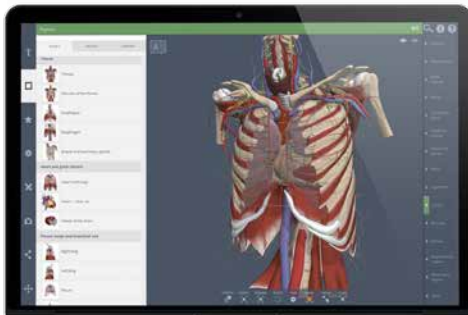
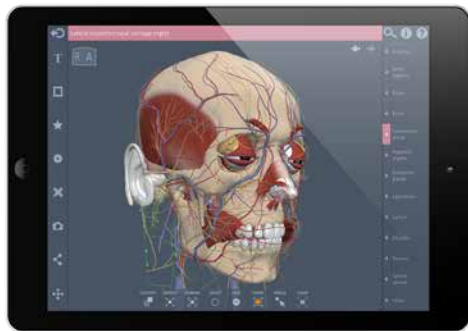


# Primal's 3D Real-time on Anatomy.tv

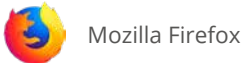
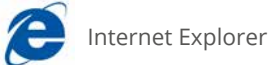
Welcome to our user guide to **3D Real-time** on Anatomy.tv. Please read on, or select one of the links opposite to jump straight to a particular topic.



<hr/>		<hr/>	
Anatomy.tv		Finding structures	
Getting started	2	Search	23
Logging in	3	<hr/>	
Landing page	4	Tab panel	
Further help	5	Structure text tab	24
<hr/>		Associated media	25
Main interface		<hr/>	
Overview	6	Gallery tab	
<hr/>		Scenes	26
Interacting with the 3D model		Dissections – overview	27
Rotating the model	7	Groups	32
Positioning the model	8	Cameras	33
Forward and Back	9	<hr/>	
<hr/>		Favorites tab	
Identifying structures		Saving favorite scenes	34
Rollover labels	10	Groups and Cameras	35
Selecting structures in the Viewpane	11	Export and Import	36
Contents	12	<hr/>	
<hr/>		Settings	
Selecting structures		Part 1	37
Selecting from the Contents	13	Part 2	38
Using Multi-select	14	<hr/>	
<hr/>		Draw, pin and label tab	
Hiding and showing structures		Labels	39
Hide/Show from the Contents	15	Pins	40
Hide/Show button, Clear	16	Drawing tools	41
<hr/>		<hr/>	
Other Viewpane controls		Sharing and saving	
Ghost/Solid/All solid	17	Save image tab	42
Examine	18	Share scene tab	43
Inspect	19	<hr/>	
Context	20	Precise positioning	
Home/Home all	21	Fine control tab	44
Orientation cube	22	<hr/>	
<hr/>		Appendix	
		Keyboard shortcuts	45
		<hr/>	

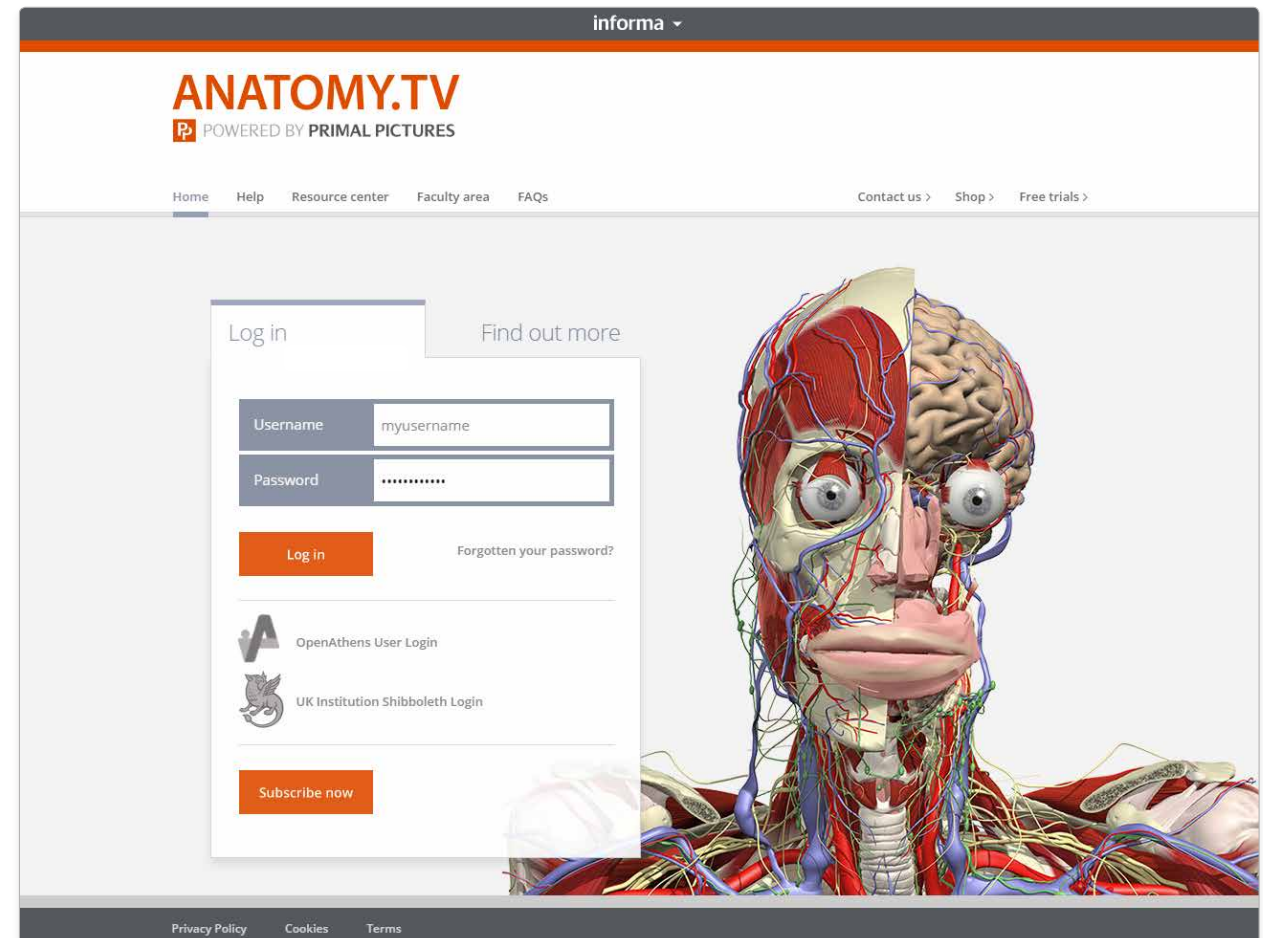
### RECOMMENDED BROWSERS

For an optimum experience we recommend using one of the following web browsers:



Open your web browser and type [www.anatomy.tv](http://www.anatomy.tv) into your address bar or browser search field.

This takes you to the home page:



Please type your username and password in the subscriber login fields.

### Main navigation

The top navigation bar offers a number of useful links – you may find the **Help** link, which takes you to our in-depth reference and video tutorials pages, particularly useful.

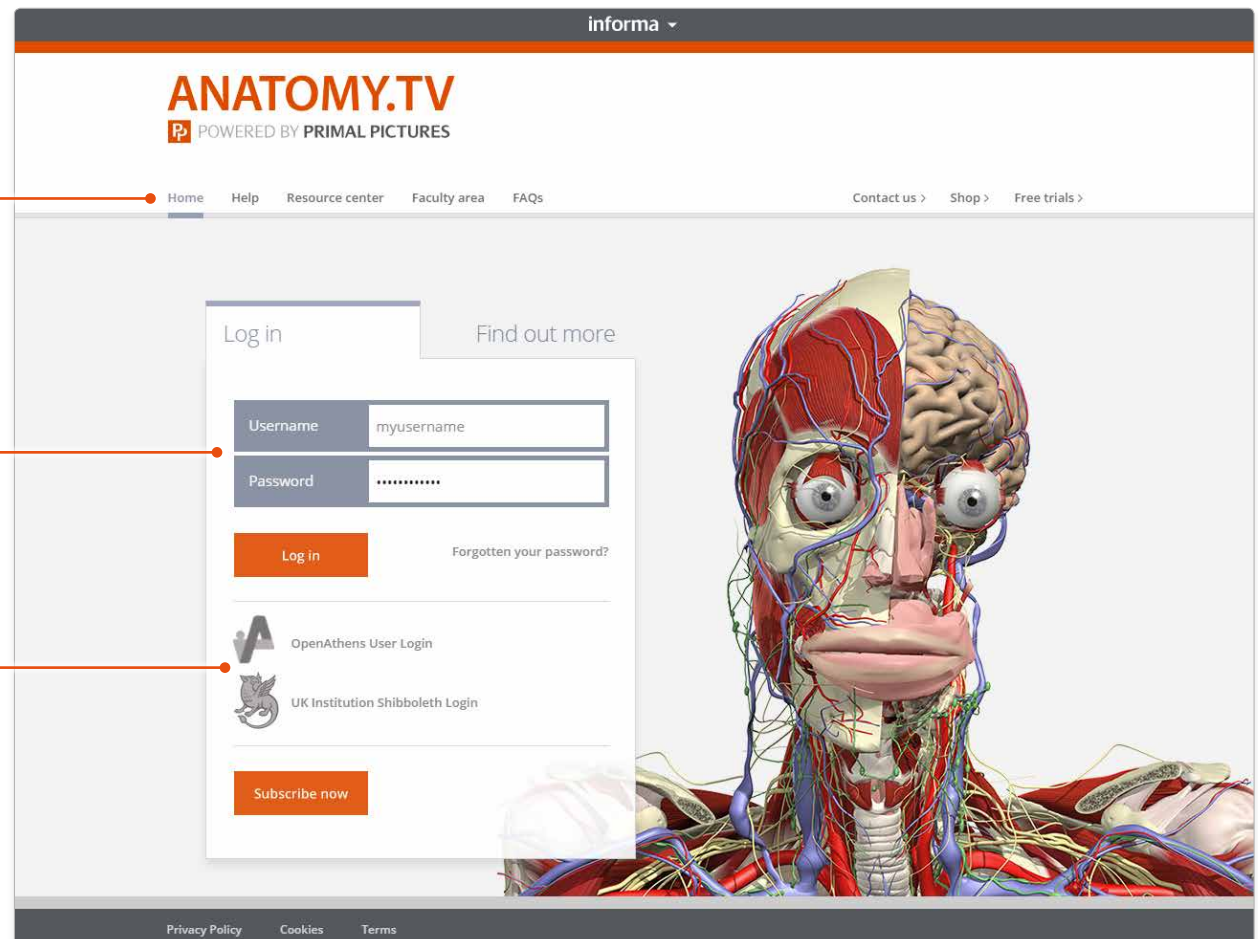
The **Resource center** links to a stock of Anatomy.tv and Primal Pictures information and publicity resources.

### Username and Password

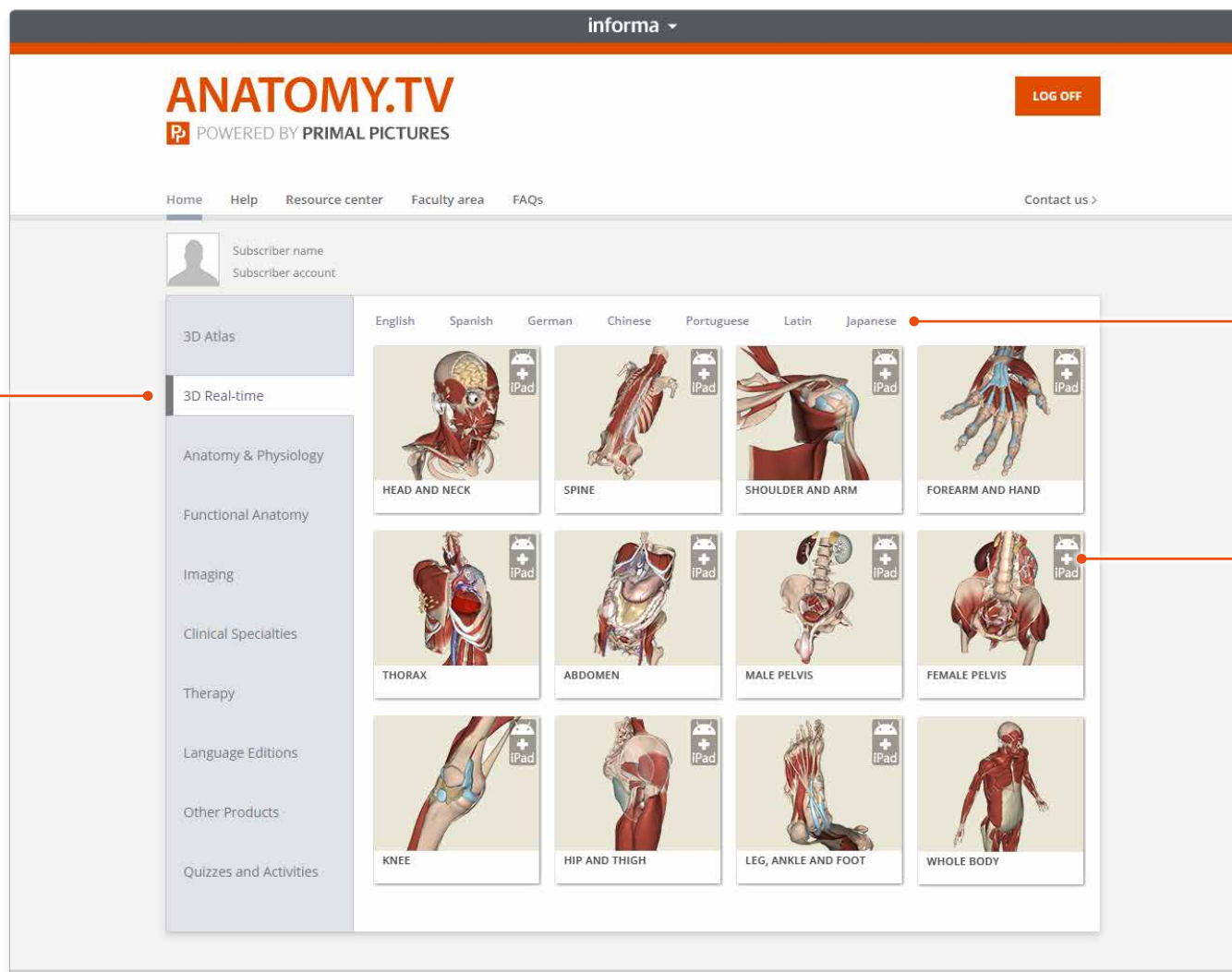
Note that if your institution is IP authenticated you will be taken to the products page automatically without having to log in so you will not see this page and login area.

### Other portals

Athens or Shibboleth users should click on the appropriate link and log in via the Athens or Shibboleth sites.



Once you have entered a valid username and password you'll be taken to the product launch area of the Home page.



Our titles are split into categories which can be accessed on the left-hand-side tab menu. Click on the **3D Real-time** tab.

