

Anatomage

TABLE

Cadavers

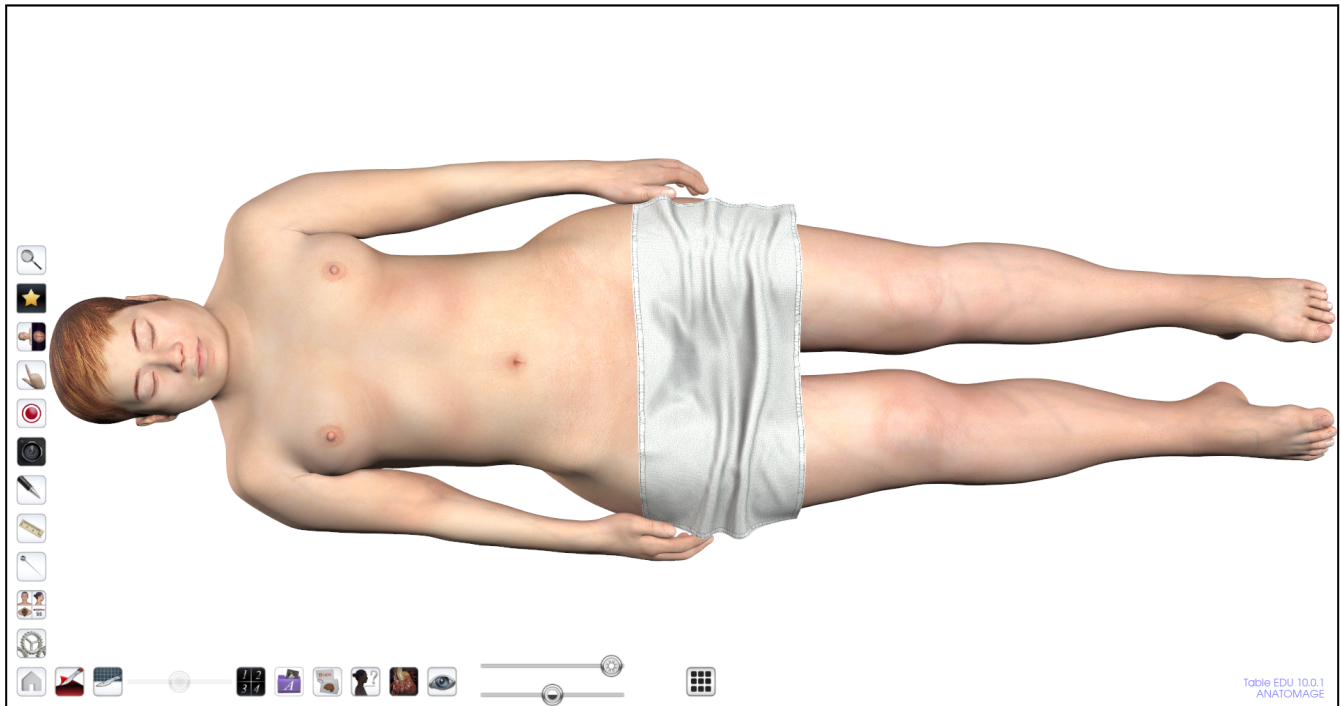
How to Use the Dissection Tools

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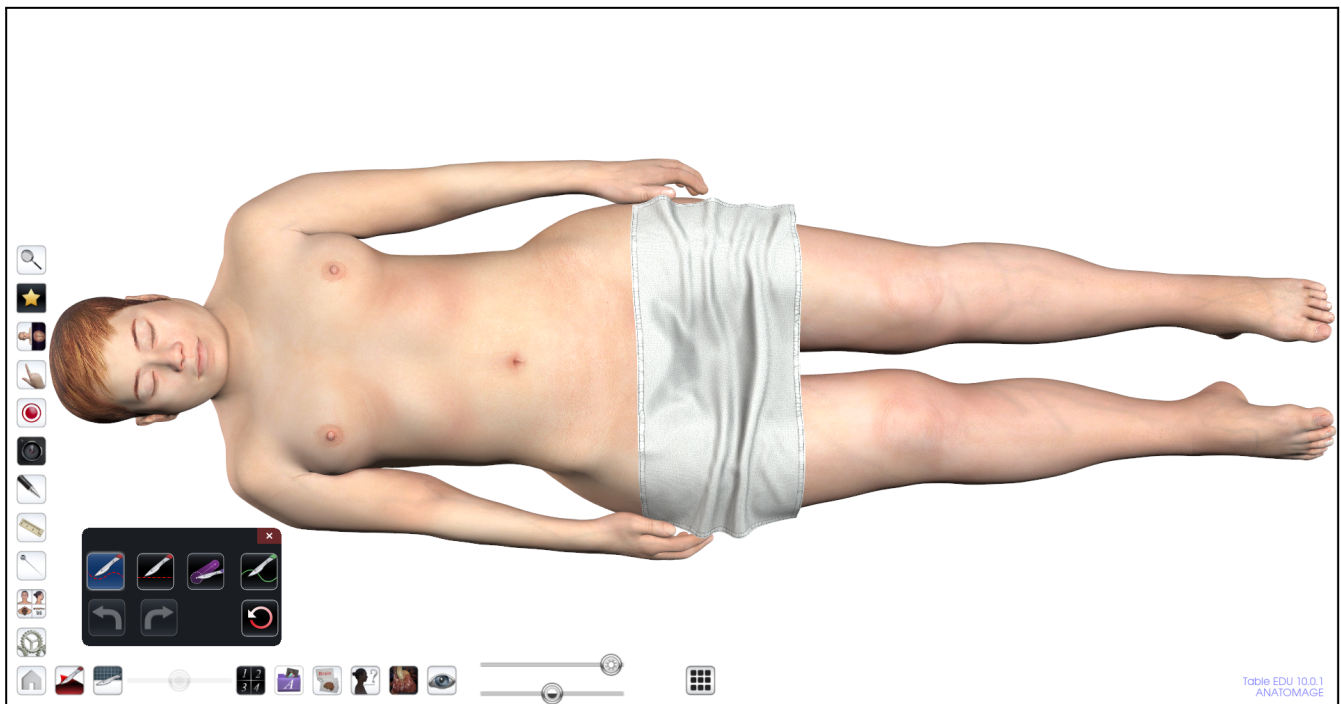
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How to Make a Curved Dissection

