

## Anatomical Knowledge Exchange on the Web

### Motivation

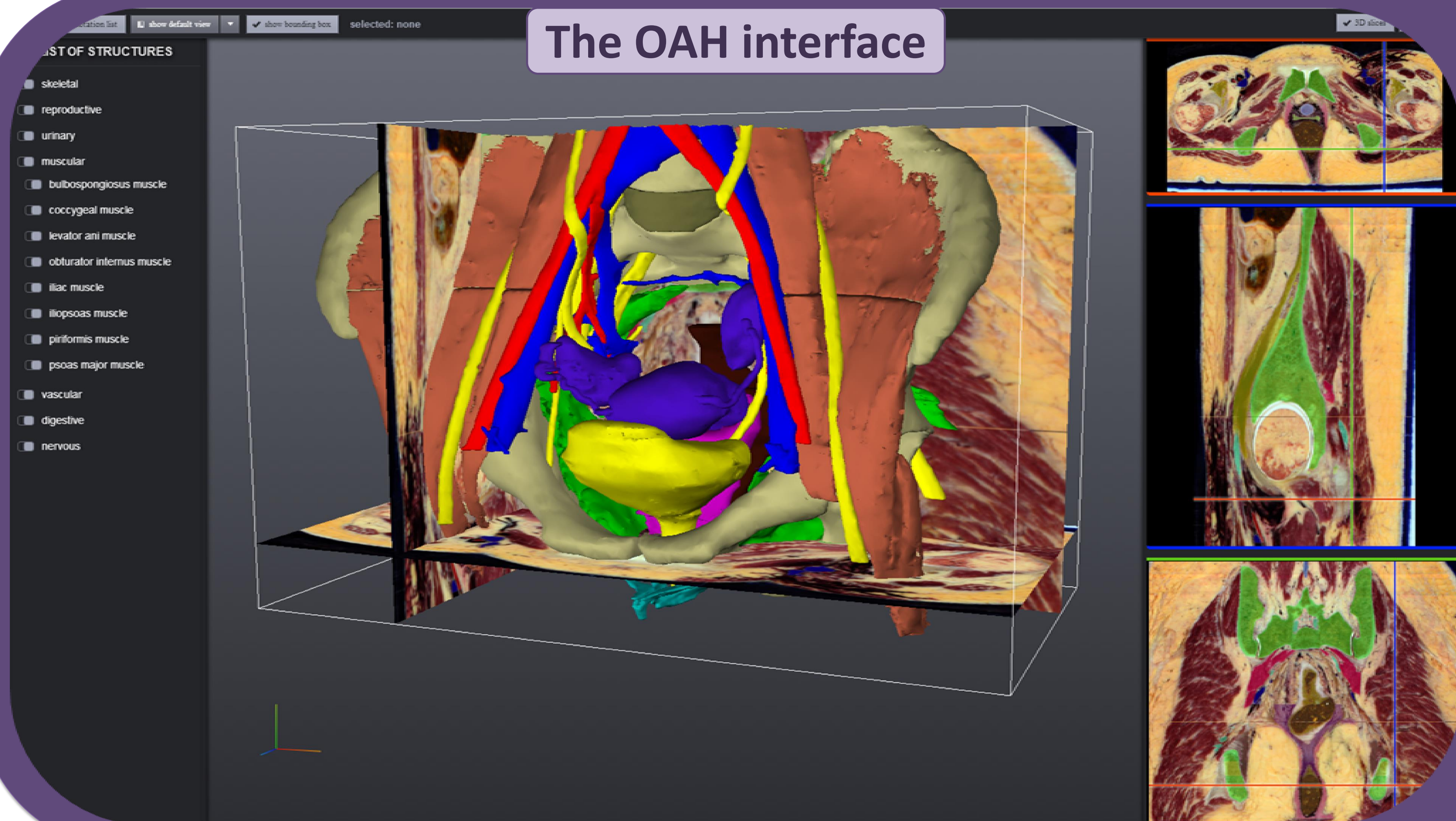
Currently, anatomical education is mainly based on a combination of books and dissections that represent either a static idealized anatomy or a specific case. In existing educational anatomical software, models are often artistic impressions of an average anatomy.

Since the advent of medical imaging modalities in clinical practice, understanding of the relation between 3D anatomy and 2D imaging has become a critical skill to learn.

