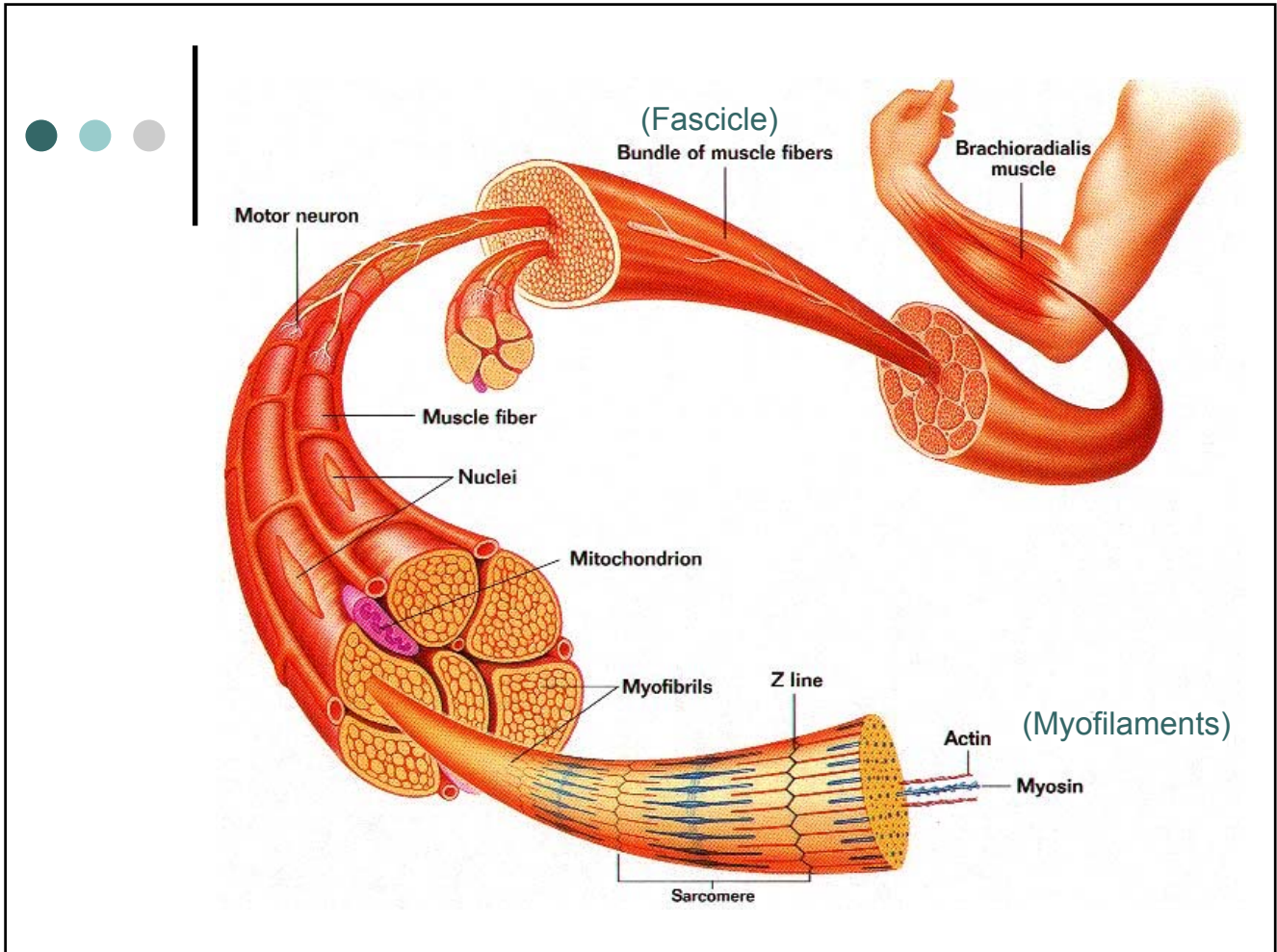
Functions of Skeletal Muscle

- Body movement
- Maintenance of posture
- Temperature regulation
- Storage and movement of materials
- Support