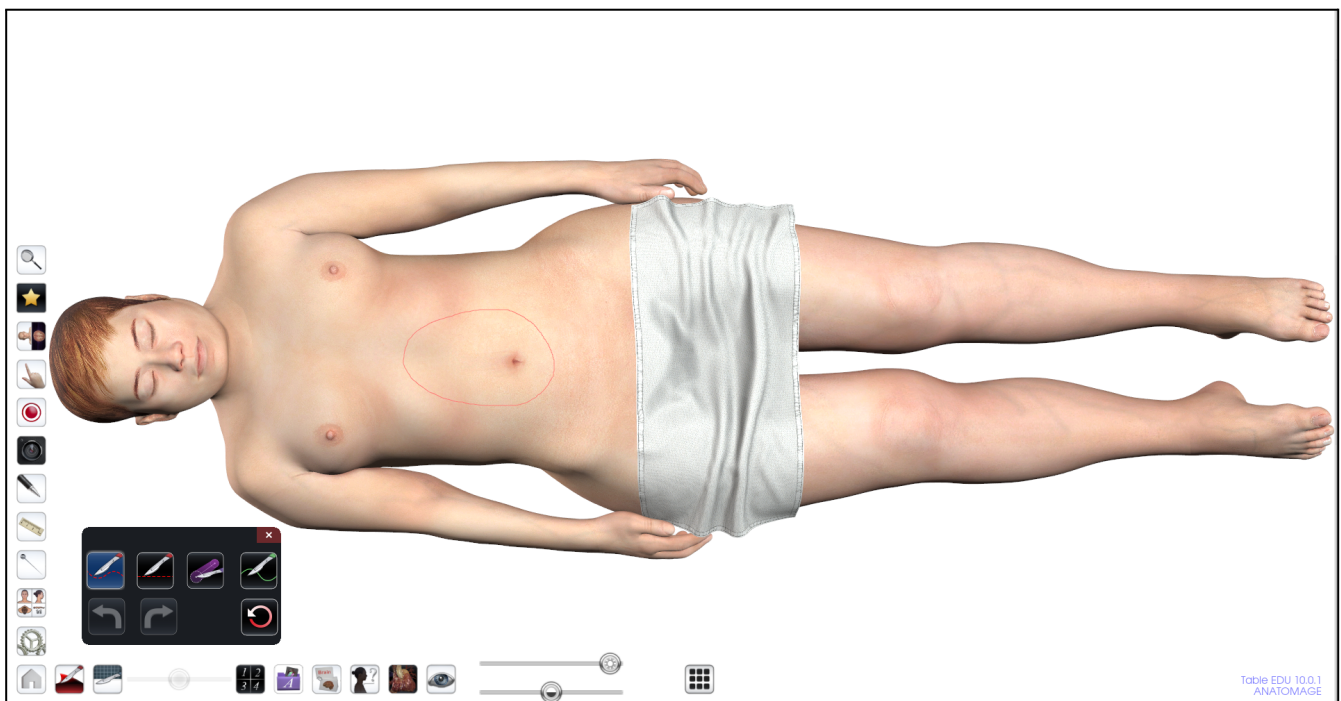
Step 1: Single tap the dissection tool icon  , the icon will expand to display the following icons      , as well as undo  and redo  buttons.



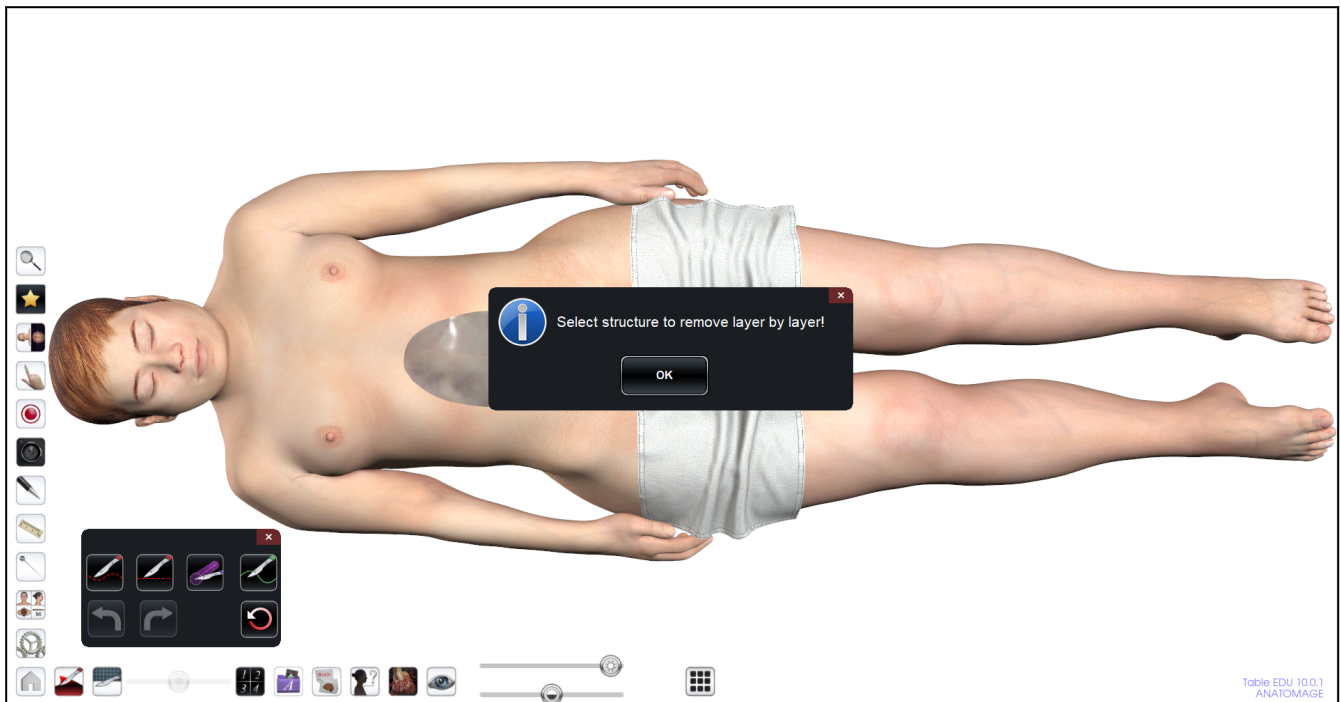
Step 2: By default, the curved dissection tool  is selected and highlighted blue.



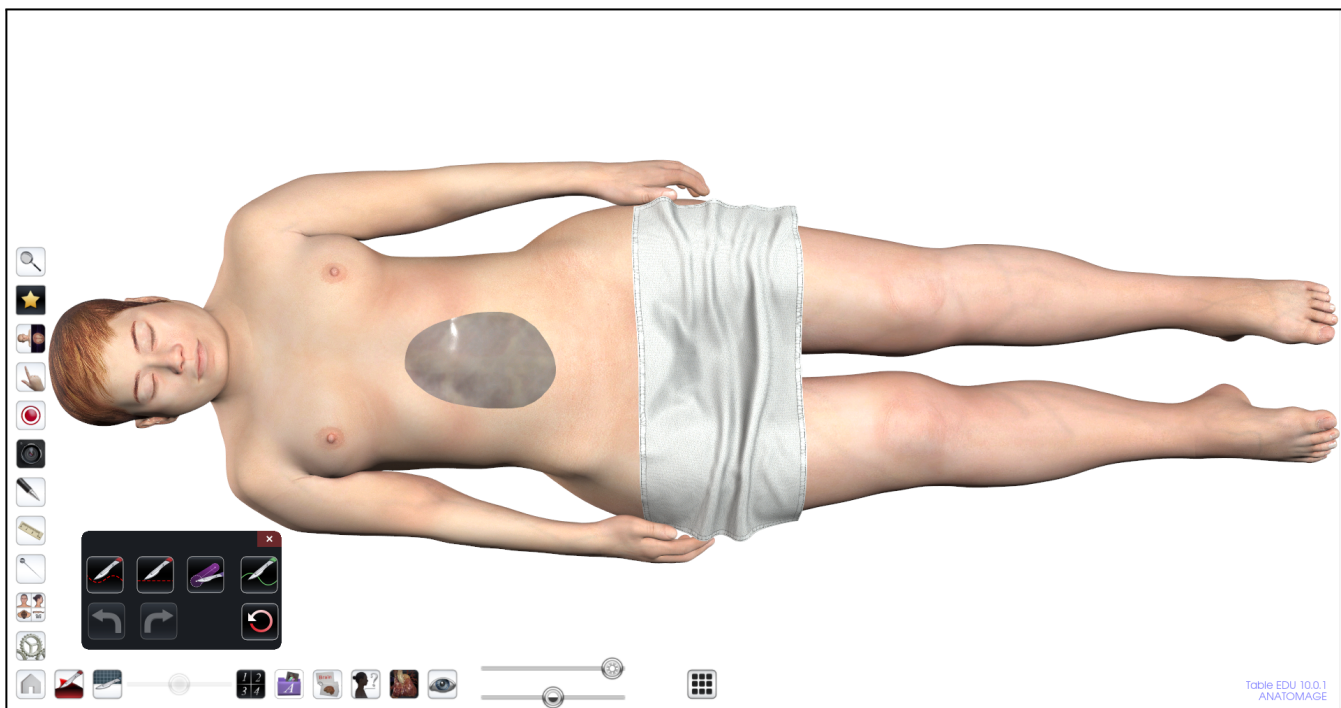
Step 3: Drag a single finger to draw a circular (or closed shape, e.g., square, polygon, etc. profile) over the desired location on the cadaver



