Docket #: S14-363

Interactive Anatomy Viewer and 3D Content

3D models and textures for 45% of the human male. 3D models of Rodin hand sculptures. Patient education iBook content and template. Anatomy Viewer codebase. Includes code that allows us to view and interact with the models, and for deployment to a variety of devices and displays.

This codebase and model set is currently at a stage where a team, working with Anatomy faculty, can create customized apps for use as adjunct resources in classrooms and labs. The project can be deployed to multiple platforms, devices, and displays. The models include some completed and some in-progress portions of the human male.

Applications

- **Immersive student learning** as a companion to in-class curriculum.
- **Patient education** — doctors can request custom modules highlighting specific conditions. Two such modules have been developed so far.
- **Interactive museum displays.**

Advantages

- Ease of customizability of the content for specific learning objectives and delivery to students and patients.
- World-class 3D models of the body.
- Consistency across multiple platforms, devices and displays.

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