CYBER-ANATOMY

Cyber-Anatomy International™

Cyber-Anatomy International™ is a complete room virtual reality setup that allows an instructor to interact in real-time with detailed anatomical structures of a human, visualized in true three-dimensional hologram-like stereoscopic projection on a large screen. Students also visualizing the anatomy in 3D and seated in front of the large screen will better understand the spatial relationship as well as better visualize the minute details of the anatomy of every organ. Cyber-Anatomy International™ is deployed as a turnkey system.

Cyber-Anatomy International™

- Allows for large class to visualize in 3D
- The most minute of anatomical details
- Provides a unique learning experience
- Replaces cadavers
- Learn by anatomical system or by region
- Male and female 3D models
- Includes surface anatomy

Cyber-Anatomy INternational™

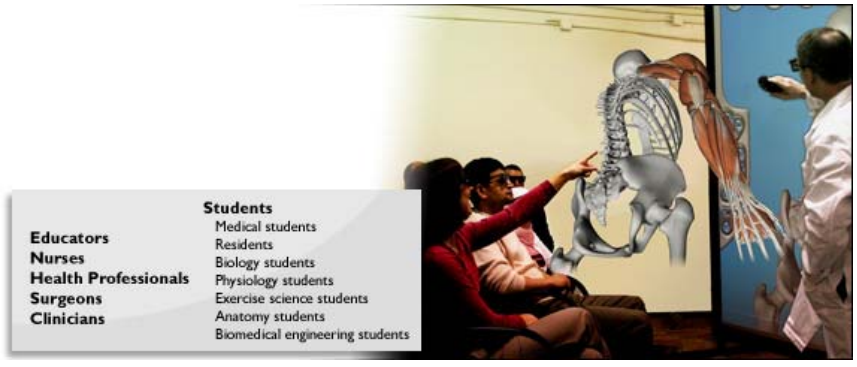
- Onboard dual processor workstation
- Advanced image generator
- Stereoscopic 3D projection system
- Large rear of front projection
- Virtual reality visualization software
- Passive stereo glasses (100)
- 3D input VR devices for interactivity
- Cyber-Anatomy VR™ software
- Interactive 3D mouse
- User and training manual

CYBER-ANATOMY

Experience Anatomy in a Whole New Dimension

WHAT IS IT?

A virtual reality turnkey system that provides interactive 3D professional stereoscopic graphics. The system is typically installed in a large conference room, a class room, or in a large teaching theater. The system contains everything one needs for teaching anatomy in a unique manner. It is a revolutionary breakthrough that allows the instructor to deliver true 3D content in a lifelike manner, while understanding the most difficult concepts, particularly spatial relationships of anatomical structures. The underlying technology in the Cyber-Anatomy International™ product allows for a user to interact with true 3D objects that floats in space like a hologram. Furthermore, the quality of the anatomical models is very high because great care has gone towards developing the CAD data using a number of modeling methods that have only become available in recent years.



Cyber-Anatomy 1910 S. Gilbert St., Iowa City, IA 52240 USA Tel. 319.354-2555 www.cyber-anatomy.com

Cyber-Anatomy International™

This unforgettable learning experienced is achieved by students sitting in front of the large screen wearing 3D glasses to enable stereoscopic visualization. The instructor then stands between the screen and the students, and by using a 3D pointing device, easily interacts with all aspects of the 3D models.

Having total control over the anatomy, the instructor can, for example, present the body of a female; remove a few layers of soft tissue, muscle, nerves and bones, to arrive at the anatomy the digestive system. Along the way, he can explain each anatomical landmark, while interacting with the model in total immersion. Learning anatomy in 3 dimensional is perhaps the most effective method in the world for retaining what is taught.
Students can readily visualize the anatomy, understand spatial relationships and visualize the minutest of details.

CYBER-ANATOMY VR™
is the virtual reality software that brings the immersion to life… that allows total maneuverability of the anatomical structures…that provides the unforgettable and amazing learning experience!. It is available for purchase separately.

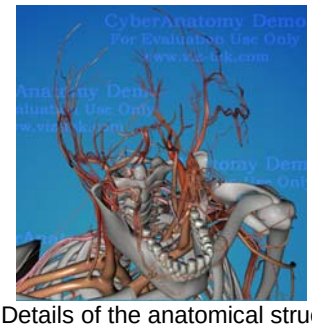
INTERACTING WITH THE VIRTUAL ANATOMY

Using a 3D interactive device, a user is able to very quickly and easily maneuver through the complex anatomy. The developers of the CA VR™ pride themselves on creating the most intuitive interface that is designed for ease of interactivity, simplicity of use, and effortless method for loading anatomical structures by **region** or by **system.**

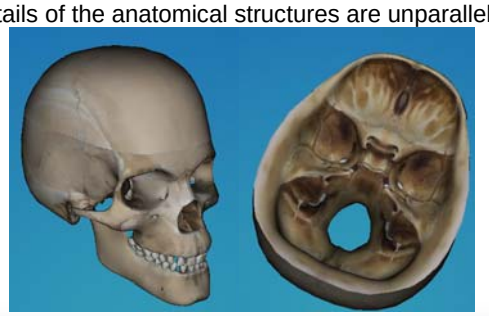
- Rotate
- Zoom
- Tumble
- Manipulate
- Peel
- Transparent
- Hide and unhide
- Select
- Examine
- Peel
- Stick

WHAT ANATOMY SYSTEMS ARE MODELED?