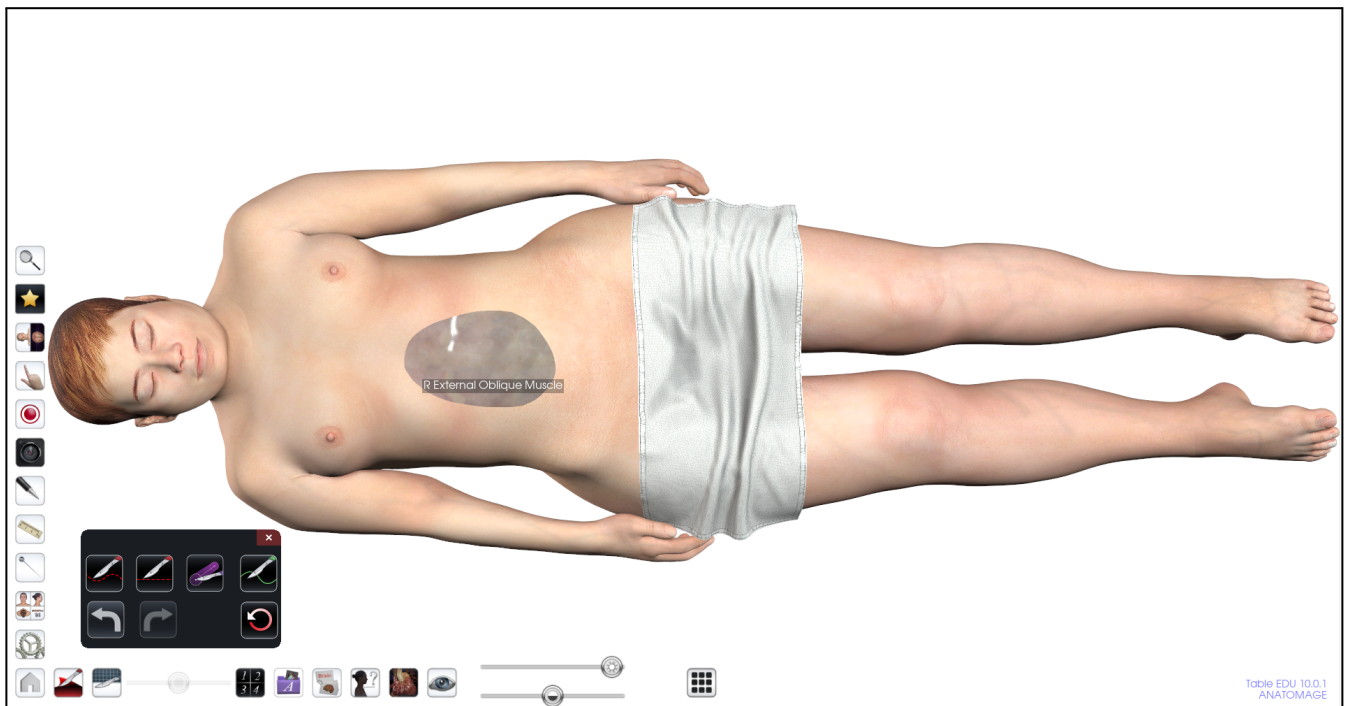
Step 4: Single tap inside or outside the profile to dissect the inside or outside of the profile respectively. A brief loading screen will appear. For this example, the inside has been selected.






Step 5: Tap OK to “Select structure to remove layer by layer.”




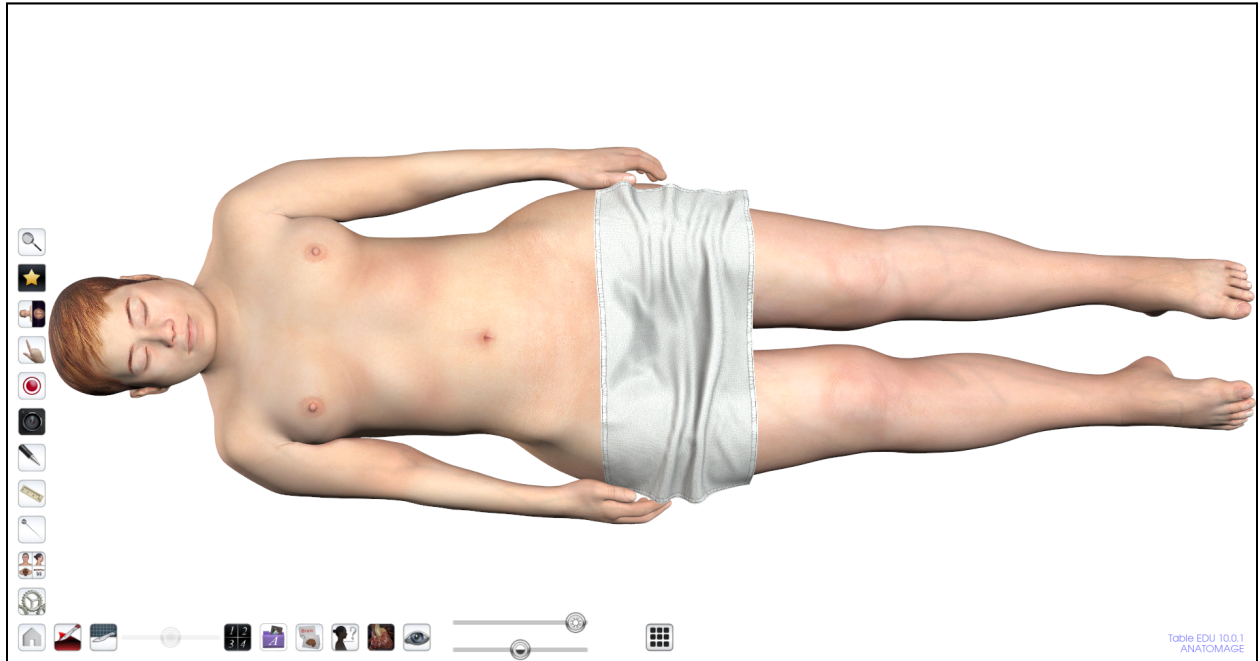
Step 6: Tap within the cutting profile to remove structures one by one, layer by layer. The name of the removed structure will appear above it on the cadaver (e.g., R External Oblique Muscle).




