

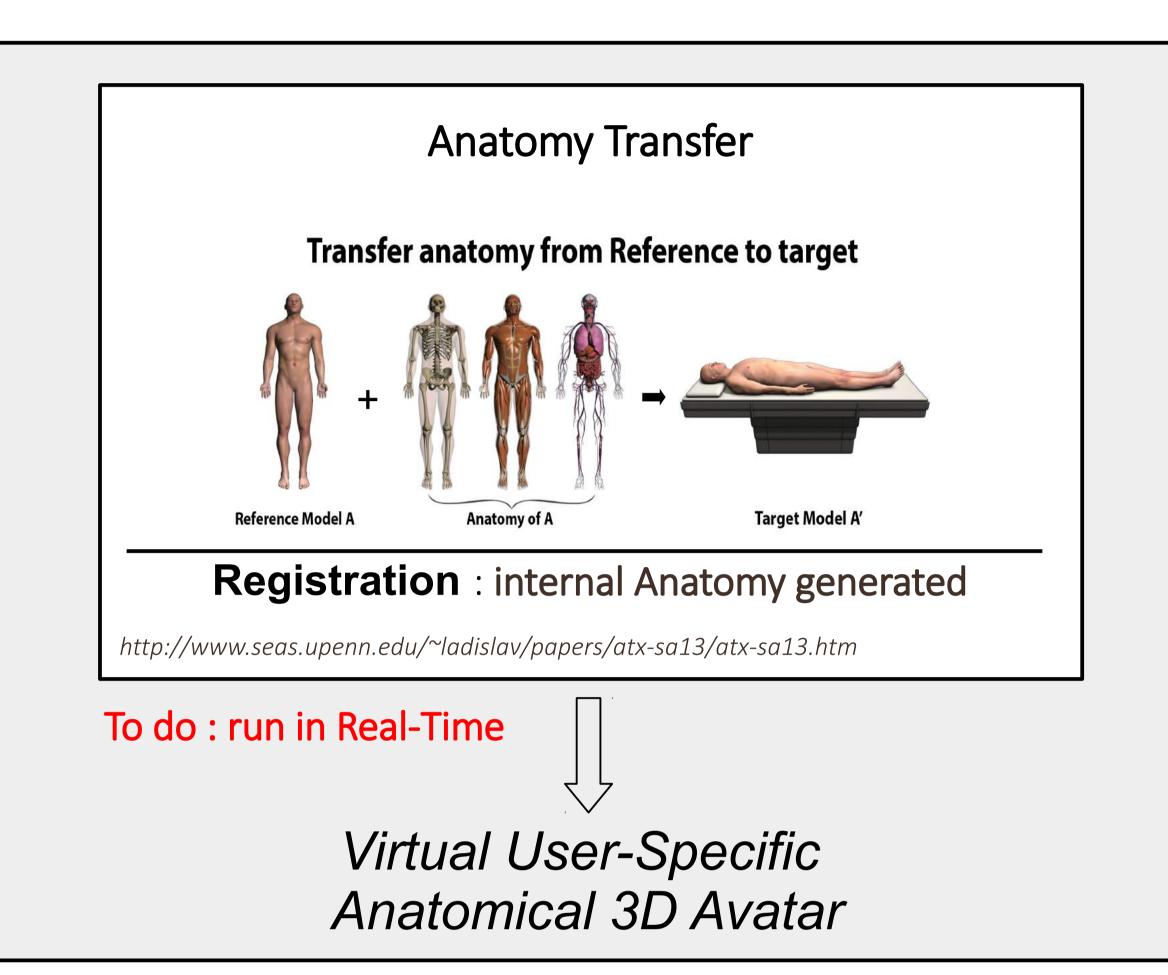


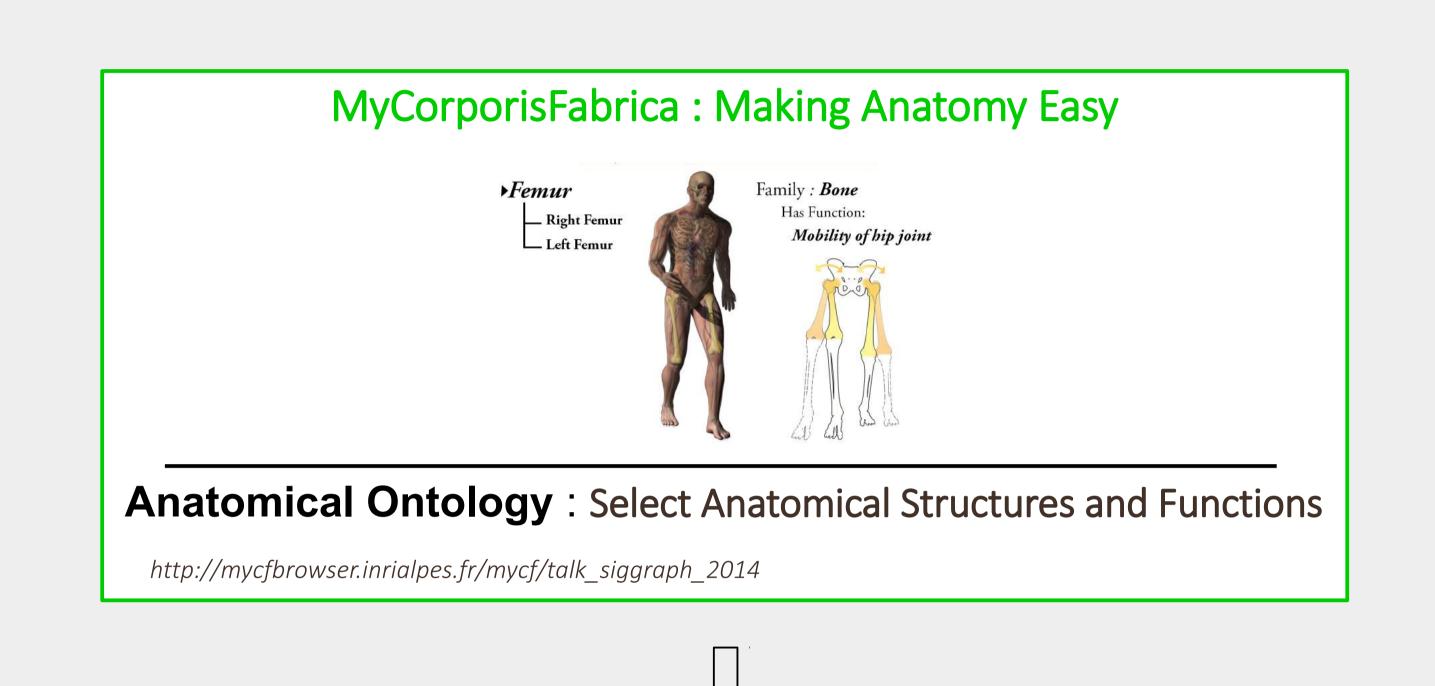
The Living Book of Anatomy « Model and user mapping »

Armelle Bauer^{1, 2}, Jocelyne Troccaz¹, Olivier Palombi^{2, 3}, François Faure² GMCAO, TIMC-IMAG, Grenoble¹ IMAGINE, INRIA, Grenoble² LADAF, Grenoble³