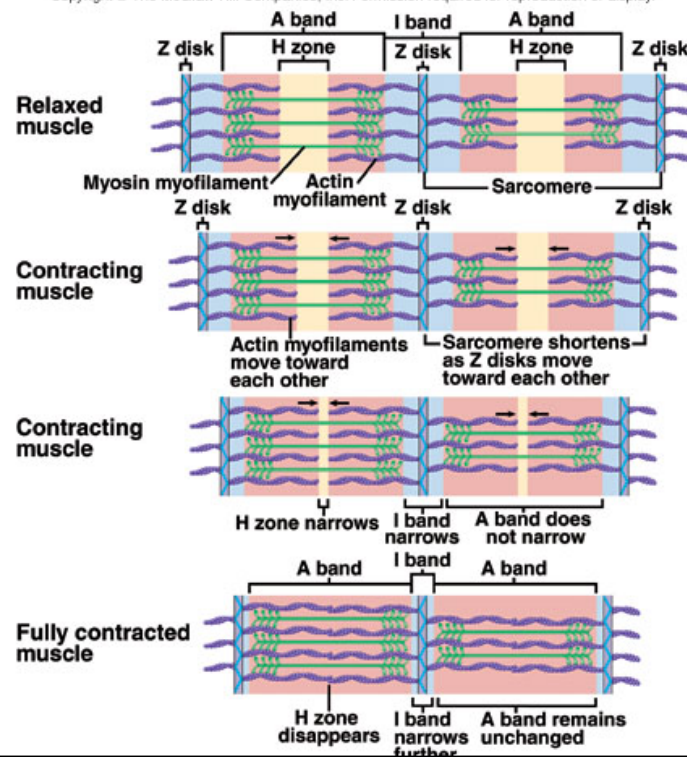
Muscle Structure

- Myofilament (myosin, actin, troponin, tropomyosin)
- Myofibril (bundle of myofilaments)
- Muscle fiber (bundle of myofibrils)
- Fascicle (bundle of muscle fibers)
- Muscle (bundle of fascicles)



Contraction of Skeletal Muscle

Copyright © The McGraw-Hill Companies, Inc. Permission required for reproduction or display.





Types of Muscle Contraction

- **Isometric**: No change in length but tension increases
 - **Postural muscles of body**
- **Isotonic**: Change in length but tension constant
 - **Concentric**: Overcomes opposing resistance and muscle shortens
 - **Eccentric**: Tension maintained but muscle lengthens
- **Muscle tone**: Constant tension by muscles for long periods of time



Types of Skeletal Muscle Fibers

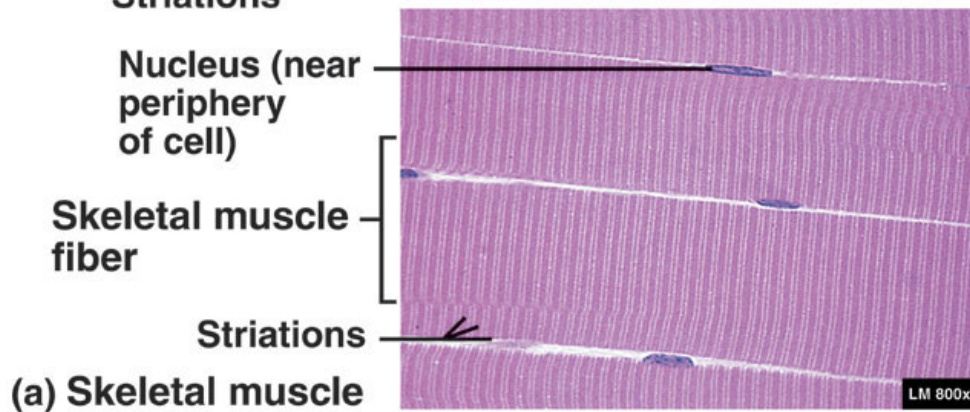
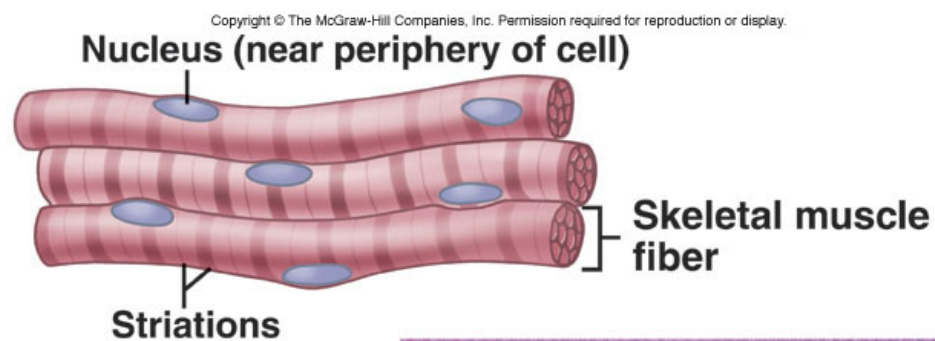
Characteristic	Fast	Intermediate	Slow
ATP use	Quickly	Quickly	Slowly
Make ATP	Low, anaerobic	Intermediate, aerobic	High, aerobic
Capillaries	Sparse	Extensive	Extensive
Fiber Color	White (pale)	Red	Red
Fiber Velocity	Fast	Fast	Slow
Fatigue	Low	High	High
Distribution	Upper limbs	Lower Limbs	Trunk (postural)
Diameter	Largest	Intermediate	Smallest
Mitochondria	Few	Many	Many
Myoglobin	Small	Large	Large
Function	Short duration	Medium duration	Endurance