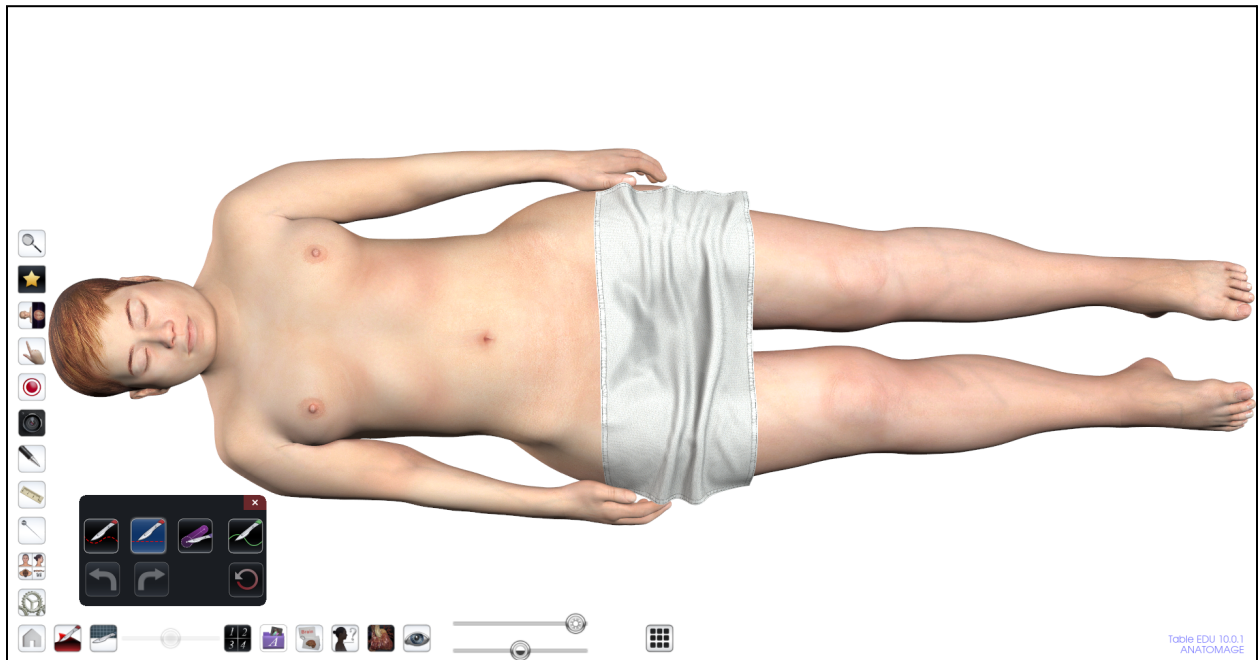
To Undo or Redo a dissection, tap the  or  buttons respectively. To completely undo the dissection, single tap the dissection restore button  .

How to Make a Linear Dissection

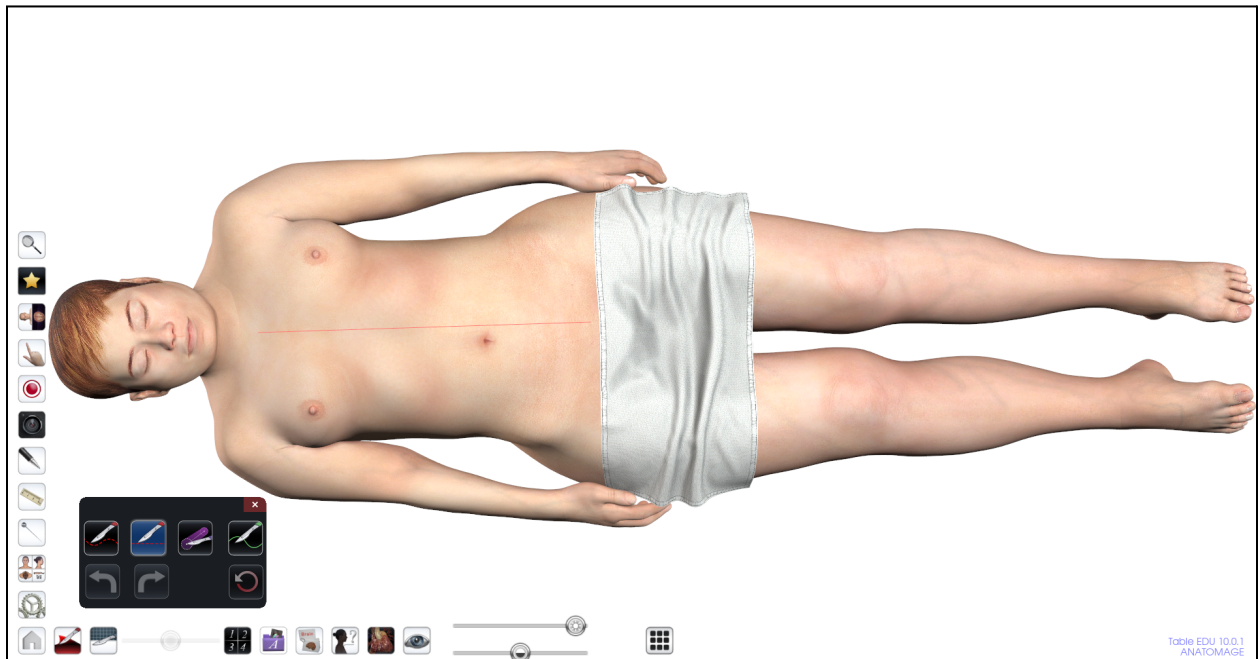
Step 1: Single tap the dissection tool icon  , the icon will expand to display the following icons      , as well as undo  and redo  buttons.



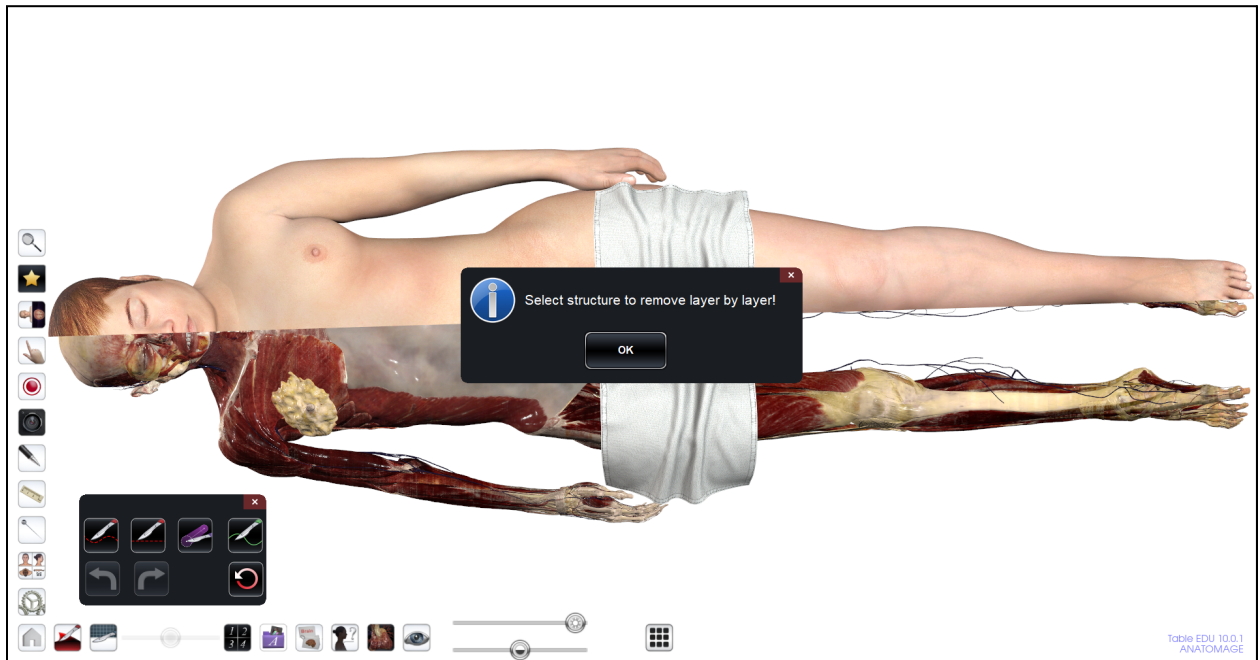
Step 2: Single tap the linear dissection tool  .