1. Bones and Skeletal Tissues
2. The Skeleton
3. Joints
4. Muscles and Muscle Tissues
5. Muscular System
6. Nervous Systems and Nervous Tissue
7. Central Nervous System
8. Peripheral Nervous System
9. Endocrine System
10. Cardiovascular System: The Heart
11. Cardiovascular System: Blood Vessels
12. Lymphatic System
13. Respiratory System
14. Digestive System
15. Urinary System
16. Reproductive System



Details of the anatomical structures are unparalleled



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Cyber-Anatomy International™

Cyber-Anatomy International™ is a revolutionary system for teaching anatomy, with the most advanced visualization techniques known today. The Cyber-Anatomy International™ software system allows a student to visualize true anatomical models of the human body, both male and female. In 3D, where depth is perceived, the user can interact with each part of the anatomy in real-time. An example would be the vertebrae being examined. Each disc and vertebral body can be removed, enabling visualization of the posterior processes and Vertebral Foramen.

This unforgettable learning experienced is achieved by students sitting in front of the large screen wearing 3D glasses to enable stereoscopic visualization. The instructor then stands between the screen and the students, and by using a 3D pointing device, easily interacts with all aspects of the 3D models.

Having total control over the anatomy, the instructor can, for example, present the body of a female; remove a few layers of soft tissue, muscle, nerves and bones, to arrive at the anatomy the digestive system. Along the way, he can explain each anatomical landmark, while interacting with the model in total immersion. Learning anatomy in 3 dimensional is perhaps the most effective method in the world for retaining what is taught. Students can readily visualize the anatomy, understand spatial relationships and visualize the most minute of details.

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The system consists of a large screen that is rear projected and allows for multiple students to sit or stand in front of the screen. The display is powered by two powerful 3D projectors providing the highest quality in professional graphics such that anatomical structures float like a hologram between the screen and the users.

The system is normally installed once and calibrated at the onset. It is typically installed in Colleges, Medical Universities or teaching hospitals for the purpose of enhancing anatomy courses and cadaver dissection learning experiences.

MODE OF VISUALIZATION

- Passive Stereoscopic

Full Immersion

Cyber-Anatomy International™

OTHER MODULES UNDER DEVELOPMENT

INTERACTING WITH THE VIRTUAL ANATOMY

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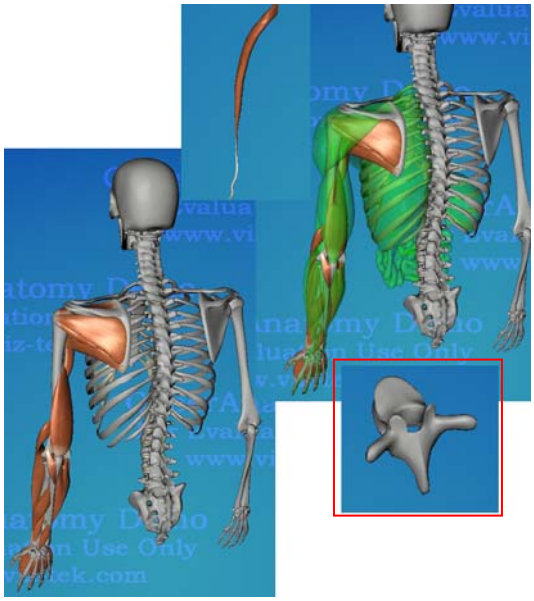

Cyber-Anatomy Web™ - Software deployed through the web
Cyber-Anatomy Motion™ - muscle, joint motion
Cyber-Anatomy Dissect™ - dissection module
Cyber-Anatomy Pathology™ - contains pathological deformities
Cyber-Anatomy Flow™ - Blood and fluid flow
Cyber-Anatomy Tutorial™ - 3-step solution to learning anatomy
Cyber-Anatomy Instructor™ - A complete system for instructors
Cyber-Anatomy Sports Medicine™ - Understand sports injuries, conditions
Cyber-Anatomy Chiropractor™ - Understanding of manipulation, injuries
Cyber-Anatomy Neuro™ - Understanding of the neuro-anatomy
Cyber-Anatomy Patient Education – For educating/consent of patients
Cyber-Anatomy Gaming™ - A general educational game

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