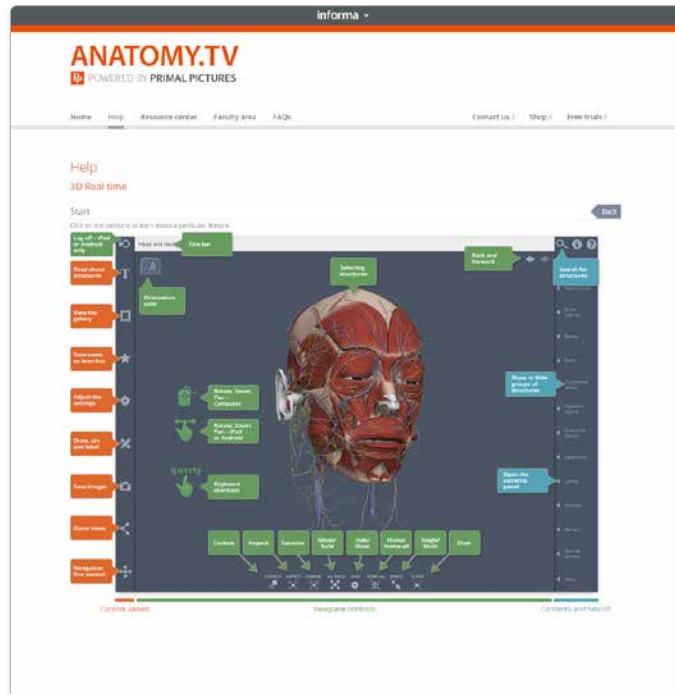
Select your preferred language here.

Titles which are accessible via tablet devices are indicated by this icon.

You can find other ways to learn about Primal's 3D Real-time on the [Help](#) pages of Anatomy.tv.

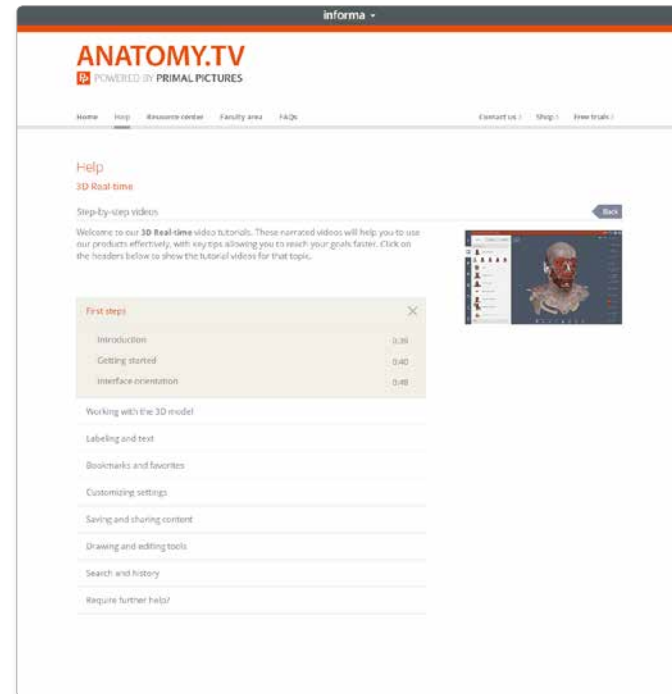
## Point-and-click

This type of help is useful if there is a particular button, icon or user-interface feature you would like to learn about.



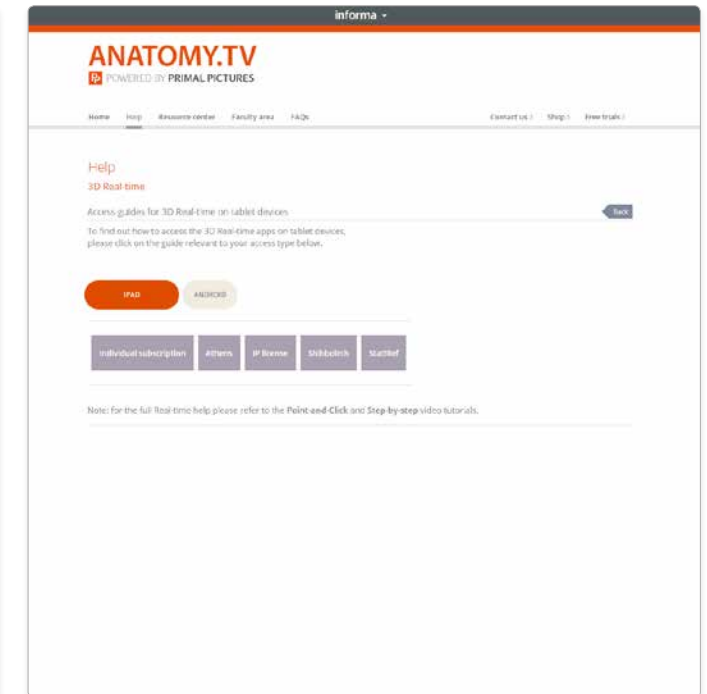
## Step-by-step videos

Watch our video series for a comprehensive understanding of the product's features.



## Tablet access guides

Refer to this section for instructions on how to access 3D Real-time on your iPad or Android tablet.



# Main interface

## Overview



The interface consists of three main areas:

### Tab panel

The buttons down the left-hand side of this panel allow you to access the main functions of the application: Structure text, Gallery, Favorites, Settings, Draw, pin and label, Save, Share and Fine control.

1

### 2 Viewpane

Interact with the 3D model.

3

### Contents and Search

Browse, view and select structures from the Contents folders which are arranged by tissue type.

Alternatively, use Search to find structures by keyword.

**Tip:** you can click on the 'i' icon at any time to show the QuickStart screen, which gives a summary of the main functions. The adjacent '?' icon takes you to the Point-and-click help and the Video tutorials.





# Interacting with the 3D model

## Rotating the model



You can rotate the model in any direction by dragging in the Viewpane with your mouse or finger.

Use a single finger or hold down the left mouse button for all these interactions:



### To rotate horizontally

Drag left and right to rotate the model in the **horizontal** plane.



### To rotate vertically

Drag up and down to rotate the model in the **vertical** plane.



### To rotate in both planes at once

Drag diagonally to rotate in both the **horizontal and vertical** planes simultaneously.



### To rotate clockwise or anticlockwise

Drag up or down at edge of the Viewpane to rotate the model **clockwise** or **anticlockwise**.



# Interacting with the 3D model

## Positioning the model

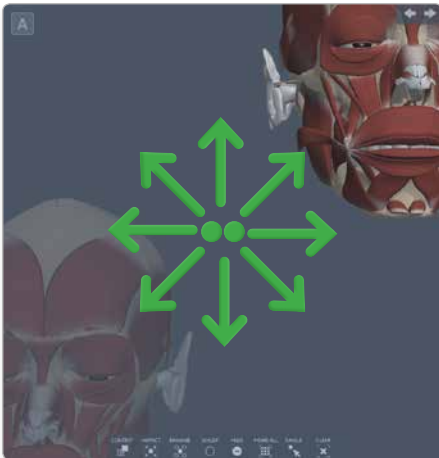


You can also **position** the model by dragging in the Viewpane.

### To move laterally



Drag in any direction holding down the right mouse button.



Drag in any direction using two fingers.

### To zoom in and out



Drag up and down while holding down the mousewheel.



Pinch thumb and forefinger together.

### To reset the position and zoom

Press the **Home all** icon to reset the rotation and center all the visible structures.



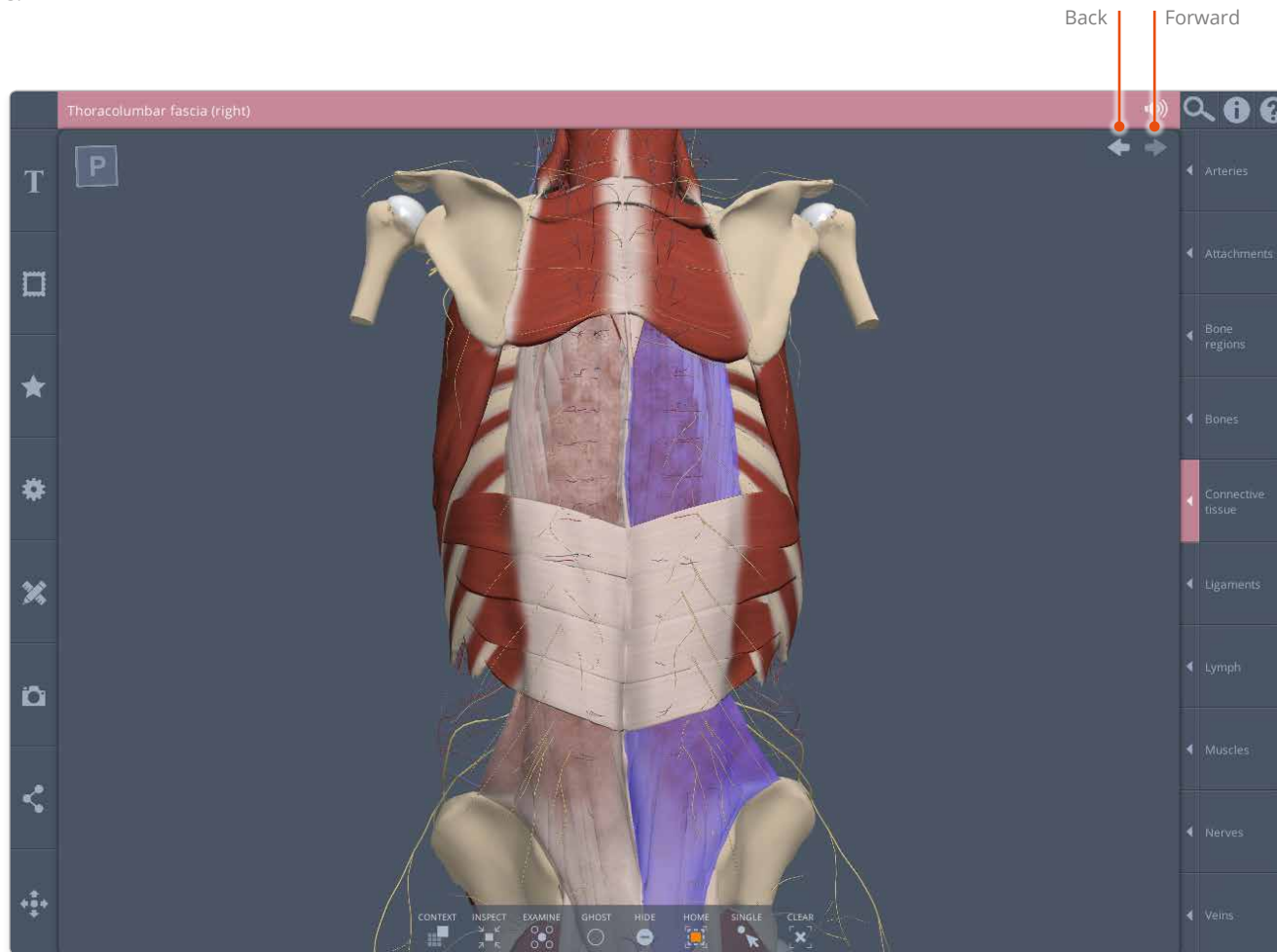


# Interacting with the 3D model

## Forward and Back



Whether selecting structures, using the Viewpane controls, or moving and rotating the model, you can retrace your steps using the **Back** and **Forward** buttons.



# Identifying structures

## Rollover labels



If you are using a mouse, **rollover labels** can be used to help you identify structures.

1 Hover over a structure to see its name.

2 Rollover labels can be turned off in the [Settings tab](#).

The screenshot displays a 3D anatomical model of a human skull and upper torso. A mouse cursor is hovering over the left clavicle, which has a white label 'Clavicle (left)' appearing next to it. The interface includes a top bar with 'Head and Neck', a search icon, and an information icon. A vertical sidebar on the right lists various anatomical categories: Arteries, Attachments, Bone regions, Bones, Brain, Connective tissue, Digestive organs, Endocrine glands, Ligaments, Lymph, Muscles, Nerves, Special senses, and Veins. A bottom toolbar contains icons for 'CONTEXT', 'INSPECT', 'EXAMINE', 'GHOST', 'HIDE', 'HOME ALL', 'SINGLE', and 'CLEAR'. On the left side of the main view, there is a vertical toolbar with icons for text (T), a box, a star, a gear (representing settings), a crosshair, a camera, a share icon, and a zoom icon. A red line with the number '2' points to the gear icon, and another red line with the number '1' points to the rollover label.

# Identifying structures

## Selecting structures in the Viewpane



2

The name of the structure appears in the **Title bar**. The Title bar also turns the signature color of the structure's tissue type.

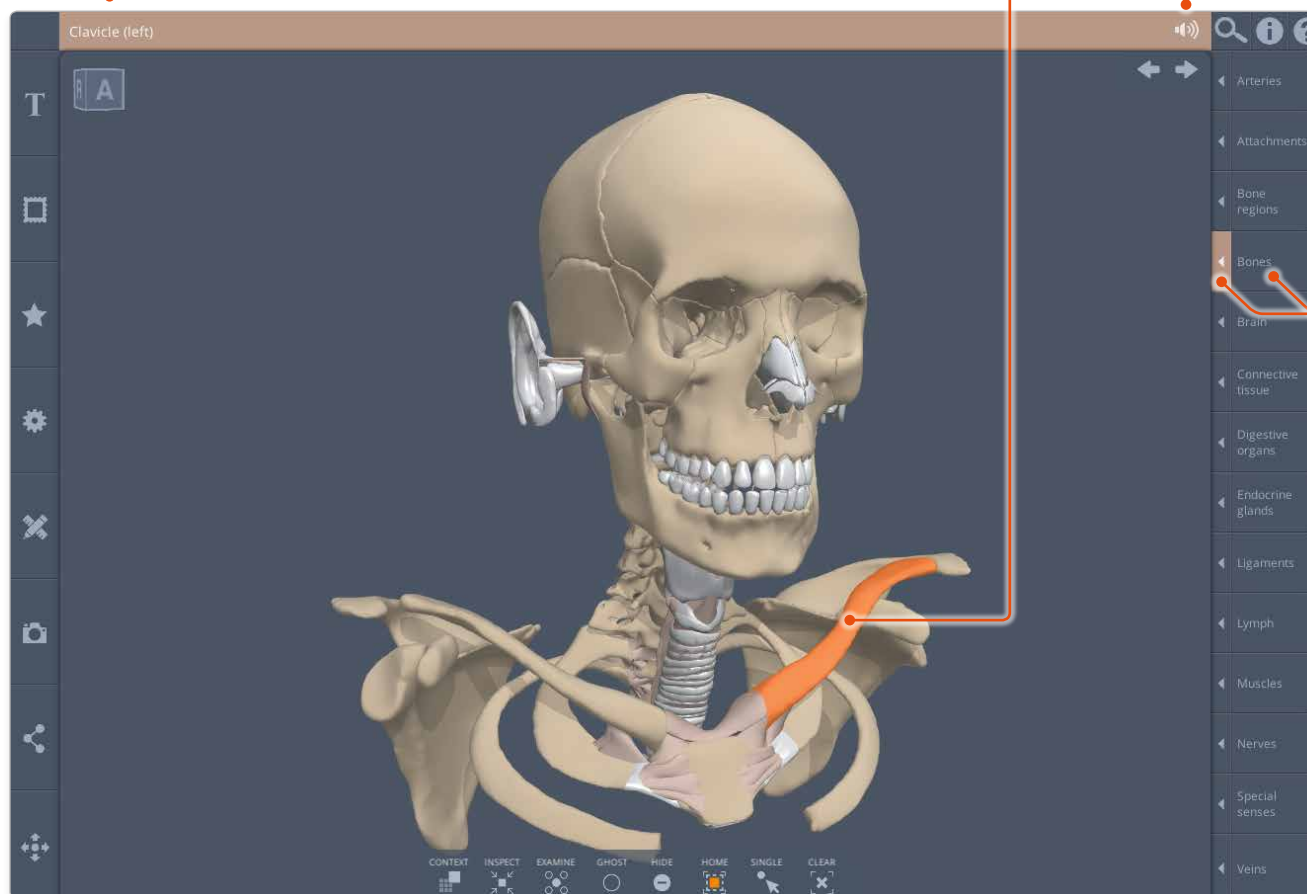
1

Click (or tap) on a structure to select it. The structure becomes highlighted.

