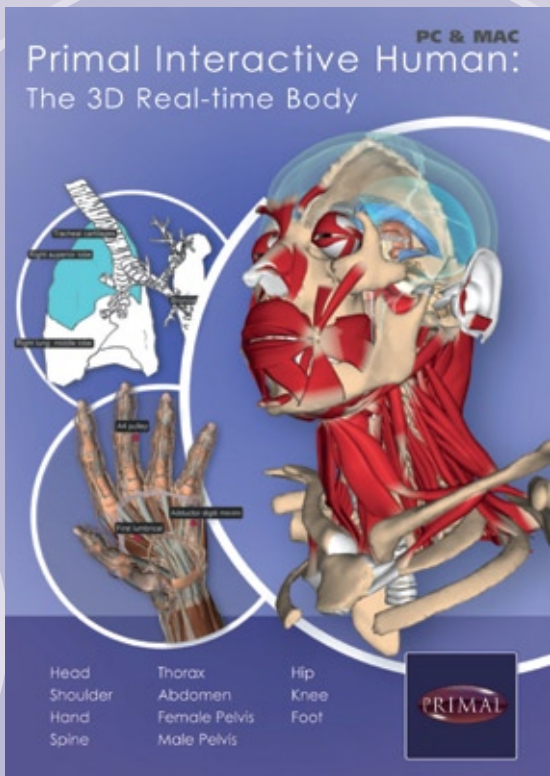


Primal Interactive Human: The 3D Real-time Body User Guide



PRIMAL

Getting Started

Open your web browser and type www.anatomy.tv into your address bar or browser search field. (Please note: If you are an Athens or Shibboleth user or wish to access our site from a proxy URL you must provide us with the technical information or refer us to your IT department so we can set you up on our system.)

This takes you to the home page. If your institution is IP authenticated you will be taken to the products page automatically without having to log in.

To log into your subscription please type your username and password in the subscriber login fields shown here:



This takes you to the product page



Please click on the Primal Interactive Human text to open the region selecting page.



From here you can click on which region you would like to view.

Please note: technical requirements can be found on the back page.

Navigation

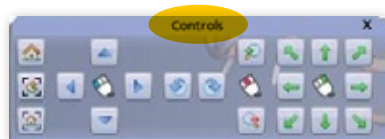
The model can be easily moved around the screen by using all three buttons on your mouse. Hold the left mouse button down and scroll to rotate the model. Hold the right mouse button down and scroll to move the model about the screen. Use the scroll-wheel to zoom in/out.

Alternatively, click on the **Controls** icon at the bottom left of the screen to open a display panel of icons that controls the movements of the model.

Adding and Removing Structures

Within this title there is the option to add/remove a set number of anatomical structures from your currently selected image. Clicking on any of the structure buttons will add or remove those structures to the model.

For example:
Click on the Veins button to show all veins in this title on the main screen. Click on this button again to hide all veins

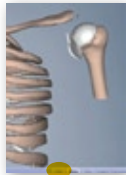


Hide | X-ray | Inspect | Context

The object functions panel is located at the bottom of the screen on the right. To use any of these functions simply select an object and click one of the buttons listed below:

Hide

Click on the Hide button to hide the selected structure and add it to the Hidden Objects list. Click on the Show button to make the last selected hidden structure visible again and add it to the Visible Objects list.



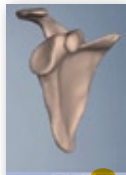
Xray

Click on the X-ray button to make the selected structure appear transparent. Please note this will not add the selected structure to the Hidden Objects list. Click on the Opaque button to make the last X-rayed structure solid again. To make another X-rayed structure solid, you must first click on that structure.



Inspect

Click on the Inspect button and the camera will automatically zoom in and focus on the selected object. Only the object will be displayed. Clicking on the button again will re-display the 3D model.



Context

Click on the Context button to see the selected structure within the context of the rest of the model. In this mode the selected structure appears solid and any other visible objects in view will appear in X-ray mode. Clicking on the button again will re-display the 3D model in solid form. The selected structure will not be highlighted in the model.



Highlighting & other functionality

Every visible anatomical structure on the 3D model can be highlighted.

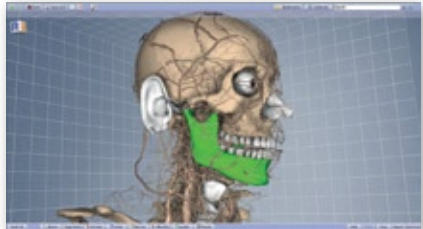
By highlighting a structure you will also display the label (title) of that structure.