Embodiment: Learn, Animate and Visualize Anatomy in Real-Time

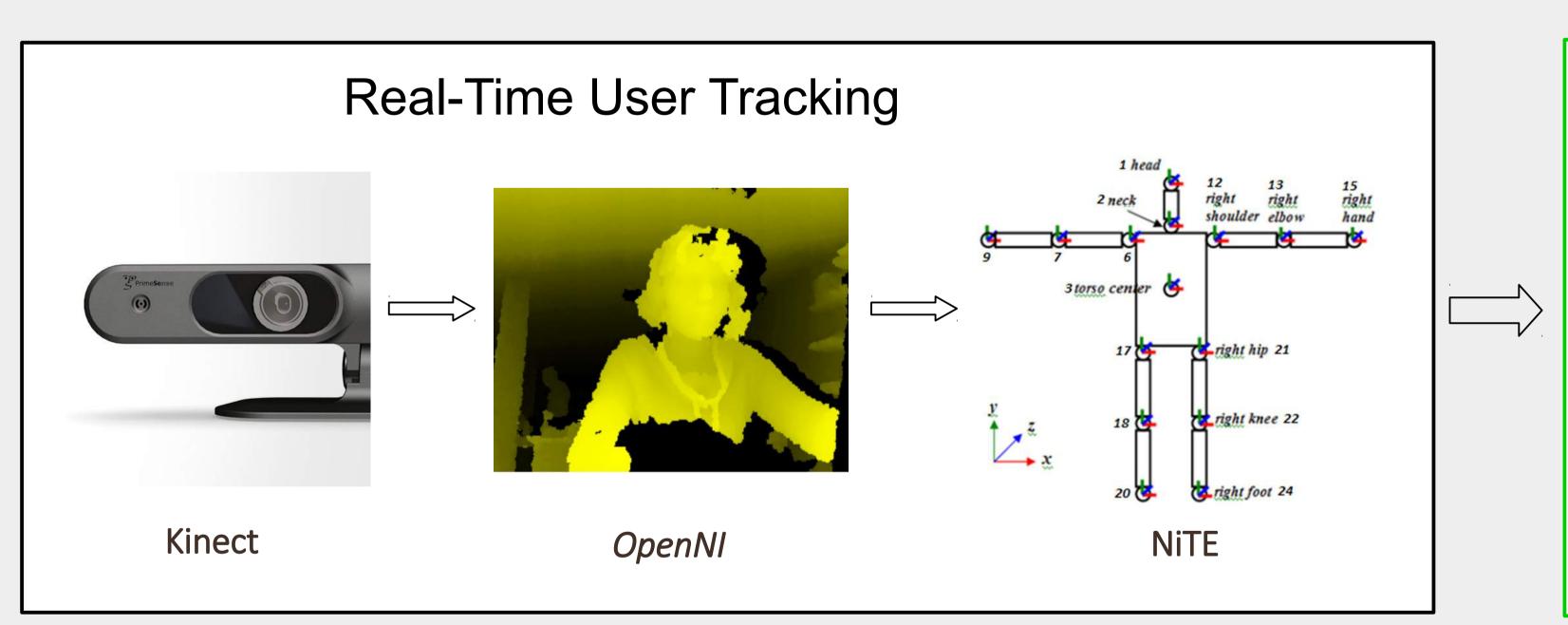
through an Anatomy Knowledge-base and a user-specific 3d animated avatar