To hear the pronunciation of the name of the selected structure, click on the speaker icon.

3

All the structures are sorted by tissue type. When a structure is highlighted in the Viewpane, the relevant arrow will also highlight, indicating which tissue type the structure is.



# Identifying structures

## Contents



The **Contents** shows the system's structures arranged in folders, showing you how each structure fits into the anatomical hierarchy.

Contents

1

2

Selecting the highlighted arrow will open the Contents list for that tissue type. The structures are sorted into a series of folders.

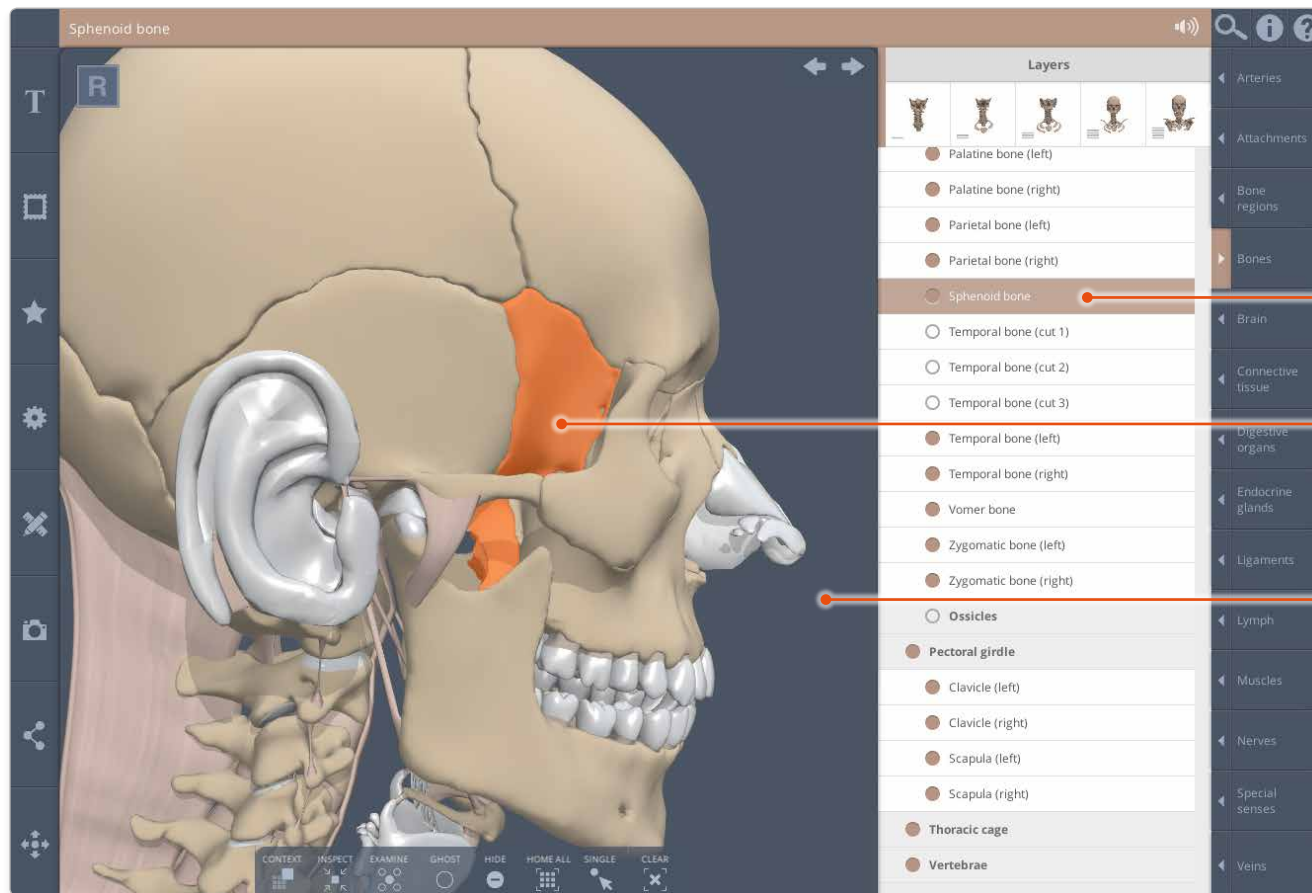
Here, we see that the Clavicle has been selected. We can also see that it is part of the Pectoral girdle.

# Selecting structures

## Selecting from the Contents



You can also **select** structures from the Contents list.



1 Click on a structure name in the Contents list to select it.

2 The structure highlights in the Viewpane. The model will also zoom and rotate to give you the best view of that structure.\*

3 To deselect a structure, either click on an empty area in the Viewpane, or click on the structure name in the Contents list again.

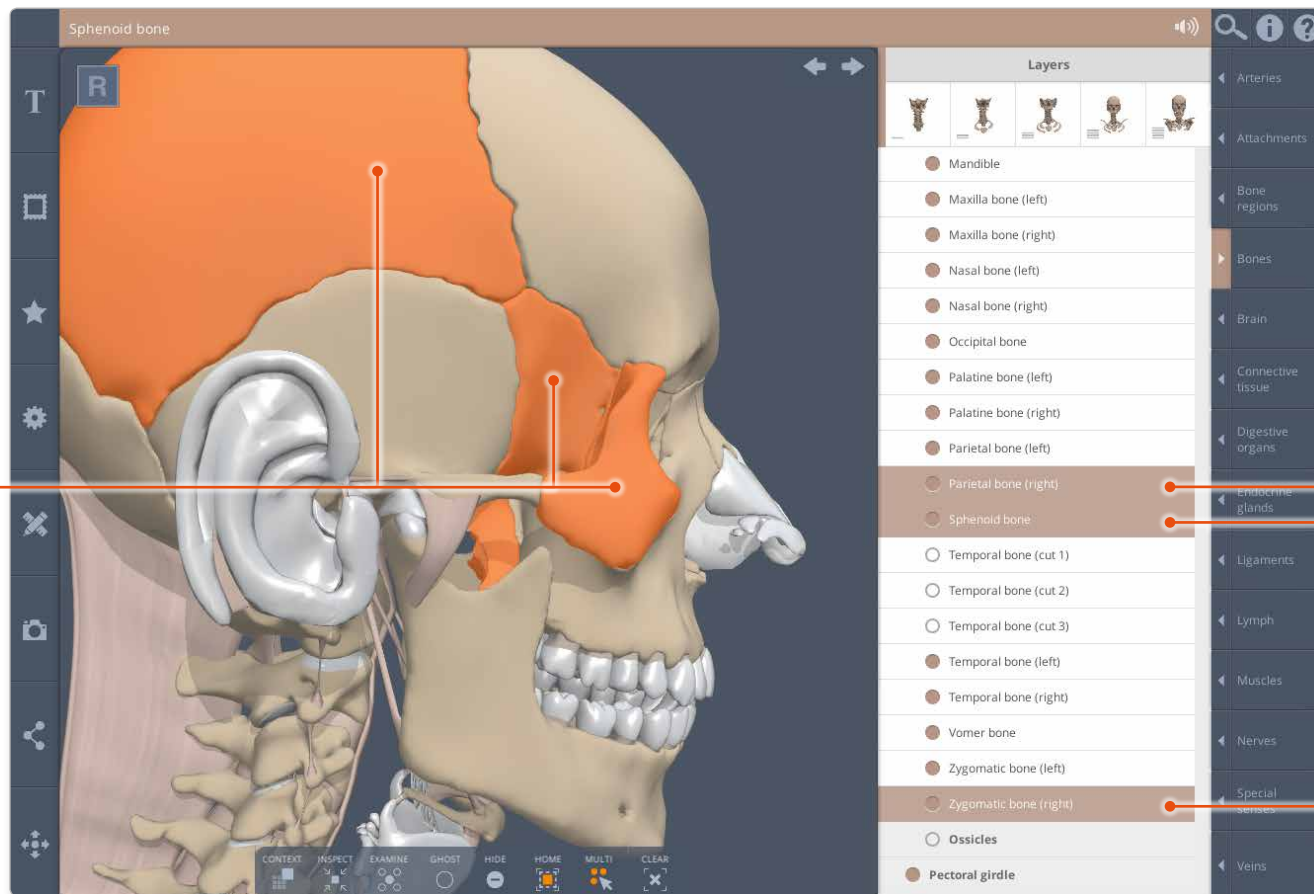
\* Providing **Home on select** has not been turned off in **Settings**.

# Selecting structures

## Using Multi-select

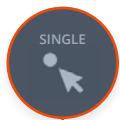


**Multi-select mode** allows you to select (or deselect) more than one structure at a time.



1

Click on the SINGLE button to change to MULTI-select mode. You can now select as many structures as you require by clicking on them in the Viewpane.



3

Click on MULTI again if you wish to return to SINGLE-select mode.

2

In MULTI mode you can also select more than one structure from the Contents list.

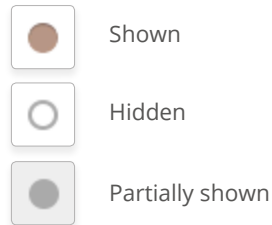


# Hiding and showing structures

## Hide/Show from the Contents



You can also use the **Contents** to hide (or show) structures.



1

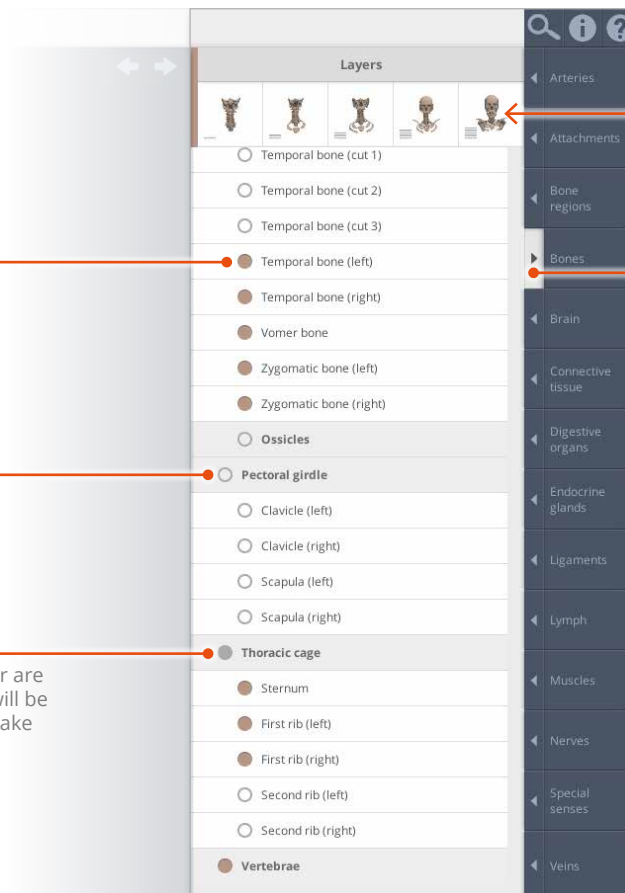
Click on the circle next to a structure name to toggle the visibility of that structure.

2

Click on the circle next to a folder name to toggle the visibility of the entire contents of that folder.

3

If not all of the structures in a folder are shown in the Viewpane, the circle will be gray. Clicking on a gray circle will make all those structures visible.



Each tissue type also has five predefined layers. You can click on these to add and remove layers of anatomy. They differ from the layers in the **Gallery** in that they consist of only one tissue type.

Once you have finished, click on the arrow button again to close the panel.

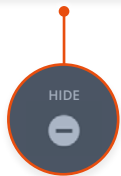
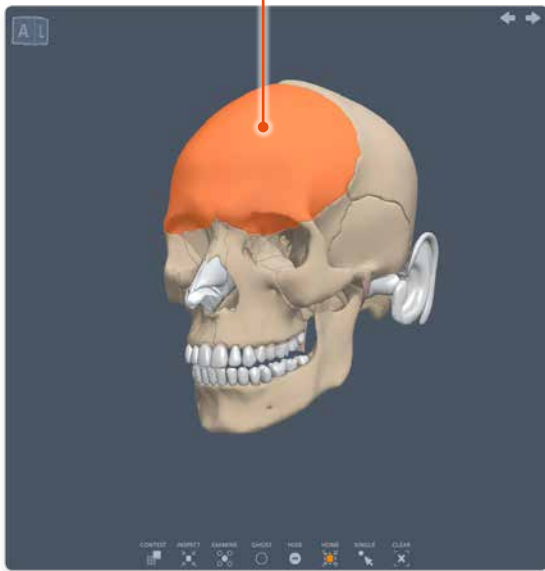
# Hiding and showing structures

## Hide/Show button, Clear

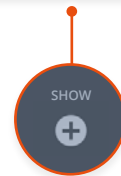


Structures can also be hidden or shown using the Viewpane controls.

Select the structure(s) you would like to hide.



Click on the HIDE button to hide the structure(s).



The HIDE button changes to SHOW. Click on it to reveal the structure(s) again.



If you would like to hide everything, use the CLEAR button.

## Other Viewpane controls

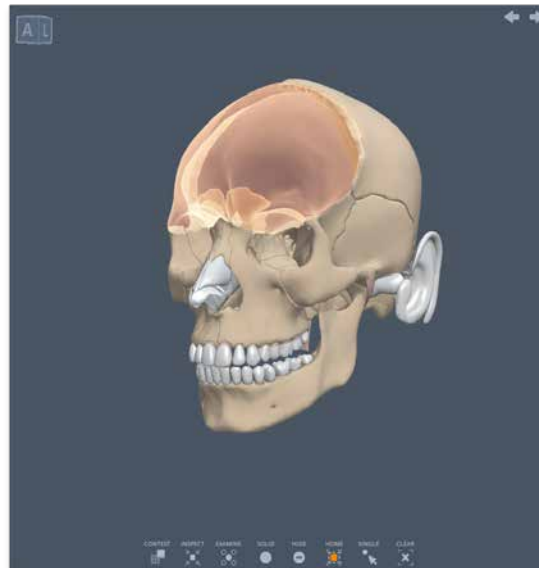
### Ghost/Solid/All solid



Clicking on the **Ghost** button will make the selected structure(s) semi-transparent, allowing you to see what lies behind or within the selection.



Click on the GHOST button to make the selected object(s) semi-transparent.



The button changes to SOLID. Click on it to return the selection to its opaque state.



When one or more objects are ghosted, but none are selected, the button changes to ALL SOLID. Click on it to return all the objects to their opaque state.

