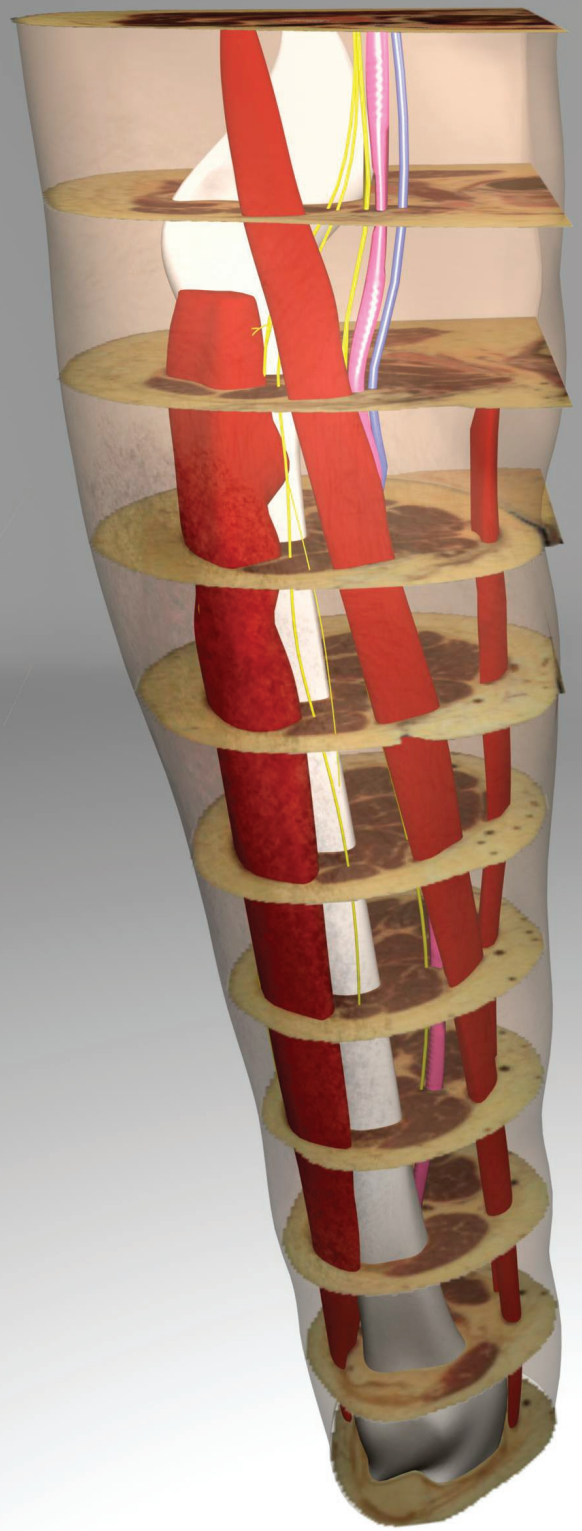

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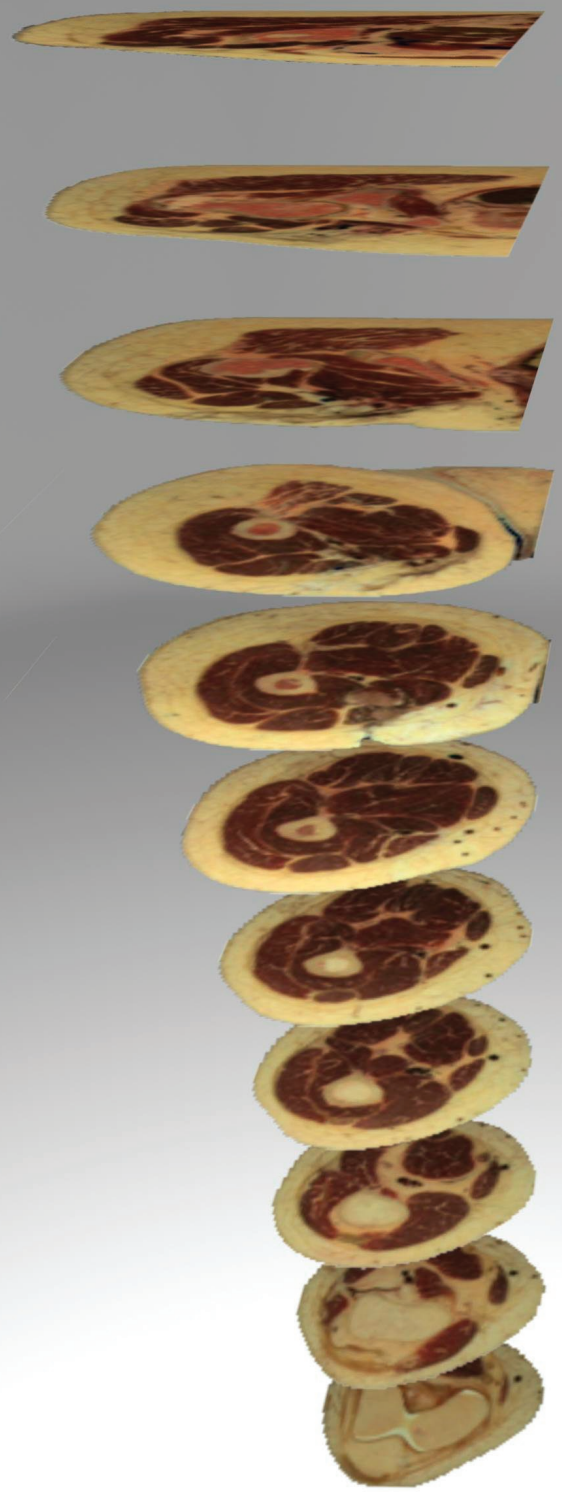
VMASC 2004-05