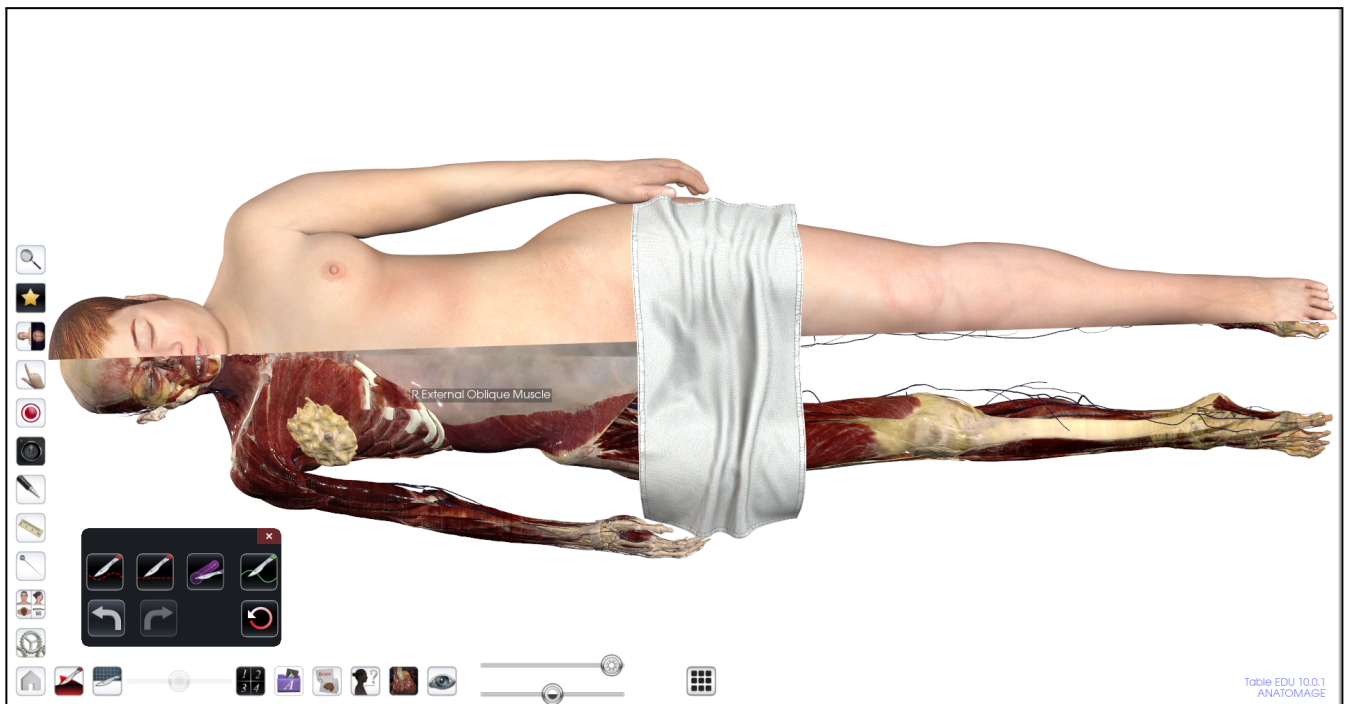
Step 3: Drag a single finger to draw a red line in the direction of the desired dissection plane on the cadaver. In the example, the sagittal or midline has been selected.






Step 4: Single tap either side of the red line to dissect the desired side. A brief loading screen will appear. For this example, the anatomical left side has been selected.



Step 5: Tap OK to “Select structure to remove layer by layer.”

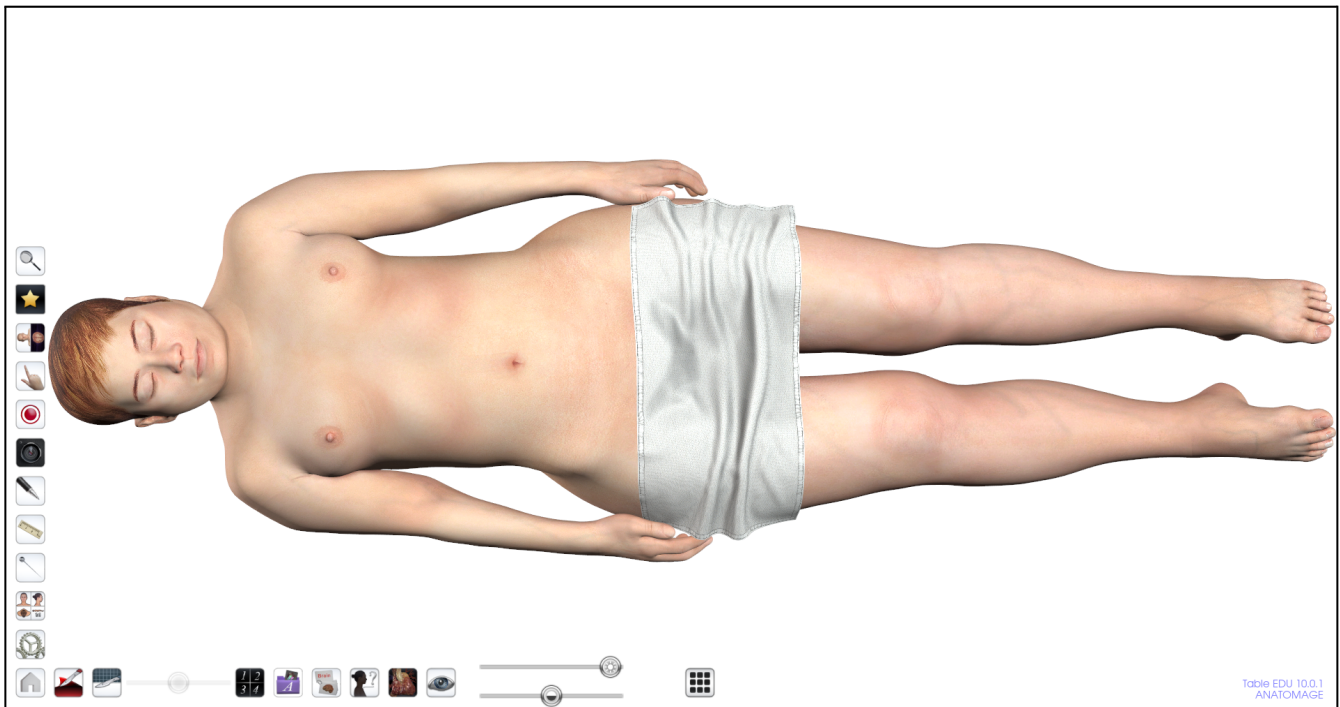



Step 6: Tap within the cutting profile to remove structures one by one, layer by layer. The name of the removed structure will appear above it on the cadaver (e.g., R External Oblique Muscle).