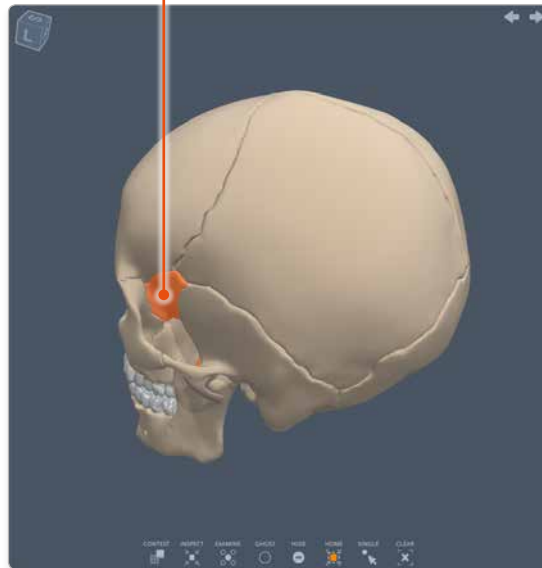
# Other Viewpane controls

## Examine

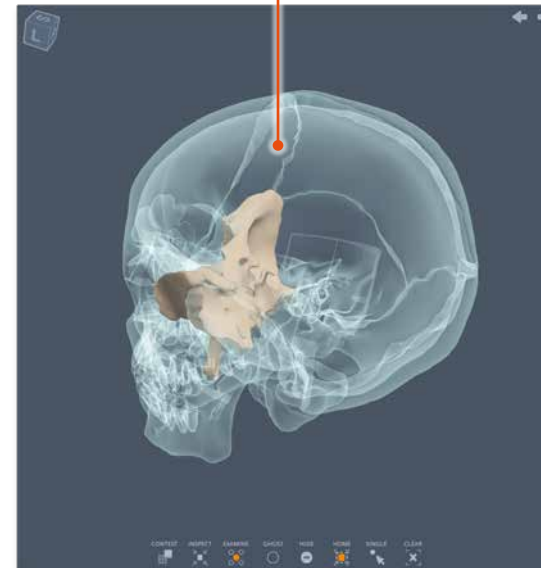


**Examine** is the opposite of **Ghost**. It turns every object, except the selected one(s), semi-transparent. This can be useful for revealing hidden structures and to help you understand spatial relationships.

1 Here, the sphenoid bone has been selected. Note that the EXAMINE button is in its gray OFF state.



2 Clicking on EXAMINE turns all the other objects transparent. Also, the selection is no longer highlighted.



Note that the EXAMINE button is now in its orange ON state. Click on it again to return to the standard view.

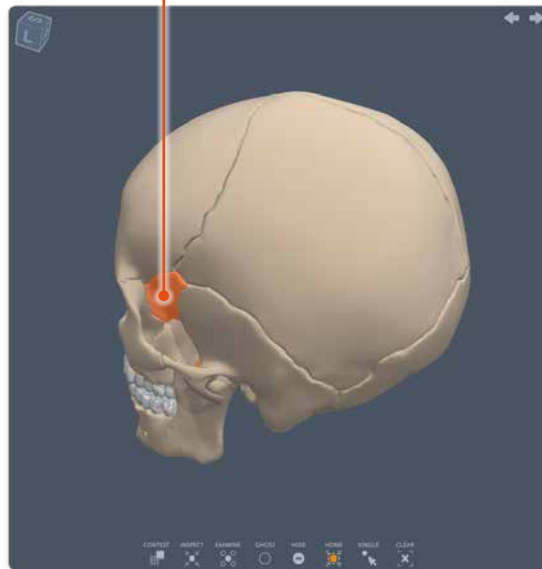
# Other Viewpane controls

## Inspect

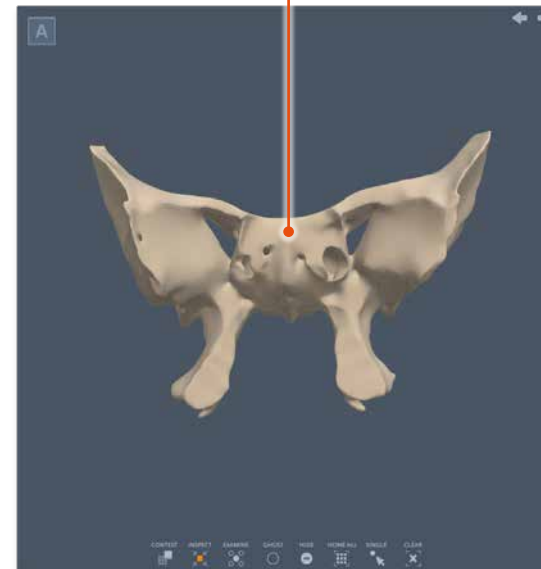


**Inspect** gives you a close-up view of the selected object(s), allowing you to study them in isolation. While in this mode all other visible objects are temporarily hidden.

1 Here, the sphenoid bone has been selected. Note that the INSPECT button is in its gray OFF state.



2 Clicking on INSPECT hides all the unselected objects and zooms into the selected object(s).



Note that the INSPECT button is now in its orange ON state. Click on it again to return to the original view.

**Tip:** when you are in INSPECT mode you can freely rotate and zoom the inspected object(s). Once you exit INSPECT mode, you are returned to your original viewing position.

**Tip:** if you wish, you can prevent the automatic zooming by turning off 'Home on Inspect/Context' in [Settings](#).

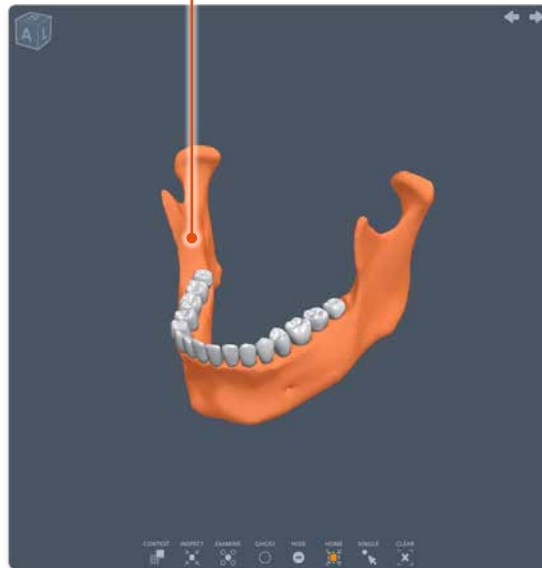
# Other Viewpane controls

## Context

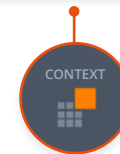
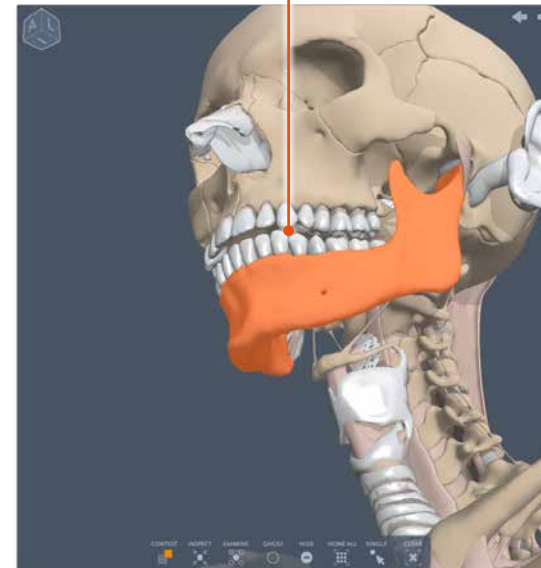


**Context** mode allows you to see your selected structure(s) in relation to associated anatomical structures.

1 Here, the mandible is selected. Note that the CONTEXT button is in its gray OFF state.



2 Clicking on CONTEXT reveals associated structures and zooms to the best view.



Note that the CONTEXT button is now in its orange ON state.

Click on it again to return your original view.

**Tip:** when you are in CONTEXT mode you can freely rotate and zoom. Once you exit CONTEXT mode, you are returned to your original viewing position.

**Tip:** if you wish, you can prevent the automatic zooming by turning off 'Home on Inspect/Context' in [Settings](#).



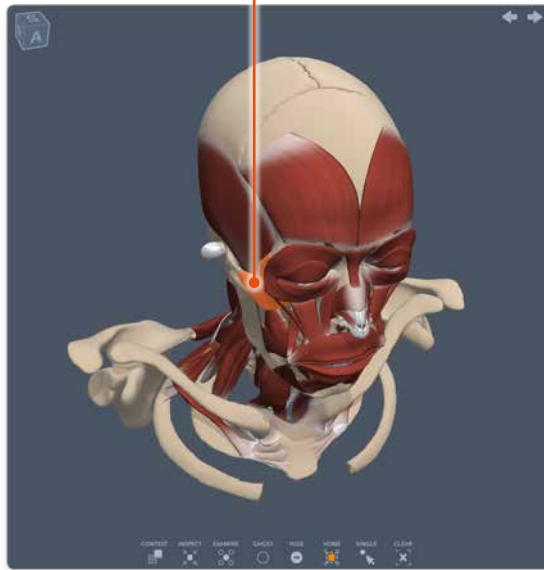
# Other Viewpane controls

## Home/Home all

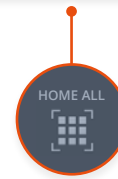


The **Home/Home all** button provides a quick and precise way of zooming in and out.

When you select an object or objects you will see the HOME button become active.



Click on the HOME IN button to zoom into selected object(s).



Once the zoom-in is complete, the button changes to HOME ALL.



Clicking HOME ALL zooms out so that all shown structures are in view. Note that HOME ALL always moves to the anterior (front) view point.

# Other Viewpane controls

## Orientation cube



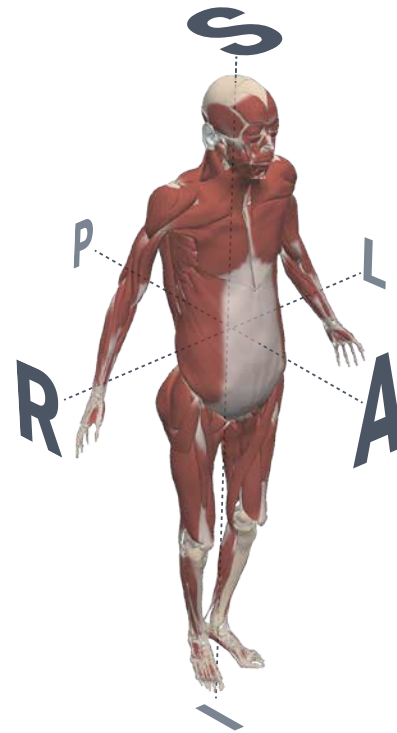
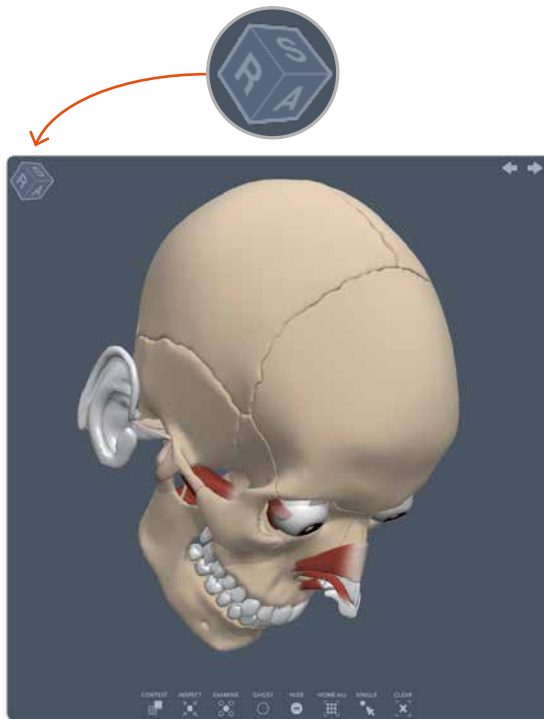
The **Orientation cube** indicates how the model is orientated in 3D space. Each of the faces represents one of the anatomical planes.

**S** Superior  
**I** Inferior

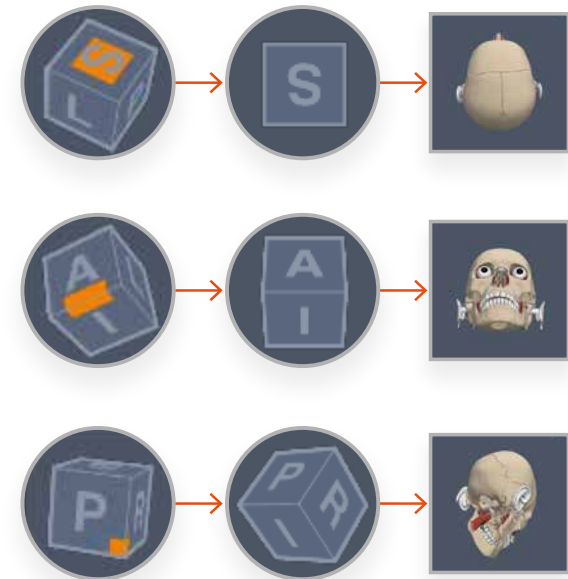
**A** Anterior  
**P** Posterior

**L** Left  
**R** Right

**L** Lateral\*  
**M** Medial\*



You can also click on the faces, edges and corners of the Orientation cube to rotate the model precisely to a particular position.



\* Lateral and Medial are used in **Forearm and Hand**; **Knee, Hip and Thigh**; and **Leg, Ankle and Foot**.

# Finding structures

## Search



You can locate structures using the **Search** feature.

The screenshot shows the application interface with a 3D model of a knee joint on the left. On the right, a search panel is open for the term 'femur'. The panel is divided into several sections: Attachments, Bone regions, Bones, and Connective tissue. Each section contains a list of structures with a small circle next to it. The 'Femur' structure is highlighted in the 'Bones' section. A search bar at the top of the panel contains the text 'femur' and a search button. A vertical sidebar on the far right lists various tissue types like Arteries, Attachments, Bone regions, Bones, Connective tissue, Ligaments, Lymph, Muscles, Nerves, and Veins.

1 Type your search term in the box.

2 The results appear below, sorted into folders by tissue type. Folders for Gallery scenes and Favorite scenes may also be returned.

SEARCH BUTTON

Tip: clicking on the name of a hidden structure will not only show it, but will zoom and rotate to give you the best view.<sup>1</sup>

Tip: clicking on the name of a shown structure will highlight it, plus zoom and rotate the model to give you the best view.\*

Empty circles indicate that the structure is currently hidden. To show the structure, click on the circle.

Colored circles indicate that the listed structure is shown. Click on the circle to hide the structure.

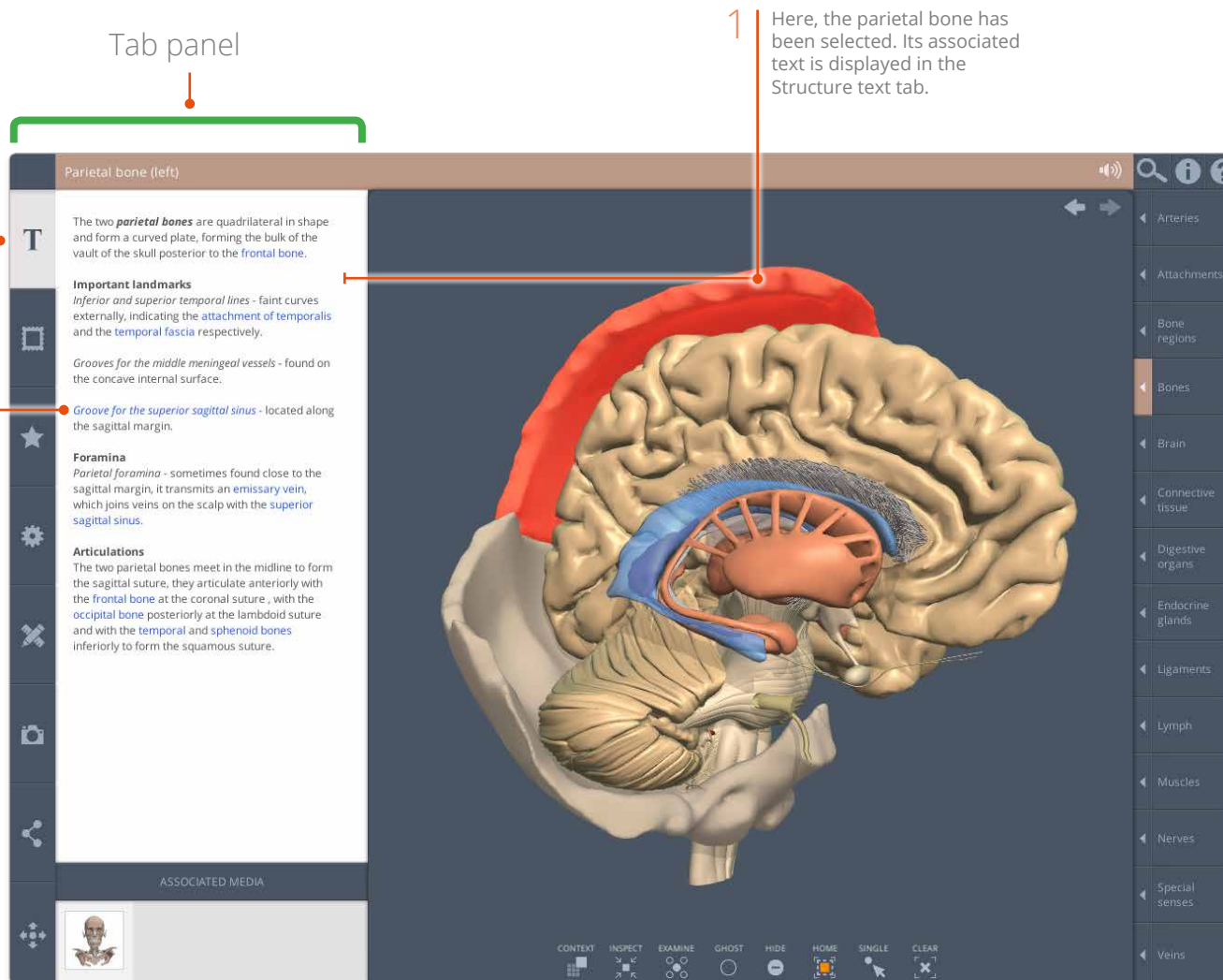
\* Providing **Home on select** has not been turned off in **Settings**.