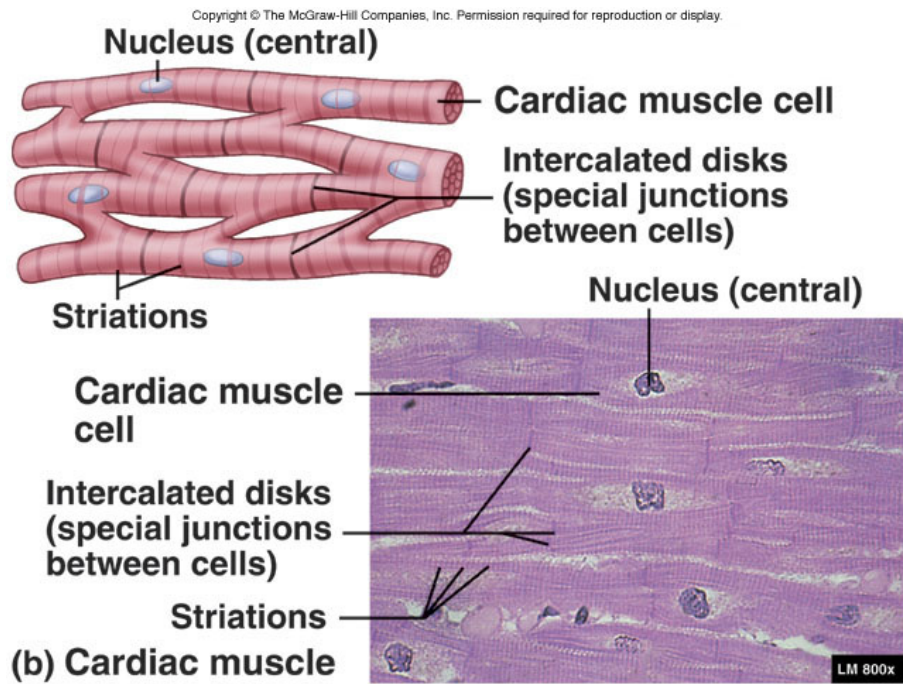
Muscle Tissue Types

- **Skeletal**
 - Attached to bones
 - Nuclei multiple and peripherally located
 - Striated, voluntary and involuntary (reflexes)
- **Smooth**
 - Walls of hollow organs, blood vessels, eye, glands, skin
 - Single nucleus centrally located
 - Not striated, involuntary, gap junctions in visceral smooth
- **Cardiac**
 - Heart
 - Single nucleus centrally located
 - Striations, involuntary, intercalated disks

Skeletal Muscle



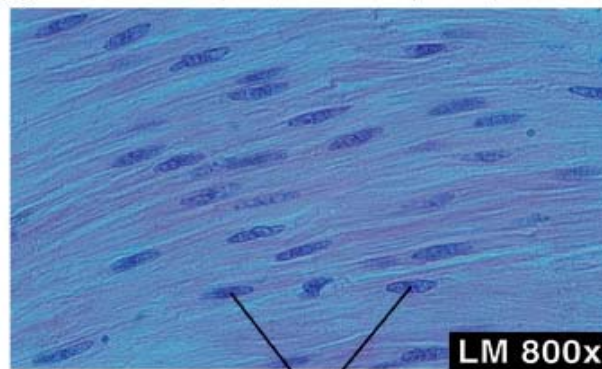
Cardiac Muscle



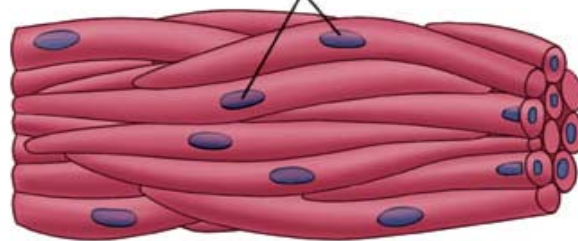


Smooth Muscle

Copyright © The McGraw-Hill Companies, Inc. Permission required for reproduction or display.