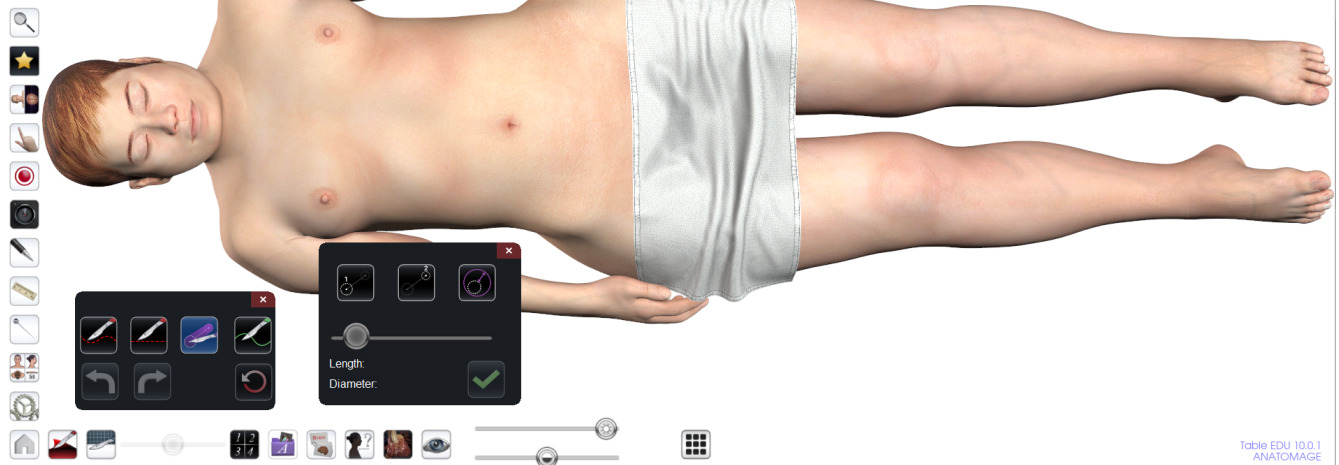
To Undo or Redo a dissection, tap the  or  buttons respectively. To completely undo the dissection, single tap the dissection restore button  .


How to Make a Point to Point Dissection

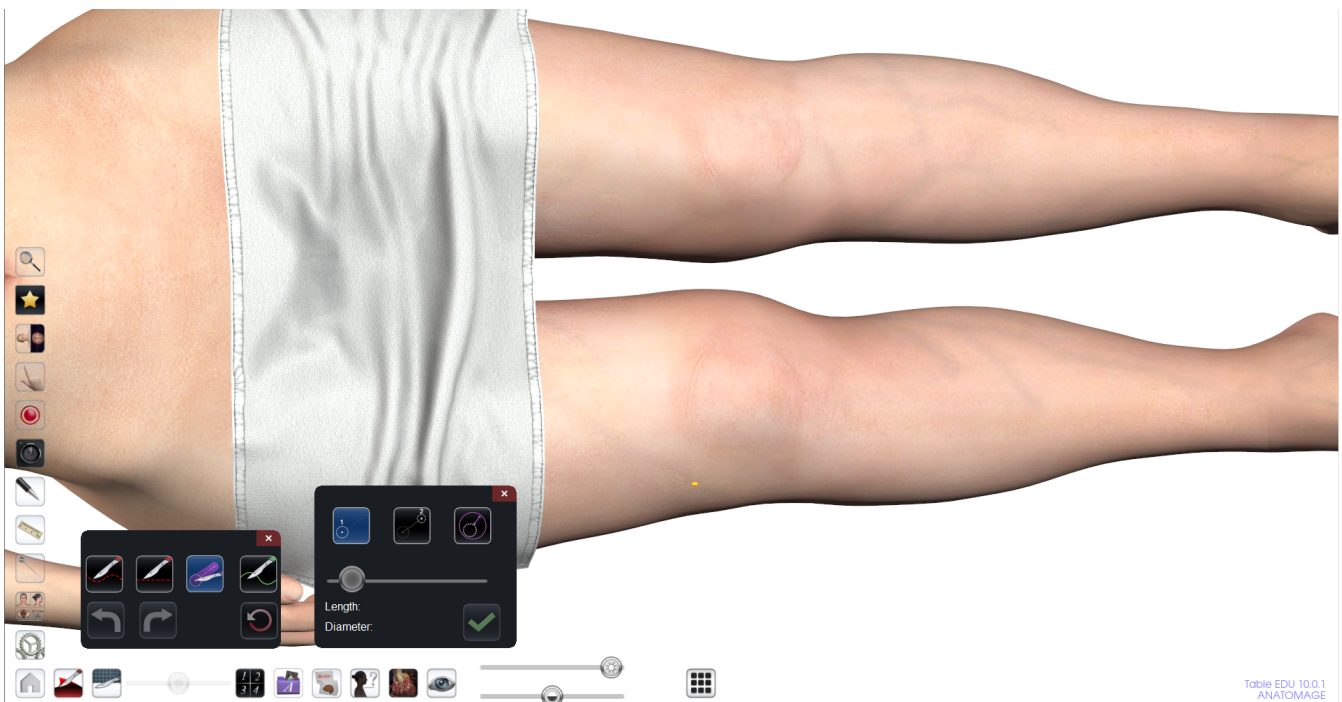
Step 1: Single tap the dissection tool icon , the icon will expand to display the following icons     , as well as undo  and redo  buttons.





Step 2: Single tap the point to point dissection tool  to open the point placement menu.



Step 3: Tap on the cadaver where you would like to place the first dissection point. After it is placed, the Point 1 icon will be highlighted .



Step 4: Tap on the cadaver where you would like to place the second dissection point. After it is placed, a cylinder will appear connecting the two dissection points, and the

Point 2 icon  and Diameter icon  will be highlighted.