# Tab panel

## Structure text tab



The **Tab panel** is where you can access the major functions of 3D Real-time. The first tab is the **Structure text** tab where you can read detailed text about the most recently selected structure.



1 Here, the parietal bone has been selected. Its associated text is displayed in the Structure text tab.

STRUCTURE TEXT TAB

2

Most structure texts contain links relating to associated anatomical structures.

### Blue links

Clicking on a blue link will add that structure to the view (if not already shown) and position the model so it can be viewed effectively.\*

### Red links

These indicate that the structure isn't present in the current title. Clicking on a red link will show which title it can be found in.

\* Providing **Home on select** has not been turned off in **Settings**.

# Tab panel

## Associated media



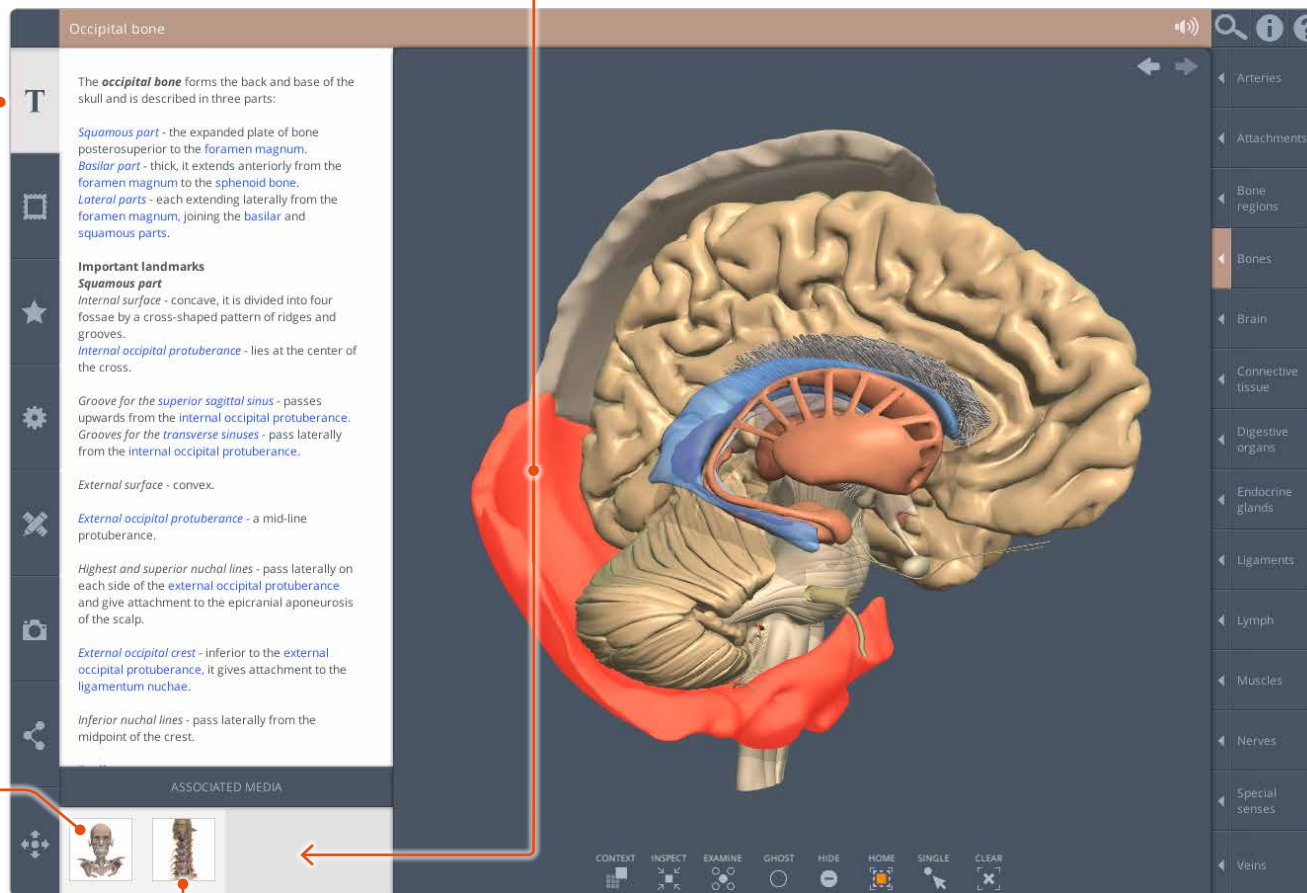
The Structure text tab also contains the **Associated media** for the selected object.

1 Here, the occipital bone has been selected. Its associated media is displayed below the Structure text.

STRUCTURE TEXT TAB

2 The first **Associated media** thumbnail is the structure's best view. Clicking on it will replace the current view with the clearest view of that structure and its associated anatomy. If you wish to return to your previous view, use the **Back** button.

3 If the selected structure appears in a **Dissection slide**, it will also feature in the Associated media.





# Gallery tab

## Scenes



The **Gallery** contains predefined views and specially selected dissection images which will help you understand key anatomical areas and concepts.

1 There are three tabs in the Gallery. The **Scenes** tab is active by default.

2 The Dissections folder is first in the list.\* You can learn more about it on the next page.

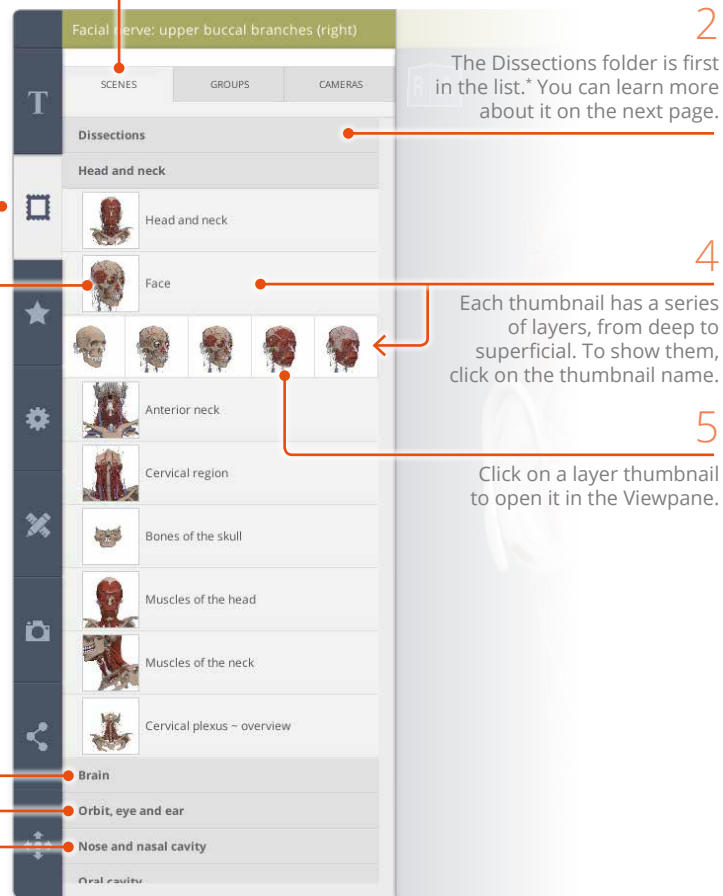
GALLERY TAB

3 Each scene in the Gallery has a thumbnail. Click on it to load the scene in the Viewpane.

4 Each thumbnail has a series of layers, from deep to superficial. To show them, click on the thumbnail name.

5 Click on a layer thumbnail to open it in the Viewpane.

6 Further anatomical areas and systems are arranged into folders. Simply click on the folder to open or close it.



\* Providing **Hide dissection images** has not been turned on in **Settings**.



# Gallery tab

## Dissections – overview



The **Dissections** folder contains clickable slides of selected dissections which you can relate to the 3D model.\*

1

The first folder in the Scenes tab is the Dissections folder, which you will find open by default.

2

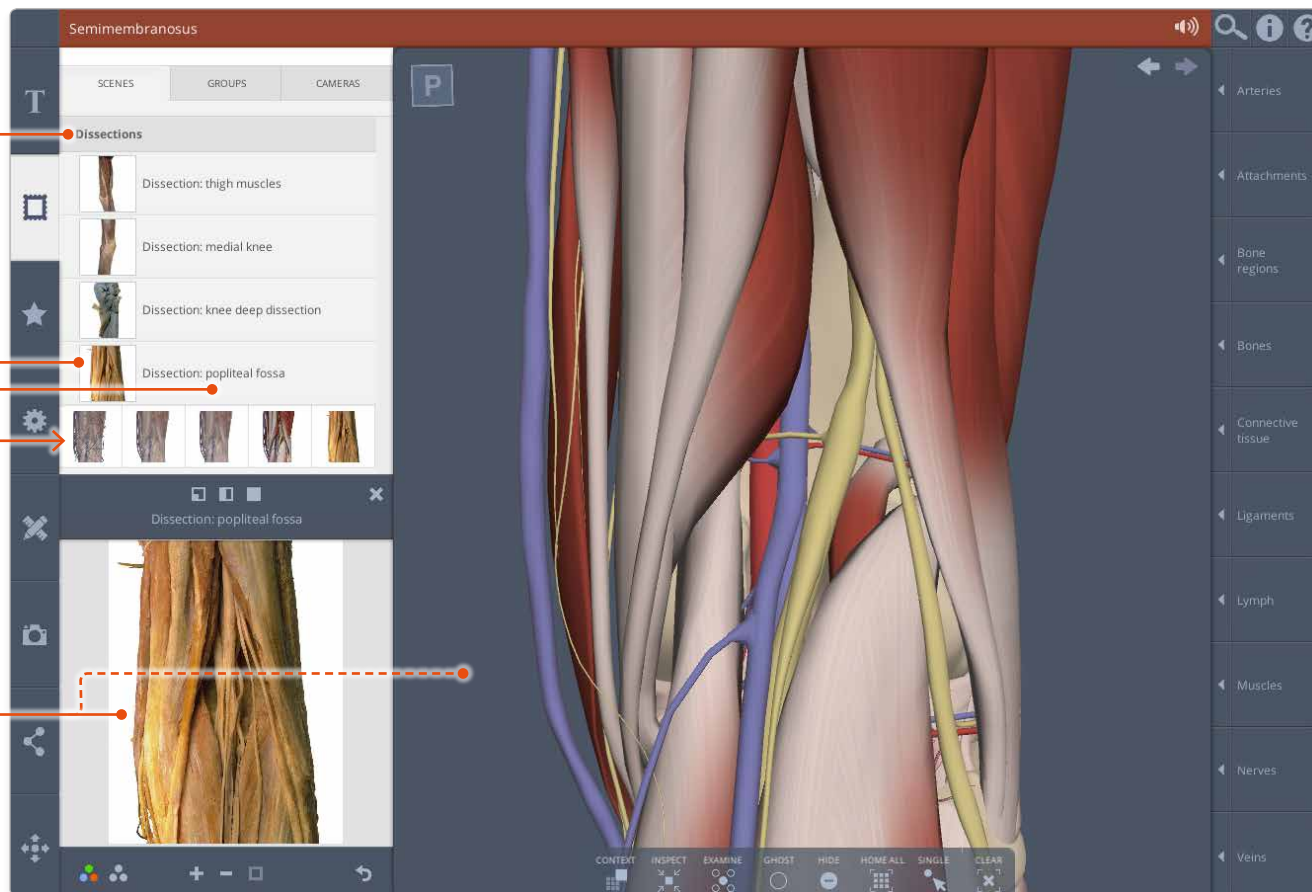
Click on the thumbnail to view the dissection.

3

Clicking on the thumbnail name area will reveal the 3D model dissection layers. These layers run from superficial to deep and help you to understand which structures have been removed to reach the state shown in the image.

4

The dissection image appears in the bottom half of the Gallery and the Viewpane updates to show the equivalent 3D scene.



\* The Dissections folder can be hidden using the **Hide dissection images** switch in **Settings**.

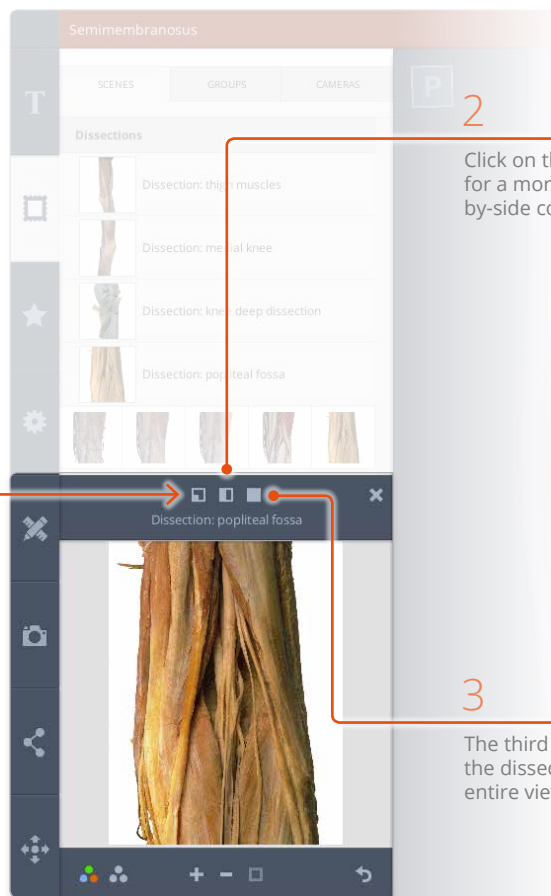
# Gallery tab

## Dissections – panel size

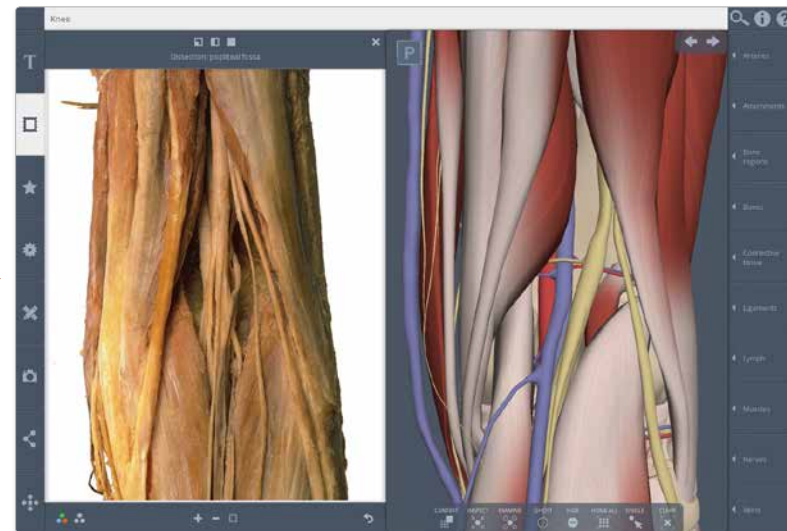


You can configure the arrangement of the Dissection window and the Viewpane in three ways.