Visible Human®
Data Modeling

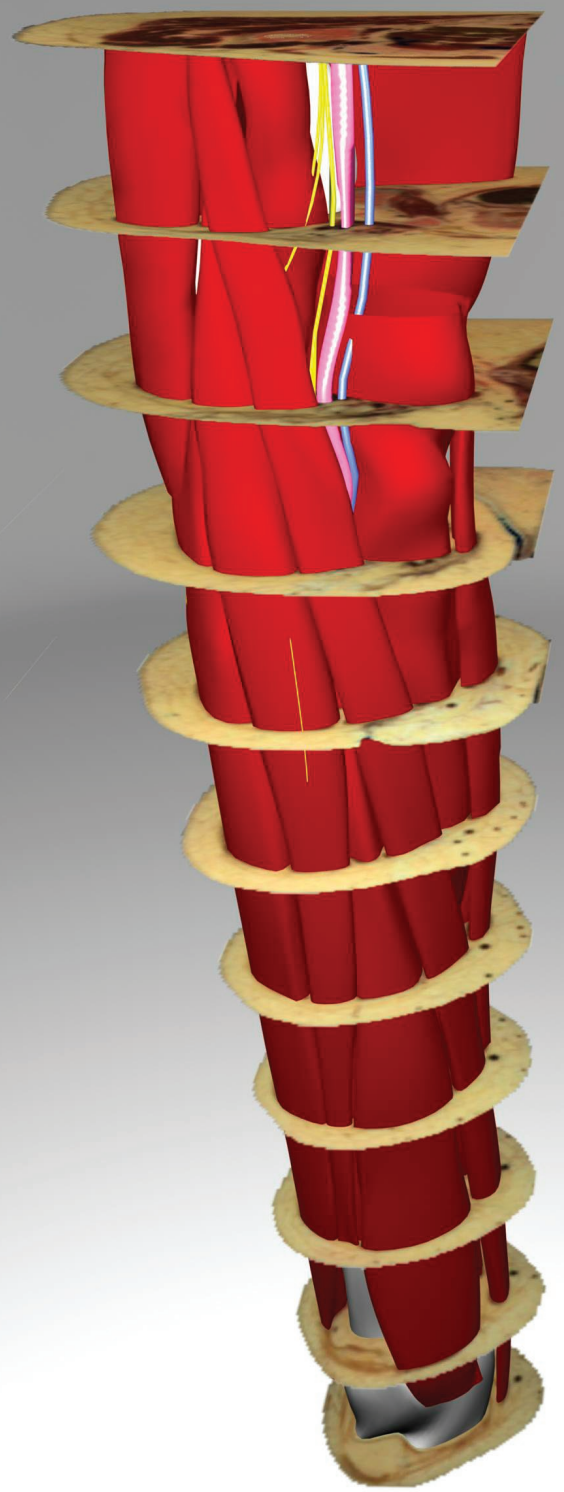
The Visible Human slices were taken at equal distances, and compiled using image maps in Maya 3D. Thigh anatomy was studied using various sources, including *Grant's Atlas of Anatomy.*

Once determined [illegible] muscles, bone, major arteries, and some [illegible] drawn out separately and defined with curves.