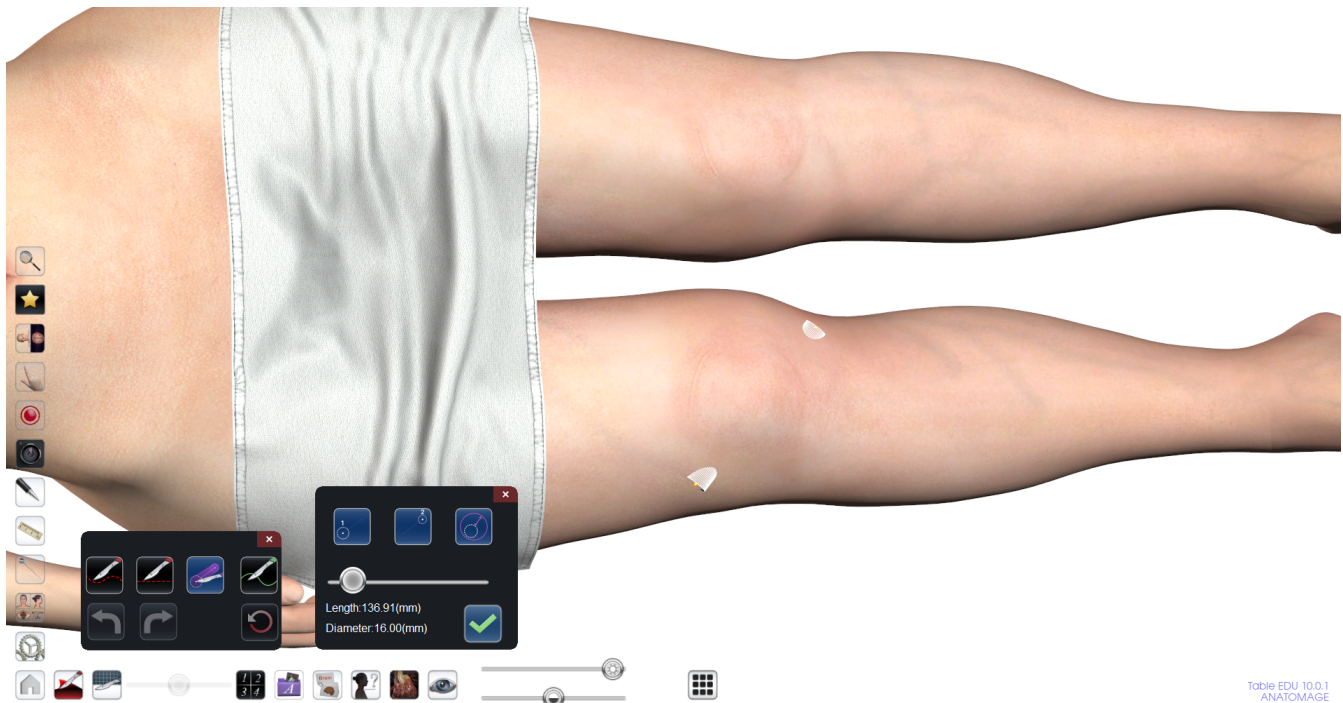
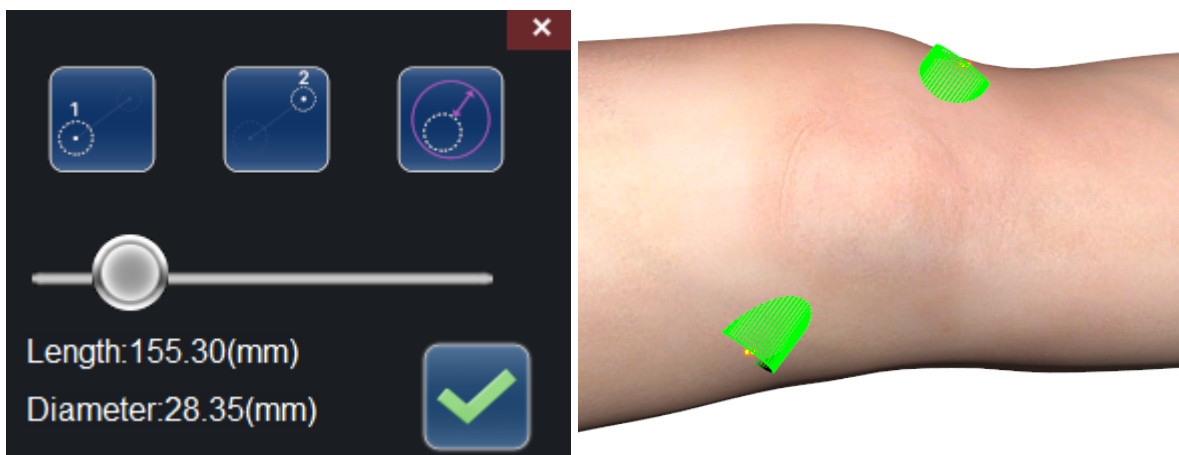


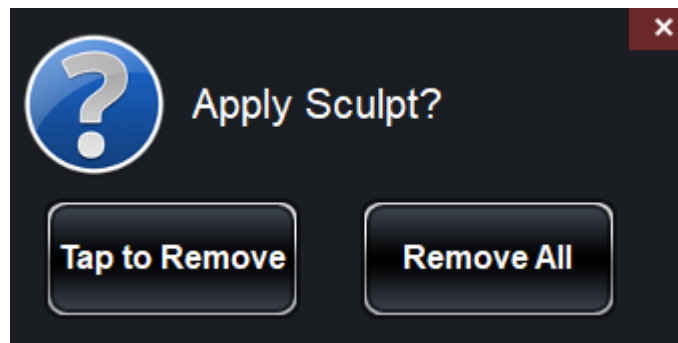
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Step 5: To adjust the diameter, use the slider bar or tap and drag directly on the placed cylinder. To lengthen or shorten the cylinder tap and drag directly on the cylinder. To move the whole cylinder, tap until it is green and drag the cylinder to place.




Step 6: Once you are happy with the size and placement of the cylinder, tap the green check on the menu to lock this in.

Step 7: If you want to remove all structures in the path of the cylinder, tap “Remove All” on the window that appears. If you would like to tap through the cut to remove structure by structures (like the curved/linear dissection tools) tap “Tap to Remove”.



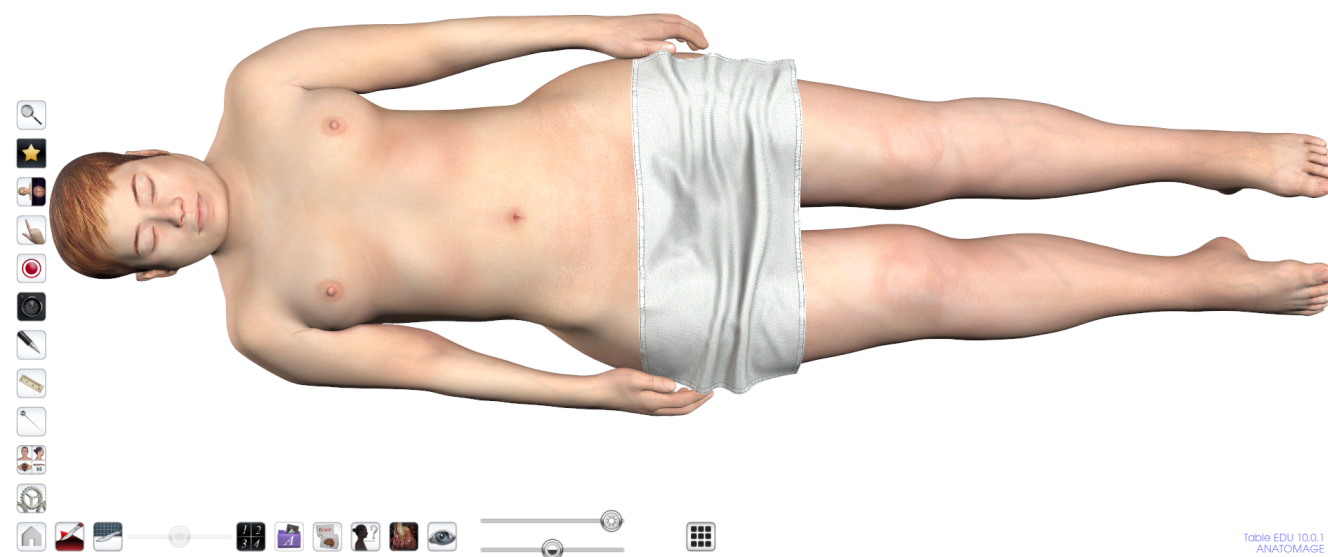
Step 8: Pending which options you have picked, a cut has been made and you can either see all structures removed, or click through to remove structure by structure.