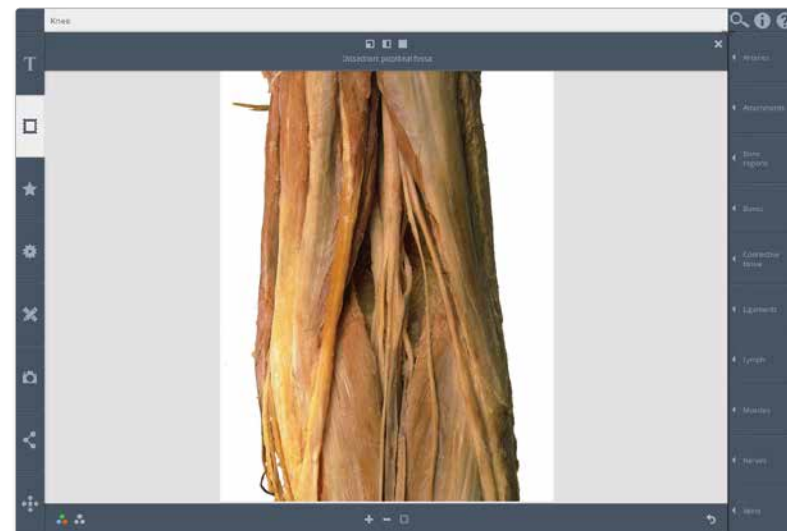
1 Use these icons to change the layout. The first one is the default one-quarter size.



2 Click on the second icon for a more direct side-by-side comparison.



3 The third icon makes the dissection fill the entire viewing area.



# Gallery tab

## Dissections – selecting structures

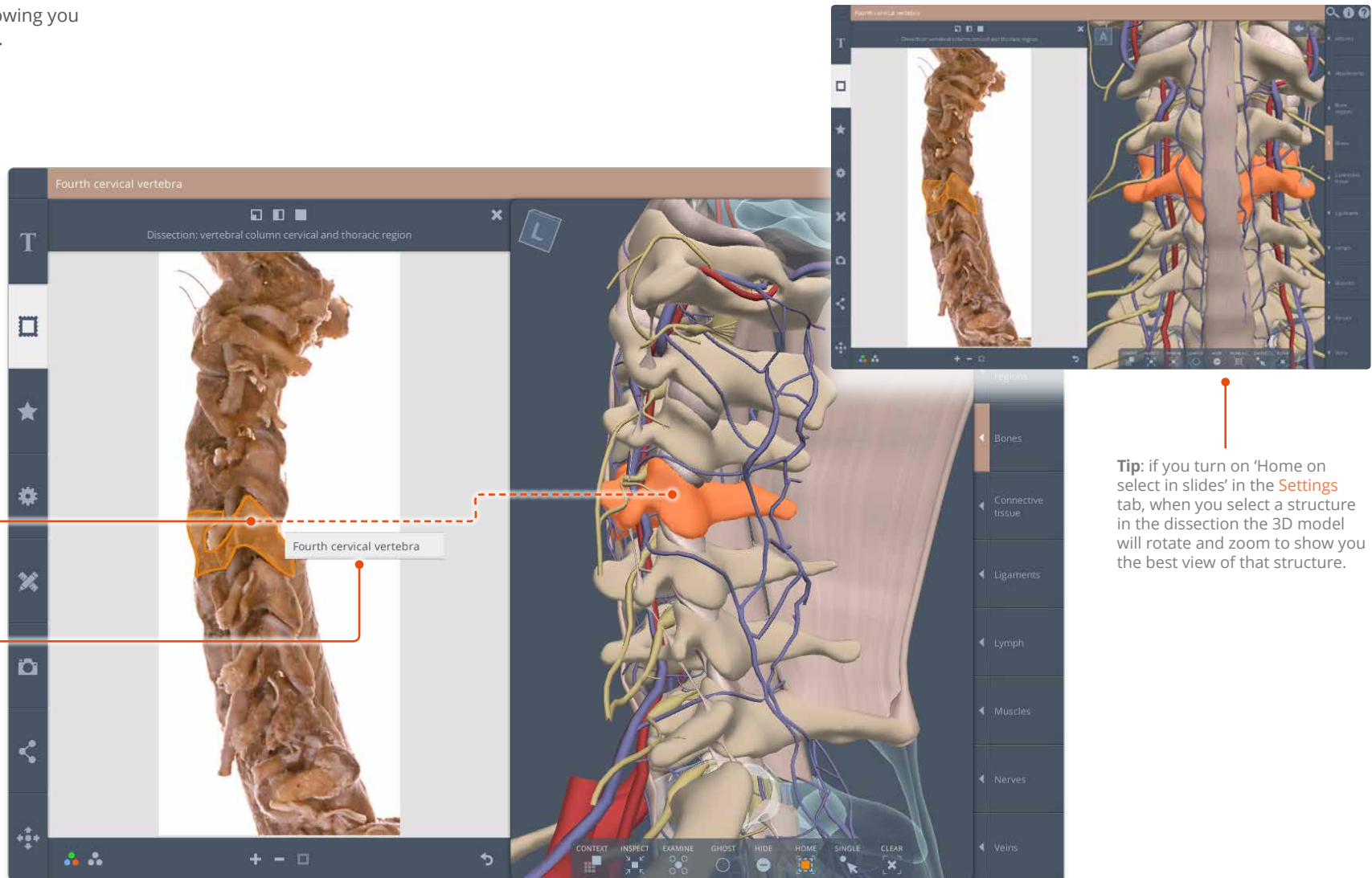


**Dissections** slides are clickable, allowing you to select and identify the structures.

1

Select a structure in the dissection slide and its equivalent will highlight in the 3D model. Alternatively, you can select a structure in the 3D model and see it highlighted in the dissection slide.

**Tip:** dissection slides also have rollover labels. If you wish, you can turn them off in the **Settings** tab.



**Tip:** if you turn on 'Home on select in slides' in the **Settings** tab, when you select a structure in the dissection the 3D model will rotate and zoom to show you the best view of that structure.

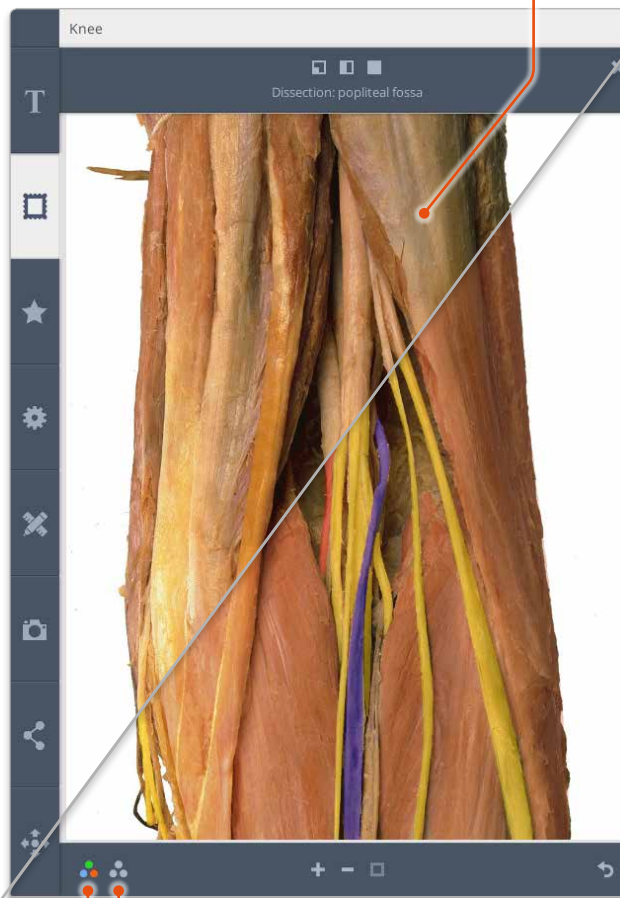
# Gallery tab

## Dissections – color mode



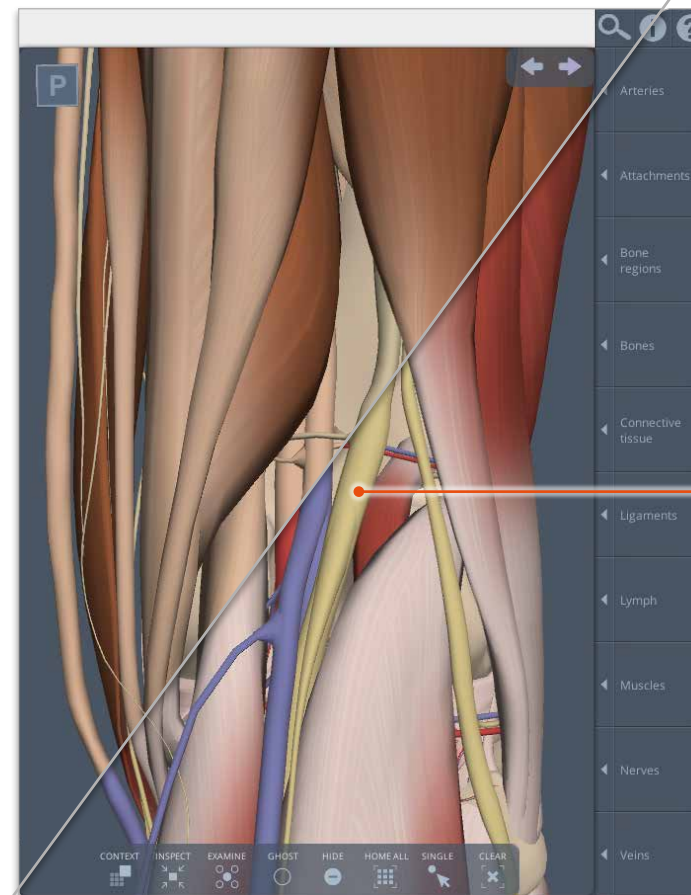
You can view both the dissection photograph and the 3D model in **False-color** or **Cadaveric-color** mode. False color mode helps you to identify which system a structure belongs to.

The dissection is in Cadaveric-color mode by default. Toggle to False-color mode if you would like help relating the structures to the 3D model.



Use the left icon to toggle the color mode of the dissection.

Use the right icon to toggle the color mode of the 3D model.



The 3D model is in False-color mode by default. Change to Cadaveric-color mode if you would like to make it look more like the cadaveric dissection.

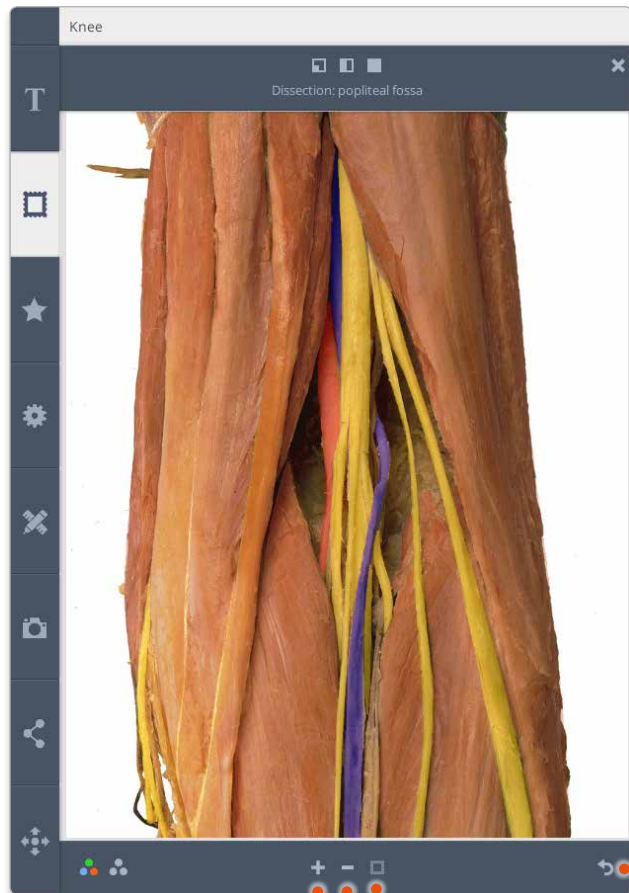


# Gallery tab

## Dissections – other controls



Zoom and reset your view using these controls.



Use the plus and minus buttons to zoom in and out of the dissection. This does not affect the zoom in the Viewpane.

If you have zoomed in to the dissection you can use this button to reset the image to its original position.

Close the dissections panel by clicking on the cross.

Use this button to reset the view of both the dissection and the Viewpane back to their original state.

# Gallery tab

## Groups



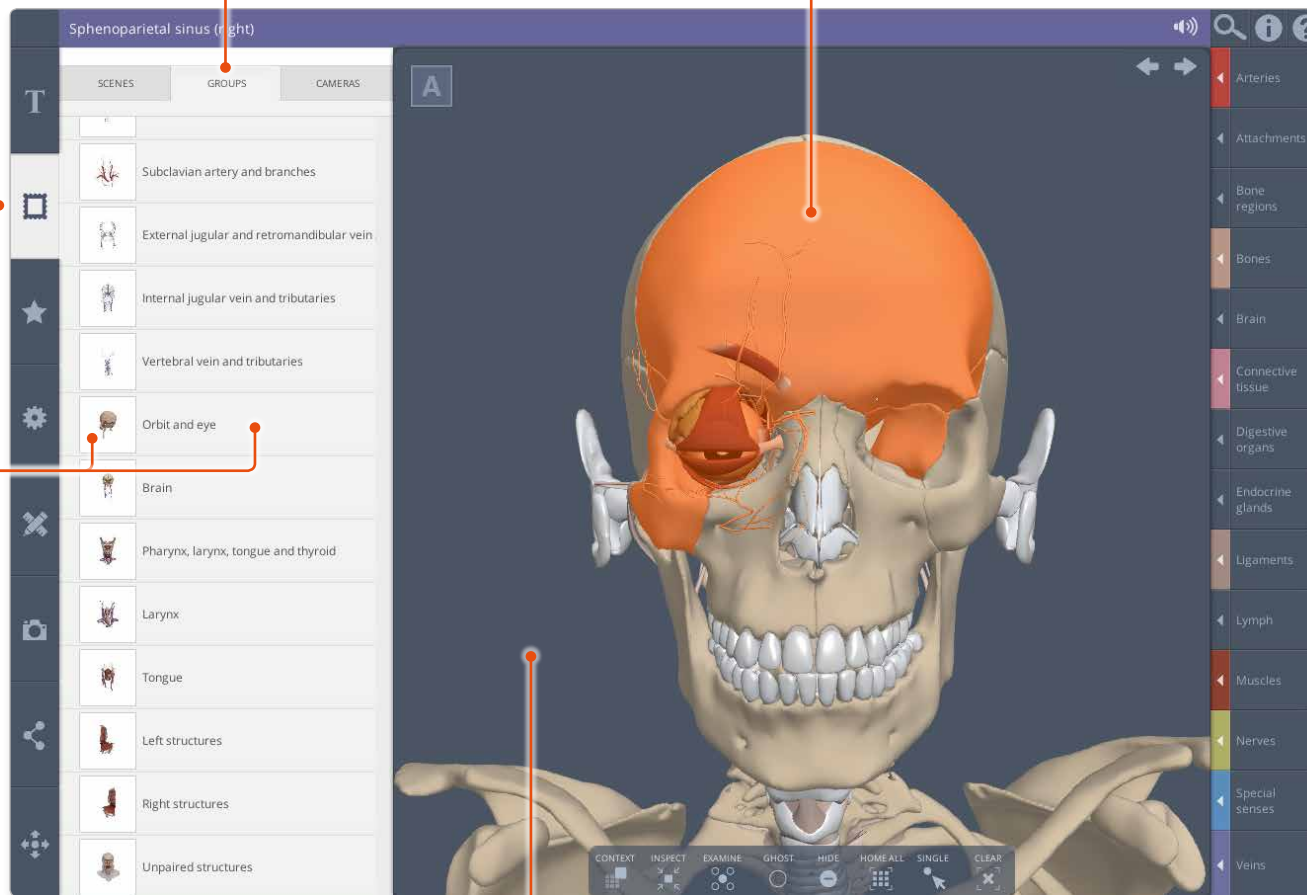
The Gallery also contains **Groups** which allow you to *add* predefined sets of structures to the Viewpane.