The [illegible] given texture to simulate different types of wounds at various stages of their cleaning, to be applied in a Wound Debridement Simulator prototype.

The simulator [illegible] required modeling and texturing of som necessary instruments, including a sponge/brush, forceps, hemostat, syringe, scalpel, and surgical drape.

The anatomy, drawn from the Visible Human Data Set, will be used towards the implementation of deep wounds, such as an embedded object or a gunshot.



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The Visible Human slices were taken at equal distances, and compiled using image maps in Maya 3D. Thigh anatomy was studied using various sources, including *Grant's Atlas of Anatomy*.

Once determined, the individual muscles, bone, major arteries, and some nerves were drawn out separately and lofted with curves.

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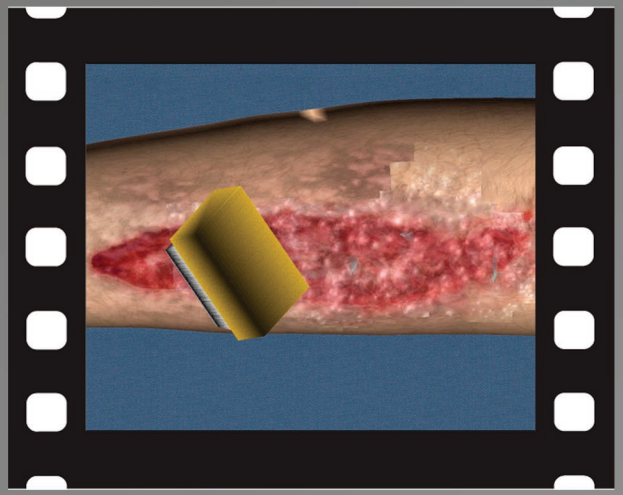

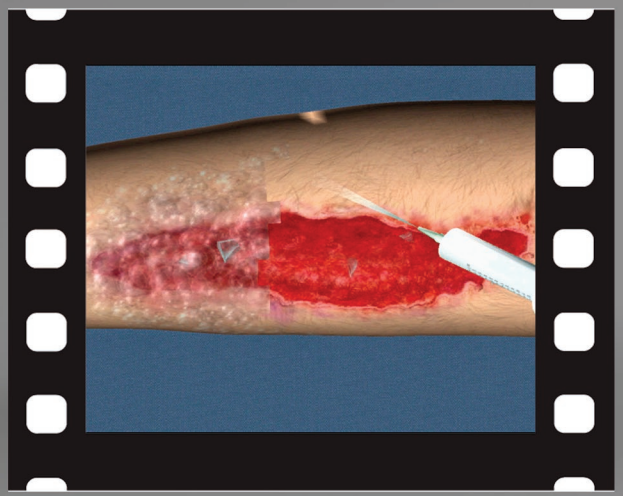

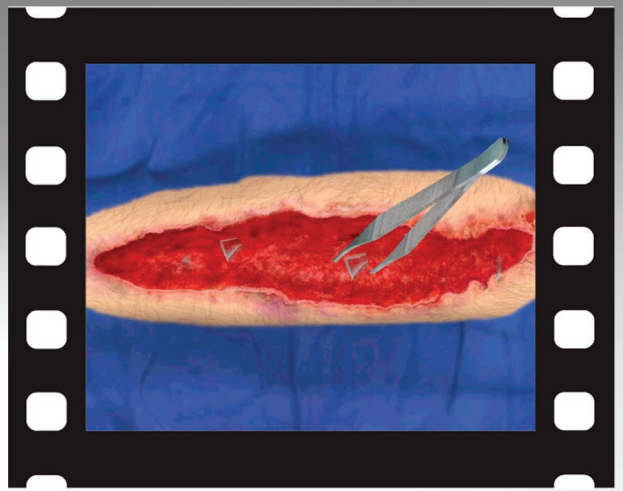

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Once determined, the individual muscles, [illegible] arteries, and some nerves were drawn o[illegible] and lofted with curves.

The skin was given texture to [illegible] different types of wounds at various st[illegible] cleaning, to be applied in a Wound [illegible] simulator prototype.

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The anatomy, [illegible] from the Visible Human Data Set, will be used towards the [illegible] mentation of deep wounds, such as an embedded [illegible] from a gunshot.

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Once de[illegible] muscles, bone, major arteries [illegible] broken out separately and [illegible]

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