To Undo or Redo a dissection, tap the  or  buttons respectively. To

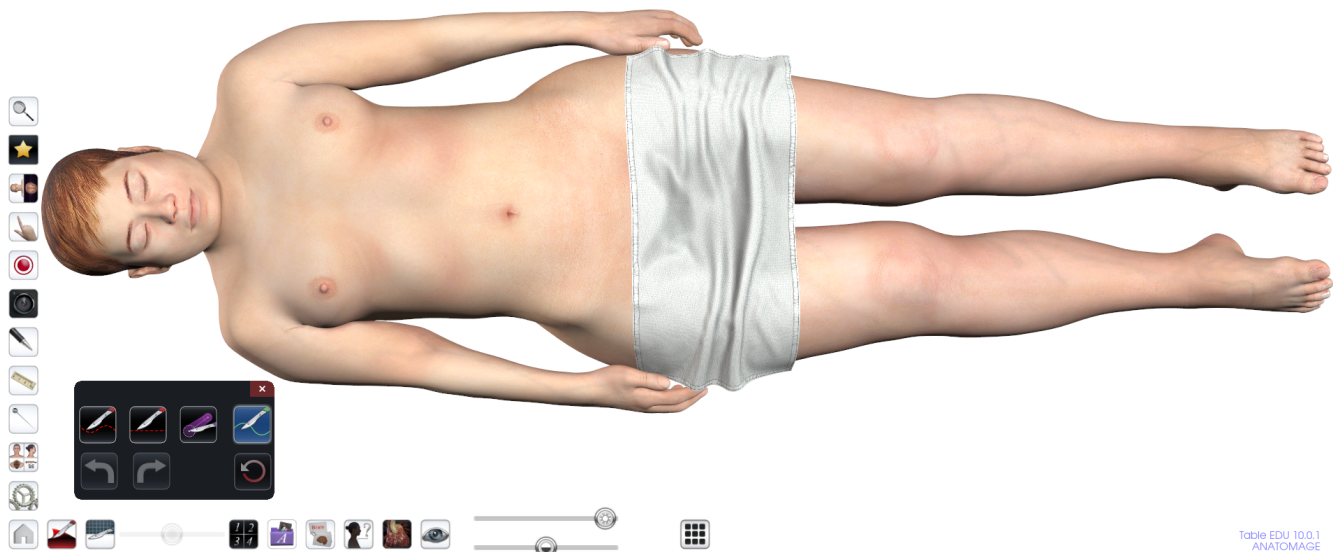
completely undo the dissection, single tap the dissection restore button  .

How to Make a Freehand Sculpt

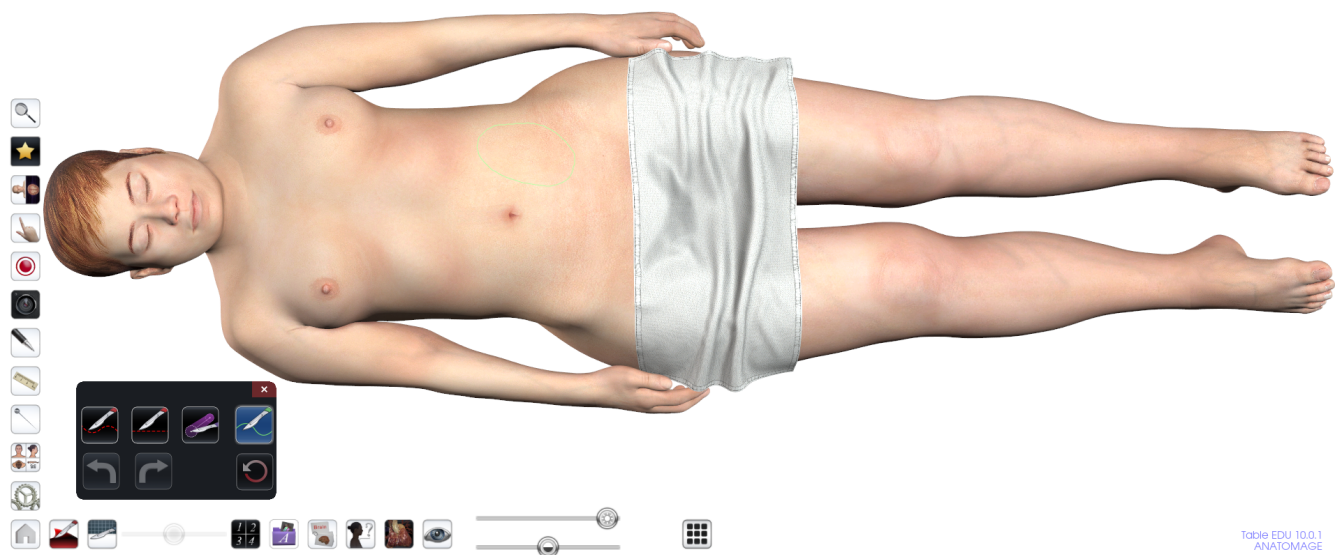
Step 1: Single tap the dissection tool icon , the icon will expand to display the following icons , as well as undo  and redo  buttons.



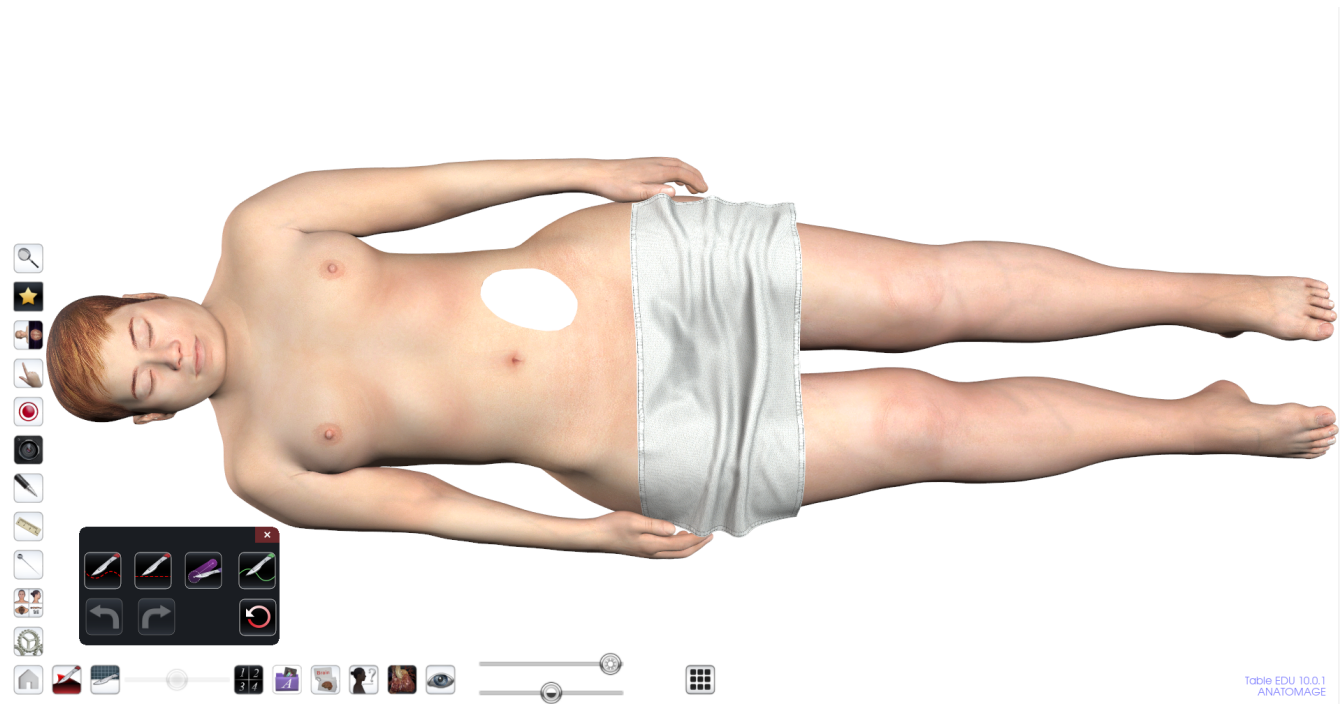
Step 2: Single tap the freehand sculpt tool .



Step 3: Drag a single finger to draw a circular (or closed shape, e.g., square, polygon, etc. profile) over the desired location on the cadaver.



Step 4: Single tap inside or outside the profile to dissect the inside or outside of the profile respectively. For this example, the inside has been selected.



To completely undo a freehand sculpt, single tap the dissection restore button