1 Access the Groups by clicking on the second tab.

GALLERY TAB

2 Click on the thumbnail (or name) to add the group to the Viewpane.

3 The selected Group is added to the Viewpane. The model will also zoom and rotate to give you the best view.\*



5 To deselect all the structures in a group, click once on the Viewpane background.

4 Groups are added in the selected state. You can explore which structures are part of the Group using the Contents arrows.

\* Providing **Home on select** has not been turned off in **Settings**.



# Gallery tab Cameras



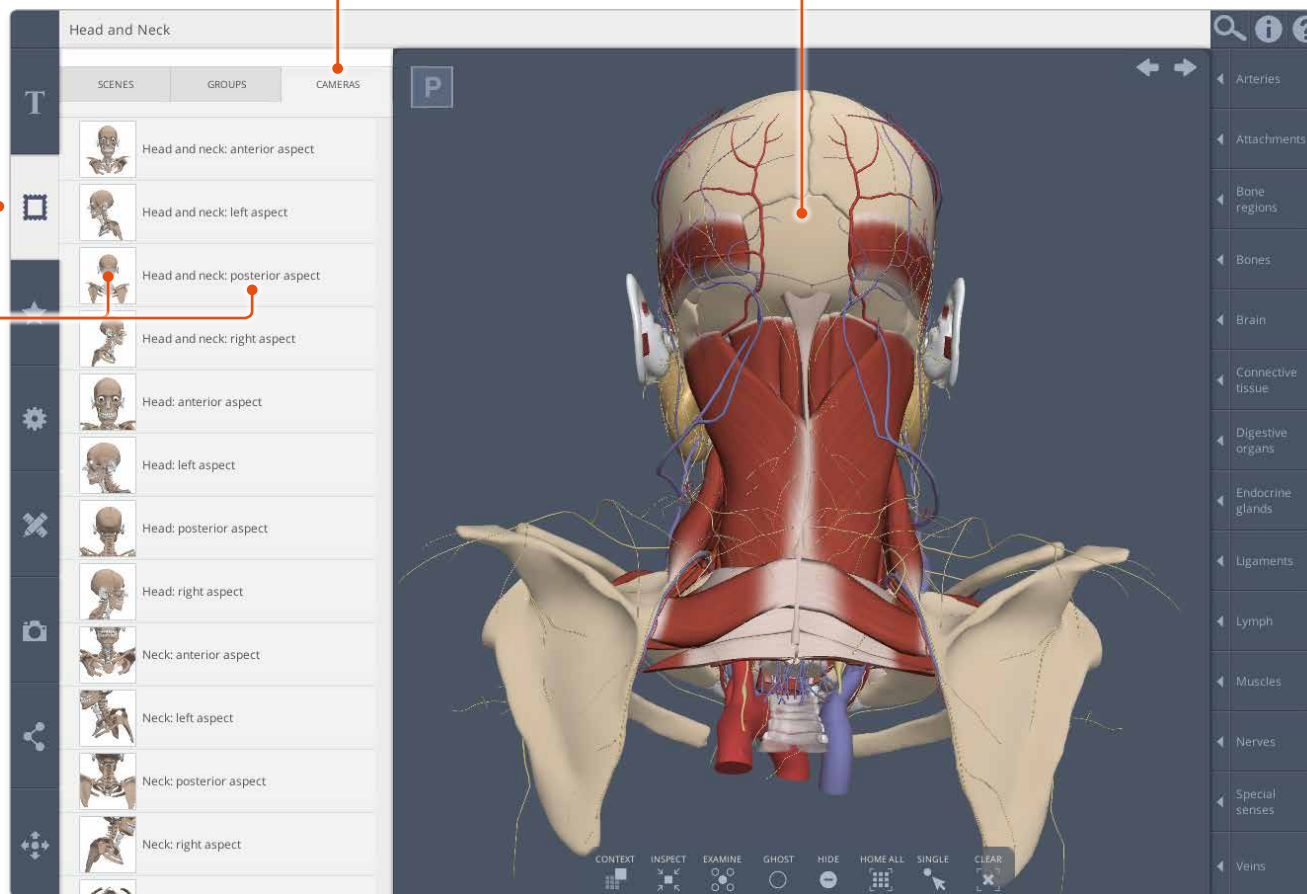
The third tab in the Gallery is the **Cameras** tab. Here, you can quickly select a predefined position to view the model from.

1  
Access the Cameras by selecting the third tab.

GALLERY TAB

2  
Click on the thumbnail (or name area) to view the model from the position illustrated by the thumbnail.

3  
Note that the structures in the Viewpane remain the same – only the viewpoint changes.



# Favorites tab

## Saving favorite scenes



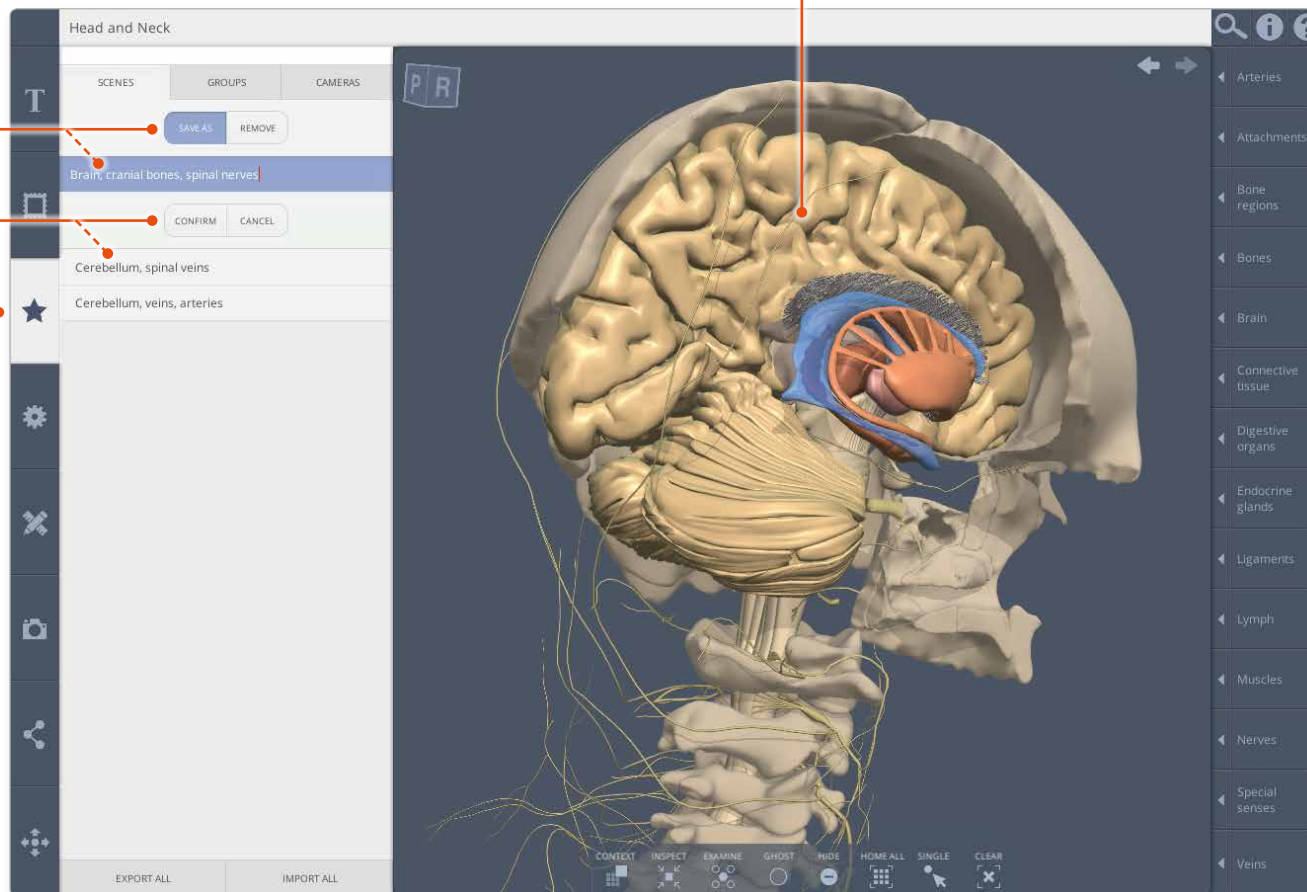
With the **Favorites** tab you can save links to scenes for later use.

1 Construct the scene you would like to save, or modify one of the preset scenes in the Gallery.

2 Click on **Save as**, then give your favorite a name.

3 Click on **Confirm**, your favorite will be added to the list.

**FAVORITES TAB**



# Favorites tab

## Groups and Cameras

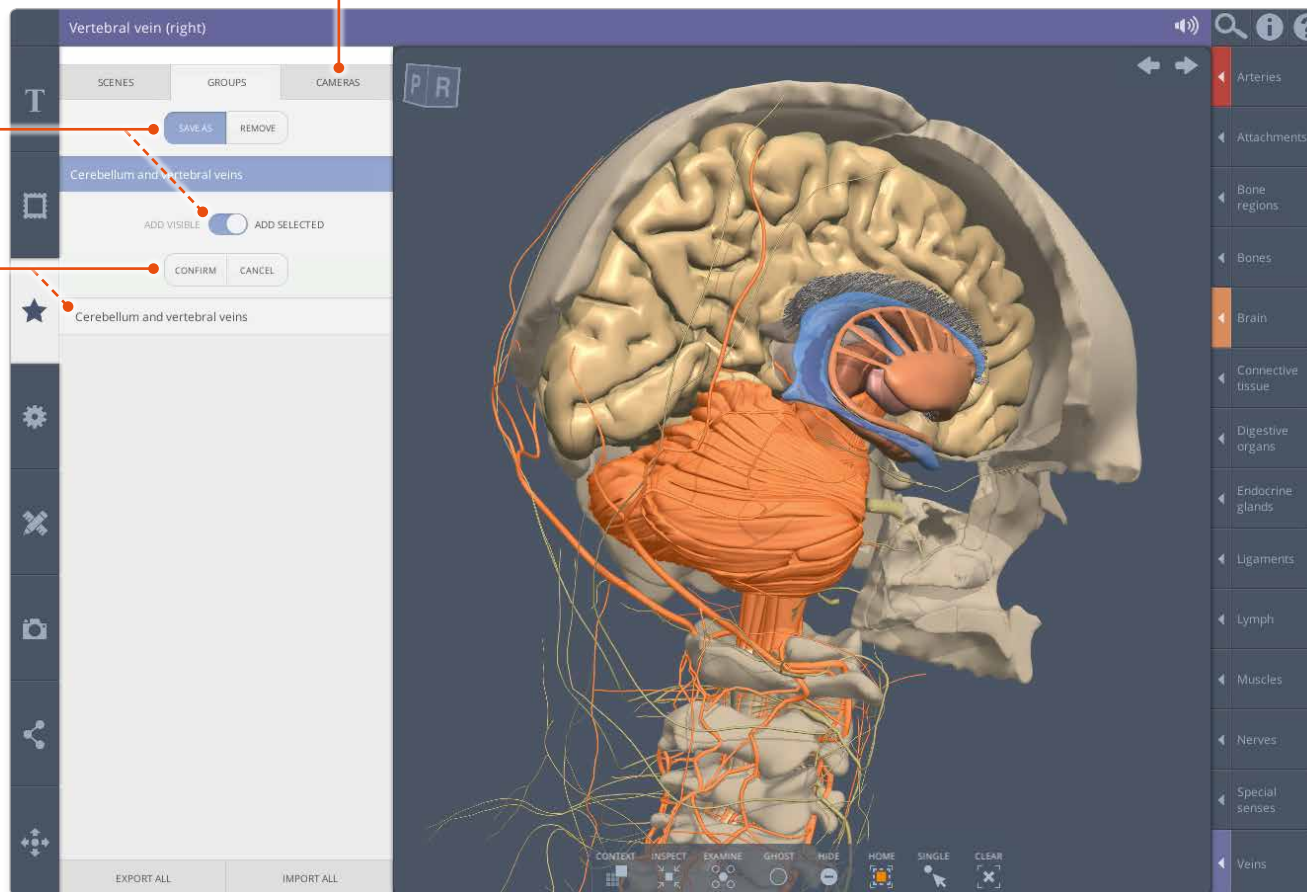


As well as saving **Favorite Scenes**, you can save **Favorite Groups** and **Favorite Cameras**.

1 Click on **Save as**, then give your favorite a name. With Groups, you also have the option of adding all the visible structures or, alternatively, adding just the selected structures.