Nuclei of smooth
muscle cells





Exercise & Skeletal Muscle

- Muscle Atrophy (a = without, throphe = nourishment)
 - reduction in muscle size, tone & power.
 - usually happen to individual who suffer damage to nervous system.
 - it reversible but dead or dying muscle cannot replaced.
- Muscle hypertrophy
 - increase in muscle fiber SIZE.
 - results more mitochondria, larger glycogen reserves & increase ability to produce ATP.



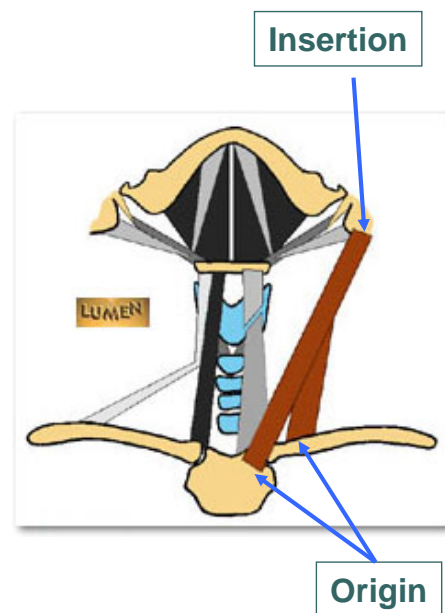
The naming of Skeletal Muscles

- ⊖ Muscle attachment
- ⊖ Direction of muscle fibers
- ⊖ Muscle shape & size
- ⊖ Specific body regions
- ⊖ Number of Origins
- ⊖ Muscle action

* Refer handouts

Muscle attachments

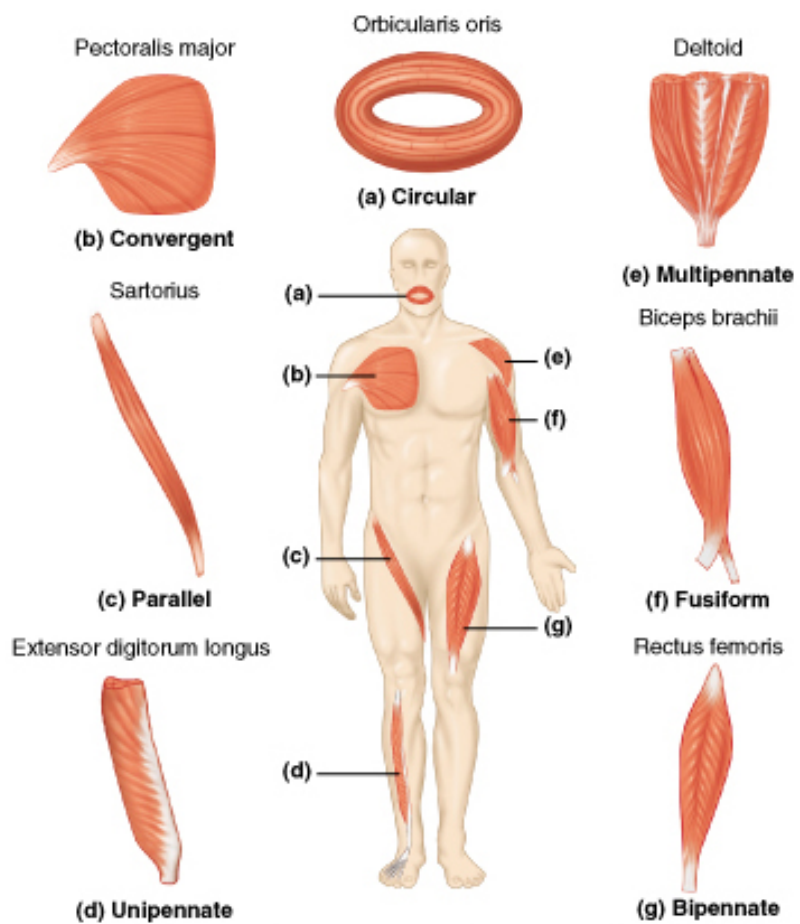
- Ends of muscle = tendon
- Origin = less movable attachment, usually proximal
- Insertion = movable attachment, usually distal
- Eg: **sternocleidomastoid**