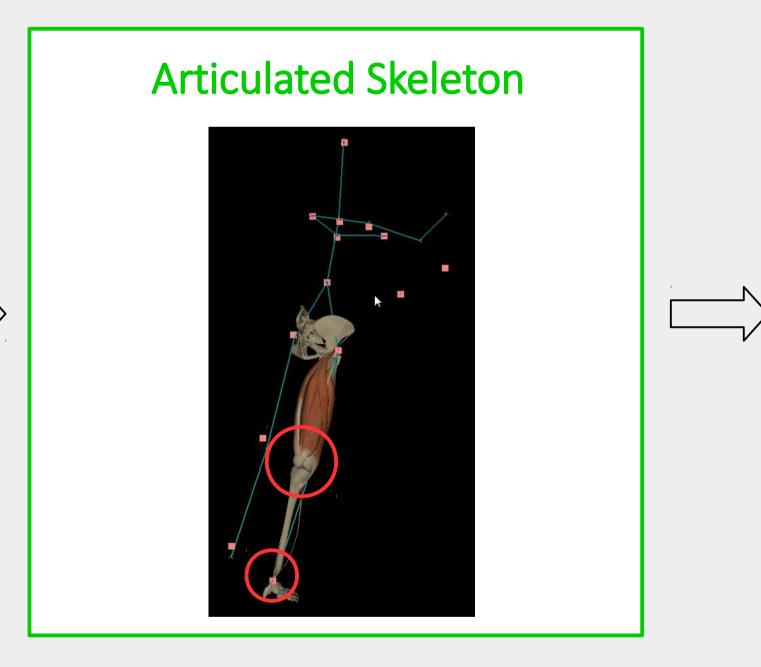


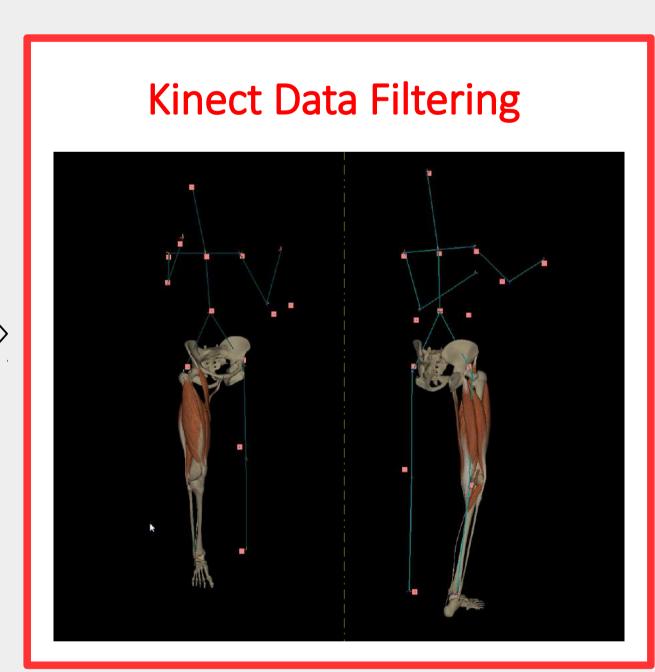


Relevant entities selection based on anatomical functions

To do: add to LBA Application pipeline

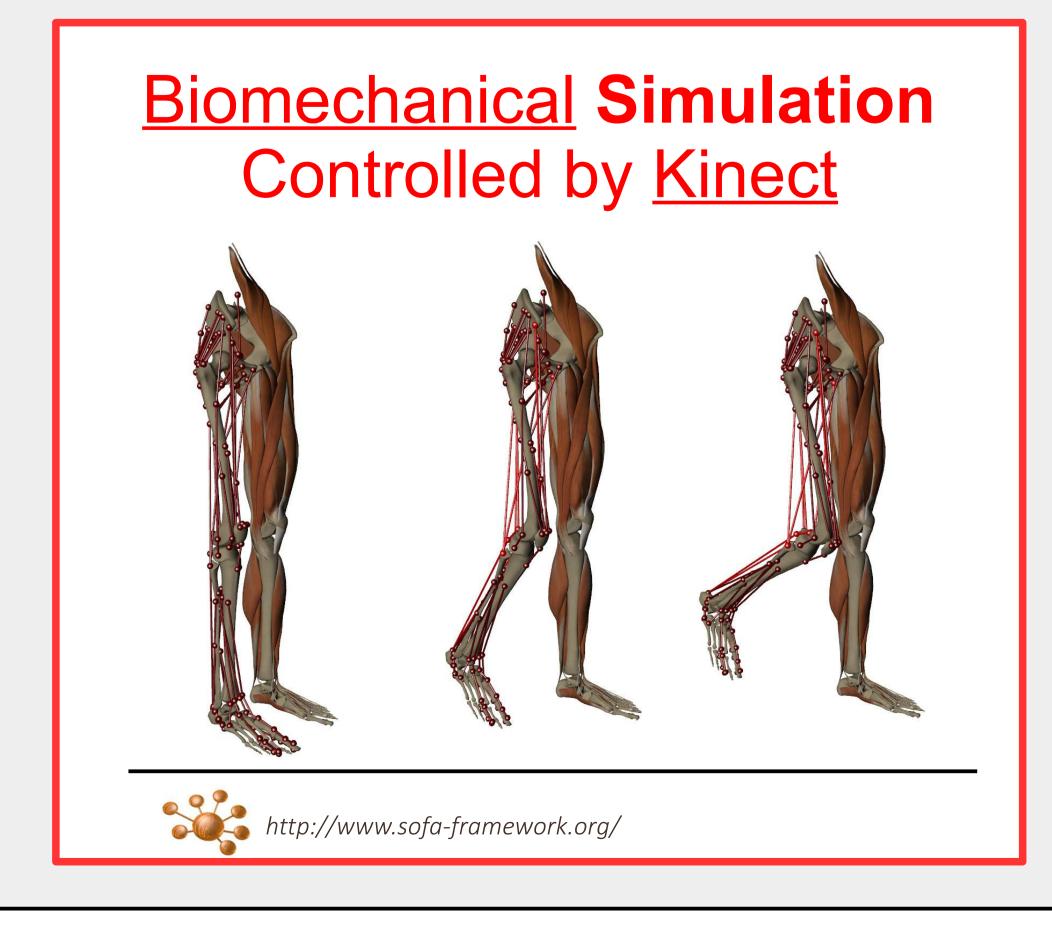






With the Kinect we animate the musculoskeletal system skinned meshes

To do: add biomechanical properties to muscles, bones, etc...



Future Work:

- Validation tools
- Anatomical mouvement data-set
- User mouvement <u>identification</u>

LBA Evaluation with students:

- ergonomy / easy to use the LBA application
- learning anatomy with and without LBA
- importance of the type of context in learning

PhD Work Work in Progress

























