

The saved image can be used in Word or Power Point files to create your own content for research paper, lecture, or making an exam.



Other control commands:

Lock: All control commands will be locked.

Previous: Click to be back to the previous one.

Next: Click to move forward to the next specimen.

This 3D Anatomy Software can be used with a window-based PC or notebook for professor's teaching preparation or personal study. It also can be used with touch screen for anatomical lectures in the class, and even used as a dissection guide for a big group of students in the anatomy laboratory.



An example of 3D Anatomy Installation in a digital anatomy laboratory is shown as followed:



For your benefit, purchase of this 3D Anatomy Software within 2024 will be granted permanent warranty and unlimited upgrade.

GINKGOMED 3D ANATOMY



The first 3D anatomy software using real human dissected specimens in the world.



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There are six body regions to be studied:

1. **HEAD AND NECK;**
2. **TORSO AND BACK;**
3. **THORAX;**
4. **PECTORAL GIRDLE AND UPPER LIMB;**
5. **ABDOMEN AND PELVIS;**
6. **PELVIC GIRDLE AND LOWER LIMB.**

For an example, to study the anatomy of the **HEAD AND NECK**, click "**Intracranial region**", 12 brain specimens will be shown on the screen.



Click to select "**Arteries of the brain**". The image of the specimen appears on the center of the screen with structure terms shown on the left.



Click any artery shown on the specimen image, the term of the artery appears at the bottom with the pronunciation.



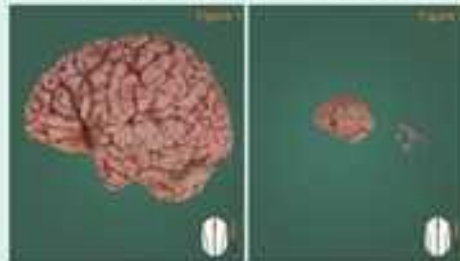
Click the term at the bottom, a description of the anatomical structure will be shown.



The desired structure can also be localized by clicking the structure term on the left.



The image of the specimen can be zoomed in or zoomed out by rolling mouse wheel up or down.



By holding the left key, the image of the specimen can be turned around at any angle on the screen.



By holding the mouse wheel, the image of the specimen can be moved around on the screen under the control of mouse movement.



Clicking the "**Back Ground**" on the right menu bar, you may change color of the background.



Click the "**Brush**", you may do colored marks on the screen.



You also can do "**Screen shot**" to save the image.