Direction of Muscle Fibers

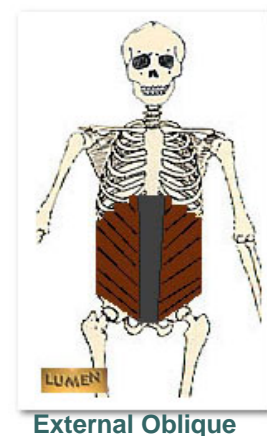
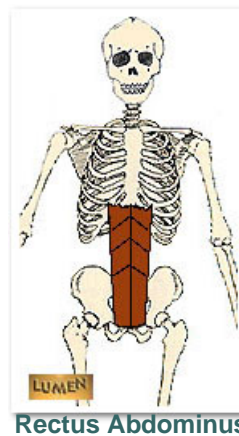
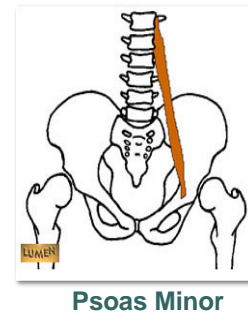
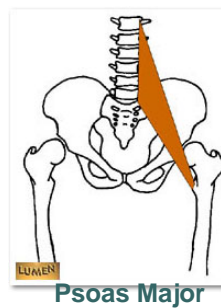
- **parallel** (strap-like), eg: sartorius
- **fusiform** (spindle shaped), eg: biceps femoris
- **pennate** ("feather shaped"), eg: extensor digitorum longus.
- **bipennate**, eg: rectus femoris
- **multipennate**, eg: deltoid
- **convergent**, eg: pectoralis major
- **circular** (sphincters), eg: orbicularis oris





Muscle Shape & Size

- Deltoid (triangular)
- Longus = long
- Brevis = short
- Trapezius = trapezoid
- Maximus = largest
- Minimus = smallest
- Quadratus = rectangular
- Oblique = angled
- Rectus = straight
- Major = large
- Minor = small





Specific Body Regions

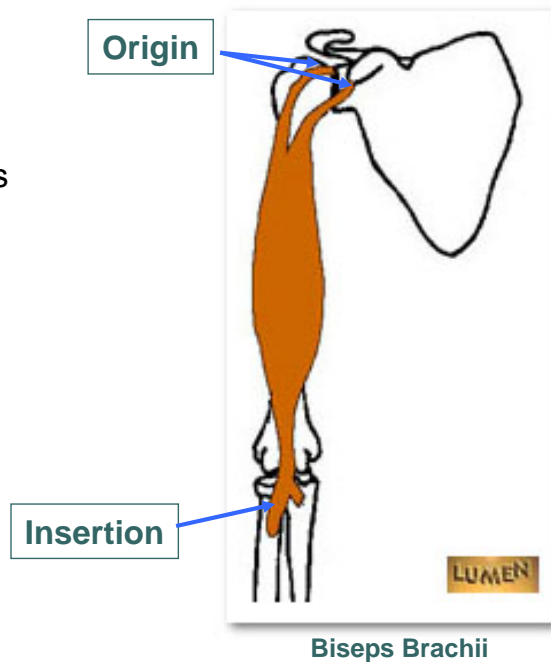
- Frontalis: on Frontal bone
- Abdominus = abdominal
- Branchii = upper arm
- Carpi = wrist
- Gluteus = Buttocks
- Cervicis = neck





Number of Origins

- Biceps = 2 origins
- Triceps = 3 origins
- Quadriceps = 4 origins





Muscle Actions

- Flexor = flexion
- Extensor = extension
- Adductor = adduction
- Abduction = abduction