Simply use the mouse pointer to click on the structure of interest and the selected structure will be highlighted.

To cancel the highlighting, click on the structure again, on another structure, or on any part of the image's background.

The colour of the highlighter can be changed by clicking on the Preferences (little cog) icon in the top right of the screen.

This will then bring up this pop up from where you can change your highlight colour.

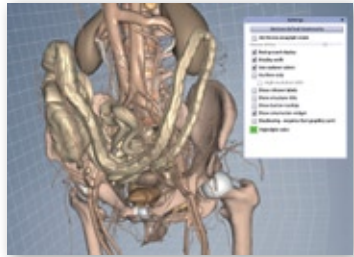
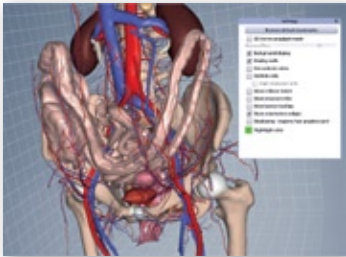


Preferences

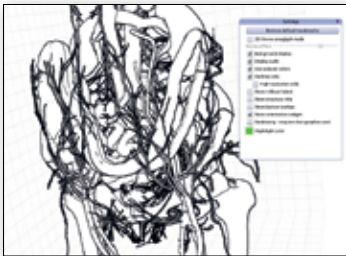
Within this Settings box, you have the ability to change the display of the models to your own preference:

Background display and display walls:

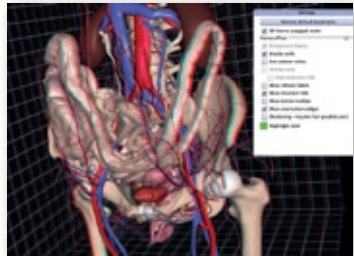
Cadaver Colors:



Outlines Only:



3D Stereo Anaglyph – for this mode you will need to use your 3D glasses:



Labels

The **Labels** button allows you to add a number of labels to the current image. Clicking on the button opens up a menu of labelling options.

Click on the **Add** label option, and then click on a structure in the model to create a label for that structure on the image. Click on the **Remove** label option, and then click on a label to remove that label from the image.

If you click on the Labels button after creating labels, the labels will be removed from the screen. Clicking on the button again will re-display the labels.

To change the text in a label, click on the **Edit Text** option, and then click on the label. After editing the text, click on the **Label** option to re-display the edited label.

To move a label, click on the **Move** label option, and then click on the label. You can then use your mouse to move the label to any position on the screen.



Pins

The **Pins** button allows you to add a number of pins to the current image. Clicking on the button opens up a menu of pin options:

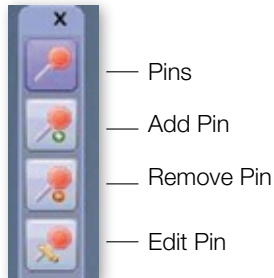
Click on the **Add** pin option, and then click on a structure in the model, to create a pin on the image for that structure. Click on the **Remove** pin option, and then click on a pin to remove that pin from the image.

Each pin has an associated label. Click on a pin to show its label. Click on the pin again or on the label, to hide it.

To change the text for a pin's label, click on the **Edit** pin option, and then click on the pin or its label.

After editing the text, click on the **Pin** option to re-display the edited label.

If you click on the **Pins** button after creating pins, the pins and their labels will be removed from the screen. Clicking on the button again will re-display the pins and labels.



Drawing

The **Drawing Tool** button allows you to draw a number of lines, arrows or free-form shapes and add text to the current image. Clicking on the button opens up a menu of drawing options:

Use the **Line** option to draw a line on the image.

Use the **Arrow** option to draw an arrow on the image.

Use the **Brush** option to draw a free-form shape on the image.

Use the **Erase** option to remove a line, arrow or shape from the image, or part of a line, arrow or shape.

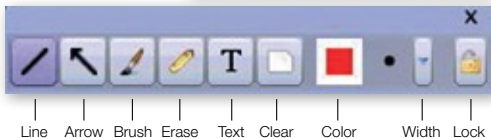
Use the **Text** option to write or change text on the image. After entering or editing your text, click anywhere on the image background to complete the text item. You can click on the x icon to the right of a text item to delete it.

Use the **Clear** option to remove all drawings from the image.

Use the **Color** option to set the color for lines, arrows and shapes on the image. This option also allows you to vary the intensity of the color from light to dark.

Use the **Width** option slider to set the width for lines, arrows and shapes on the image. This option also controls the amount of a line, arrow or shape removed by the Erase option.

Use the **Lock** option to fix a drawing in place on the screen, even if you change the image.