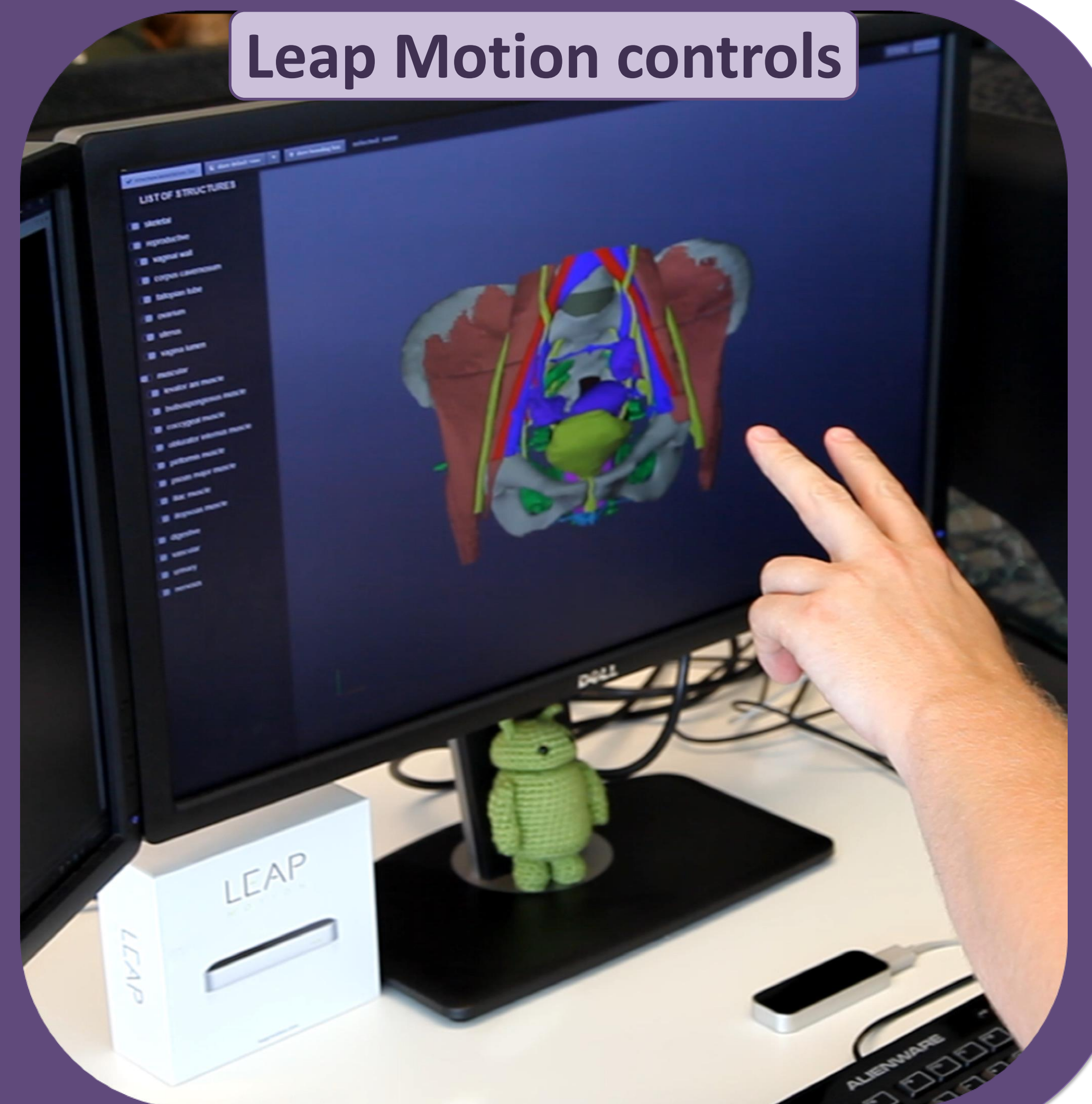
### Contributions

- The Online Anatomical Human (OAH) is a prototype tool that is capable of providing the user with linked 2D and 3D anatomical information, based on real human anatomy, via a web browser for educational purposes.
- We provide an open platform to enable users to annotate anatomical structures in 3D.
- Additional 3D interaction techniques are available using a Leap Motion, which makes it possible to control the entire application via hand and finger gestures.

### The OAH interface



### Leap Motion controls



### Conclusion

We presented the Online Anatomical Human (OAH), an online viewer and annotation system for anatomical data that is of educational interest to medical students as well as specialists.

### Future Work

- We would like to further extend and examine the educational capabilities of the OAH via a user study with a large group of medical students.
- Experts might disagree regarding certain annotations. We would like to visualize their combined opinions using uncertainty visualization techniques.

### 3D Annotations