Adductor Magnus



Interactions of Skeletal Muscles in the Body

- **Prime Mover (=agonist):** the principle muscle that causes a movement
 - ex: biceps brachii, flexion of forearm
- **Antagonist:** the principle muscle that causes the opposite movement
 - ex: triceps brachii, extension of forearm
- **Synergists:** muscles that assist the prime mover
 - ex: extensor carpi (wrist) muscles are synergists for the flexor digitorum muscles when you clench your fist
- **Fixators:** synergists that stabilize the origin of a prime mover
 - ex: several back muscles that stabilize scapula when the deltoid flexes the arm



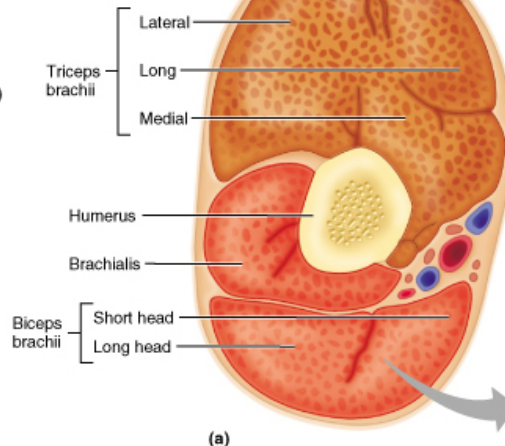
Actions at Arm

Key:

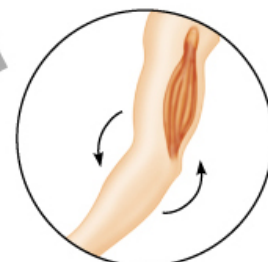
- = Flexors
- = Extensors
- = Others



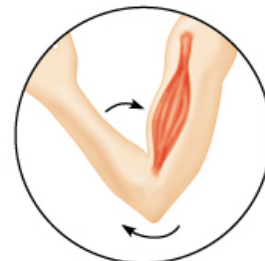
(a)



(a)



Posterior compartment of arm
(extends elbow)



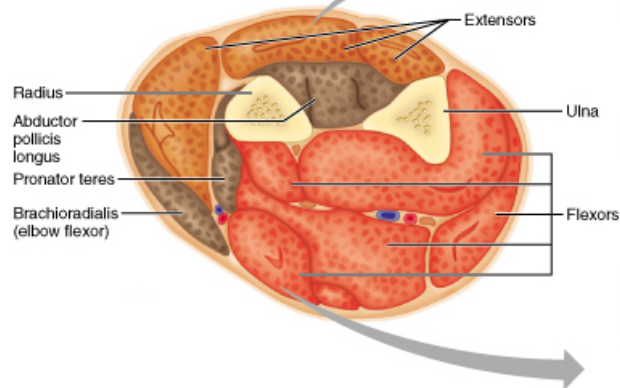
Anterior compartment of arm
(flexes elbow)



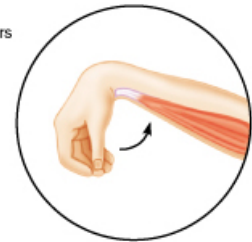
Actions at Hand

Key:

- Flexors
- Extensors
- Others



Posterior compartment of forearm
(extends wrist and fingers)

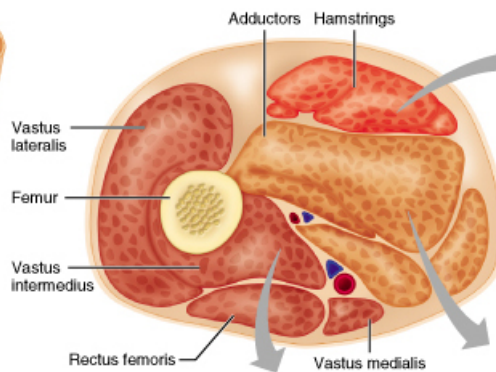


Anterior compartment of forearm
(flexes wrist and fingers)

Actions at Hip

Key:

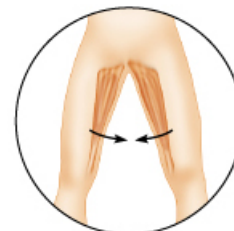
- = Posterior compartment muscles
- = Anterior compartment muscles
- = Medial compartment muscles of thigh and lateral compartment muscles of leg



Posterior compartment of thigh
(flexes leg and extends thigh)



Anterior compartment
(extends leg)



Medial compartment
(adducts thigh)

Actions at Foot

Key:

- = Posterior compartment muscles
- = Anterior compartment muscles
- = Medial compartment muscles of thigh and lateral compartment muscles of leg