Contents

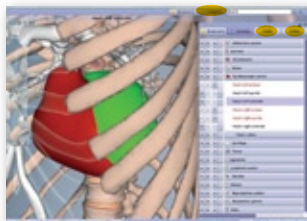
Clicking on the **Contents** button opens up a floating window listing all of the objects included in the title. You can choose to display any number of these objects in the 3D model.

Clicking on the **Visible** button opens a window which contains a list of objects that are currently visible on screen.

Clicking on any structure within this list highlights the same structure on screen.

Clicking on the **Hidden** button opens a window which contains a list of objects that are not currently visible on screen.

Clicking on any structure within this list makes the structure visible again and adds it to the **Visible Objects** list.



CATEGORIES

Clicking on any of the object categories (e.g. Cardiovascular System) will open up a list of objects in that category or a list of subcategories (e.g. Heart Valves), which can in turn be opened by clicking.

Close a category or sub-category by clicking on its name again.

Alongside each item in the Contents list are four icons:

Use the **x** icon to Xray the category, sub-category or object.

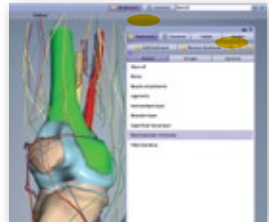
Use the **o** icon to make an Xrayed category, sub-category or object opaque again.

Use the **+** icon to add the category, sub-category or object.

Use the **-** icon to remove the category, sub-category or object from the 3D model.

Bookmarks

The Bookmarks function allows you to save your favourite images in a special folder. A number of bookmarks are provided with this title. Others can be added by you. Clicking on a bookmark name in the list will display the current 3D model from that camera position.



Clicking on the **Bookmarks** button presents you with Add and Delete Bookmark buttons and a Selection Bar:

Clicking on **Cameras** will open up a list for different camera positions.

Use the **Add** button to add your current scene, structure group or camera position to the bookmarks folder.

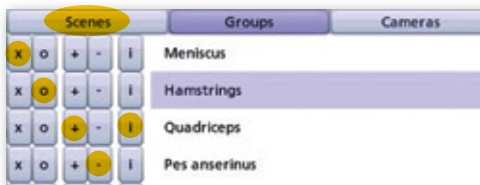
Use the **Remove** button to delete your current scene, structure group or camera position from the Bookmarks folder.

Clicking on **Scenes** will open up a list of pre-set bookmarks.

Clicking on a bookmark name in the list will replace the current 3D model with the one selected.

There is a special Scene bookmark called **Clear All**;

Clicking on this name will remove the current 3D model and leave the screen blank.



Clicking on **Groups** will open up a list of bookmarks for groups of structures which can be added to the current 3D model. Alongside each bookmark name are a number of icons:

Use the **x** (X-ray) icon to make the bookmarked structure group transparent.

Use the **o** (Opaque) icon to make any x-rayed objects in the group solid again.

Use the **+** icon to add a bookmarked structure group to the 3D model.

Use the **-** icon to remove a bookmarked structure group from the 3D model.

Use the **i** (Inspect) icon to zoom in and focus on a bookmarked structure group.

Use of Images and Technical Requirements

Non commercial use of the images is royalty free - so for private educational use in PowerPoint presentations, lectures and patient education. IMAGES MAY NOT BE USED IN THE PUBLIC DOMAIN WITHOUT PERMISSION.

Any commercial or public domain use of the images including in books, websites, videos, DVD's and any other use of the images in the public domain (e.g. advertising) will be subject to formal permission and an additional license fee – please contact Primal Pictures with any queries.

PLEASE NOTE – you will not be able to create large, print resolution images from this software but you can use exported images in presentations and smaller images in handouts and education sheets.

Technical Requirements:

Graphics card: DirectX 9.0c for Windows or OpenGL 2.0 for Mac.
Recommended minimum GMA x3000
Processor speed: 2GHz with 2GB of RAM

Browsers:

Internet Explorer 7+ (Windows)

Firefox 2+ (on Windows, not on Mac)

Safari (Mac)

Chrome

Please note you may need to allow pop-ups in your web browser to view all the content.

The process varies from browser to browser but here is a guide for the recommended browsers:

Internet Explorer:

Under "Tools" in the menu toolbar, choose "Popup Blocker", Choose "Popup Blocker Settings" and enter www.anatomy.tv

Mozilla Firefox:

Under "Tools" in the toolbar choose "Options" and click "Web Features" in the left hand column. If the "Block Popup Windows" option is clicked, Click the "Allowed sites" button and enter www.anatomy.tv in the textbox and click allow.

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