2 Click on **Confirm** and your Group will be added to the favorites list.

3 Similarly, to save favorite Camera positions, use the Cameras tab.



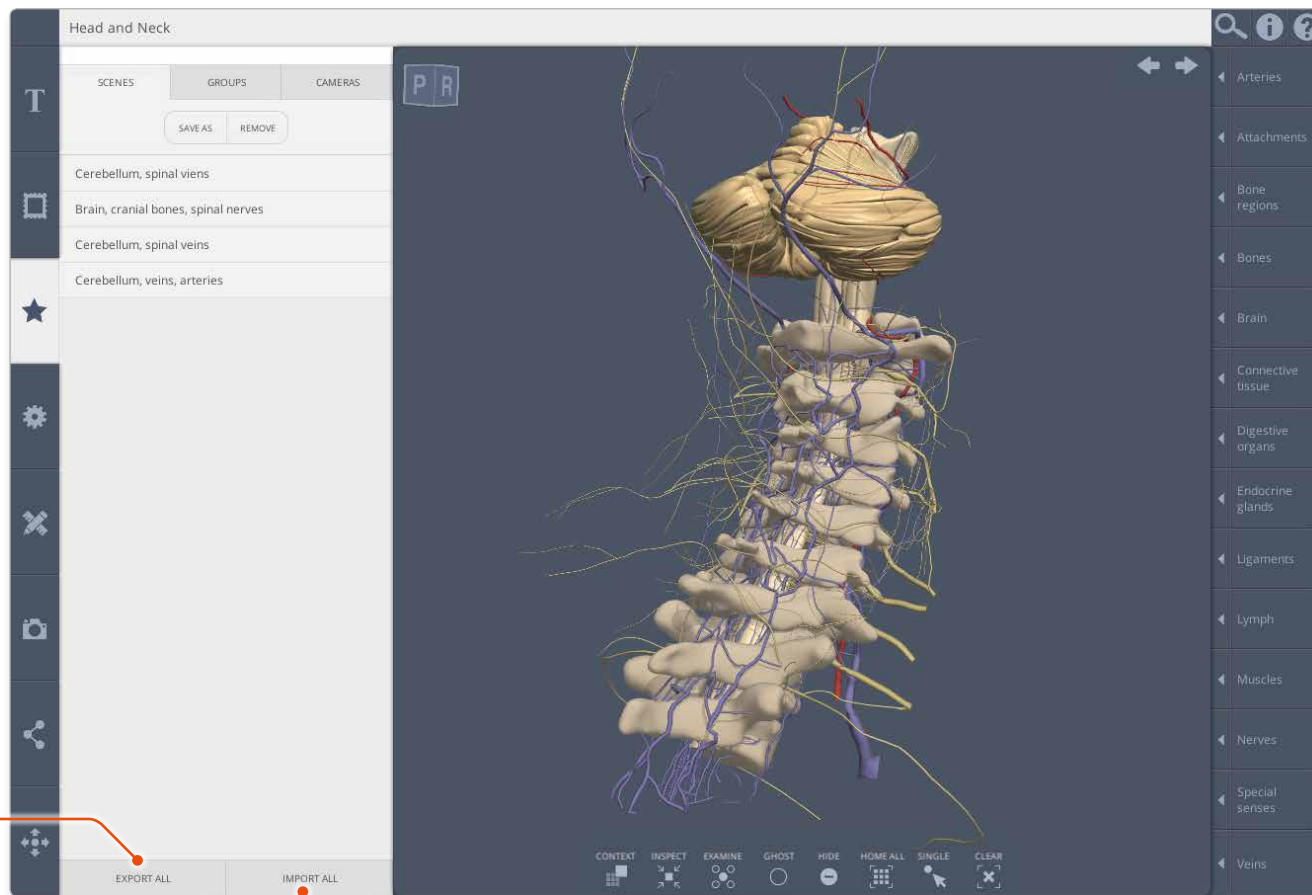
# Favorites tab

## Export and Import



When using 3D Real-time on a **PC** you have the option of exporting your Favorites so that you can import them on to a different computer.

Note that on **iPad**, your Favorites are automatically saved to your iCloud account and so will be available on any iPad that you are signed into.



1  
Click on **Export all** – a dialogue box appears with a unique access code for you to note down.\*

2  
On a different PC, click on **Import all** and enter the previously generated access code.\*

\* If you have an individual subscription, the Favorites will be exported to and imported from your account without an access code.

# Settings

## Part 1



The **Settings** tab features numerous controls to adjust how the user interface looks and behaves. This page explains the first seven controls.

Change the **Highlight color** here. Your choice will take effect on the next selected structure. This can be useful for color-coding groups of structures in **Multi-select** mode.

Select a different **Background color** here - this can be useful to make structures more visible.

Change the smoothness of the edges of the model using the **Quality** setting. Lower spec devices may have difficulty moving the model at the higher settings.

Adjust how quickly you Zoom in and out of the model.

**SETTINGS TAB**

You can make the **Text size** in the **Title bar** and **Structure text** tab larger using these buttons. This can be useful for devices with smaller screens or when giving lectures or presentations.

Adjust the **UI scaling** to make the icons and buttons and their associated text larger or smaller according to the size and resolution of your screen.

If you don't wish to see the Dissection images in the **Gallery**, turn this control ON.

For the controls in the lower section of the panel, see next page: **Settings tab 2**.



# Settings

## Part 2



The lower half of the **Settings** tab contains the toggle buttons which are used to turn certain features ON or OFF.

	When <b>Home on select</b> is ON, selecting a structure in the <b>Contents</b> will zoom into that structure.		Turn this OFF if you wish your saved images to have the same color background as the Viewpane. <sup>1</sup>
	<b>Home on inspect/context</b> will zoom in to a structure when the <b>Inspect</b> or <b>Context</b> controls are used.		Turn off <b>Orientation cube</b> to hide the <b>Orientation cube</b> .
	<b>Home on select in slides</b> – when you <b>select a structure in a dissection slide</b> , the Viewpane will update to zoom into that structure in the 3D model.		Turn this control OFF if you wish to generate an eight-digit code when using the <b>Share tab</b> . This code can be used by other subscribers to import a scene into their Favorites tab. <sup>1</sup>
	Turn <b>Cadaver colors</b> ON if you would like to view the 3D model rendered using colors similar to those seen in a dissected cadaver.		Turn on <b>3D stereo anaglyph mode</b> while wearing red/cyan 3D glasses to view the model with a stereographic effect. <sup>1</sup>
	Turn on <b>Display walls</b> to view the model within a grid-lined cube. This can help with orientation.		Use the <b>Stereo effect</b> slider to increase or decrease the 3D stereo anaglyph effect. <sup>1</sup>
	<b>Hard shadows</b> give a more three-dimensional appearance to the model. They may cause the display to slow down on older devices. <sup>1</sup>		<b>Flip left to right</b> shows the opposite side of the model. This can be useful when viewing the limb products. 3D Hand also features Flip top to bottom. <sup>1</sup>
	<b>Soft shadows</b> give a more subtle three-dimensional appearance to the model. They may cause the display to slow down on older devices. <sup>1,2</sup>		Use <b>Outlines only</b> mode if you would like to print out, color and label your scene. This can be a useful way of recalling the anatomy. <sup>1,2</sup>
	Turn off <b>Show structure title</b> to hide the structure name in the <b>Title bar</b> . This can be useful for self-testing.		Turn this on to save higher resolution images when using the <b>Save image</b> feature. <sup>1,2,3</sup>
	Turn off <b>Rollover labels</b> if you do not wish to see the structure names that appear when you hover over the 3D model or dissection with your mouse pointer. <sup>1</sup>		<b>Anti-aliasing</b> gives a smoother appearance to the 3D model when you save as a high resolution still (using the <b>Save image</b> feature). <sup>1,2,3</sup>

<sup>1</sup> Not available on iPad.

<sup>2</sup> Internet Explorer and Safari only.

<sup>3</sup> Not all graphics cards support this feature.

# Draw, pin and label tab

## Labels



Quickly create a labeled view using the label buttons in the **Draw, pin and label** tab.

Use the **Save image** tab to save your labeled view.

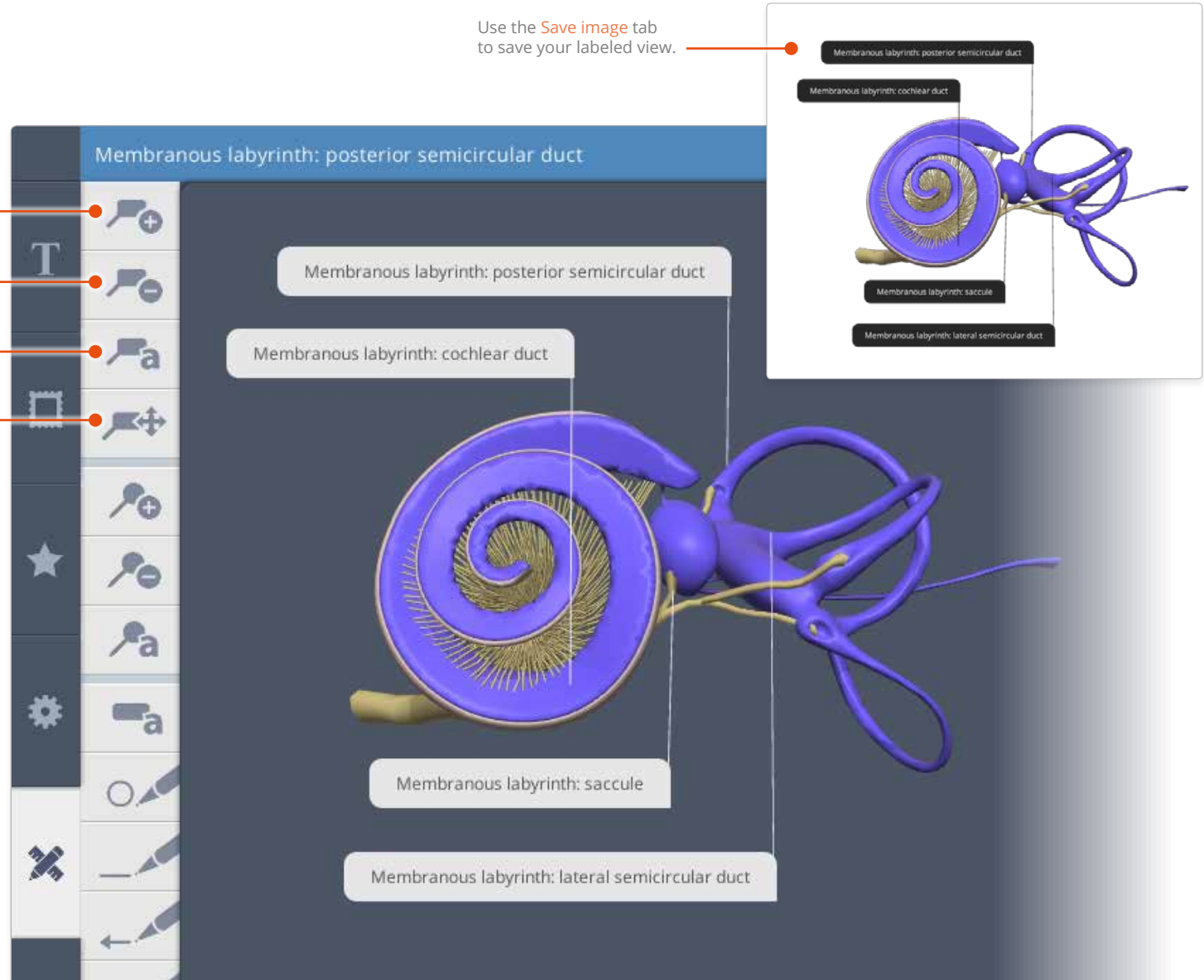
**Add label** – Press this button then click on any structure in the Viewpane. The label will automatically show the name of the structure.

**Remove label** – Press this button then click on a label to delete it.

**Edit label** – Press this button then click on a label to edit it. Press the button again to complete the edit.

**Move label** – Press this button to reposition labels. Click once on the label to select it, reposition the label, then click once again to release it.

**DRAW, PIN AND LABEL TAB**



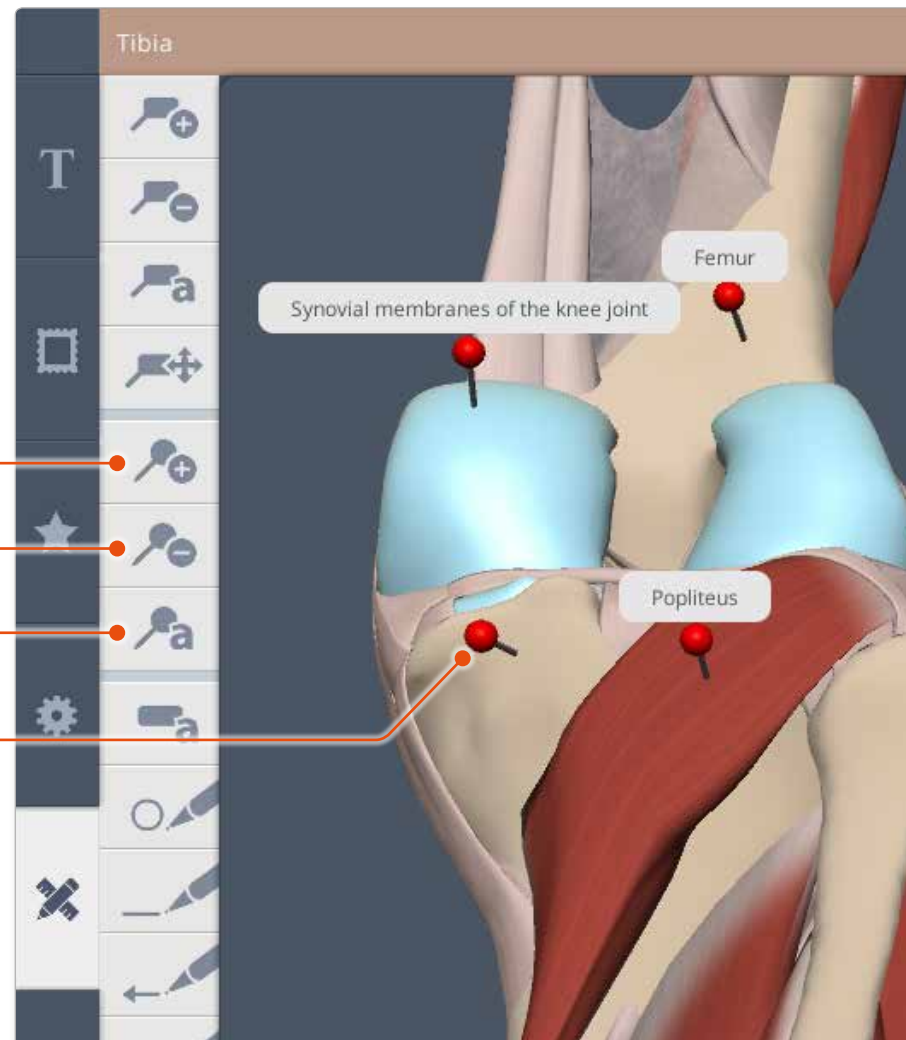
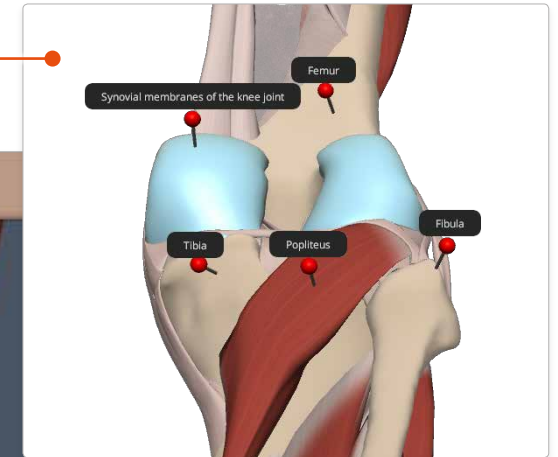
# Draw, pin and label tab

## Pins



Add pins to the model using the pin buttons in the **Draw, pin and label** tab.

Use the **Save image** tab to save your labeled view.



**Add pin** – Press this button then click on any structure in the Viewpane. The pin will be added and will automatically be labeled with the name of the structure.

**Remove pin** – Press this button then click on a pin to delete it.

**Edit pin label** – Press this button then click on a pin label to edit it. Press the button again to complete the edit.

**Tip:** you can hide pin labels by clicking on the pin. Click on it again to see the label again.

**DRAW, PIN AND LABEL TAB**



# Draw, pin and label tab

## Drawing tools



Add lines, arrows, circles and text to a scene with the draw buttons in the **Draw, pin and label** tab.

Please note that drawing elements are not preserved when you add the scene to your **Favorites**. Use the **Save image** tab to keep a copy of your marked-up scene.

**Drawing label** – Add your own custom labels to your scene. To edit or delete, click in the label.

**Circle** – Click on the image then move in any direction. The circle is drawn outwards from the point you clicked.

**Line** – Click and hold where you would like your line to start, move to where you would like it to end, then release the mouse button.

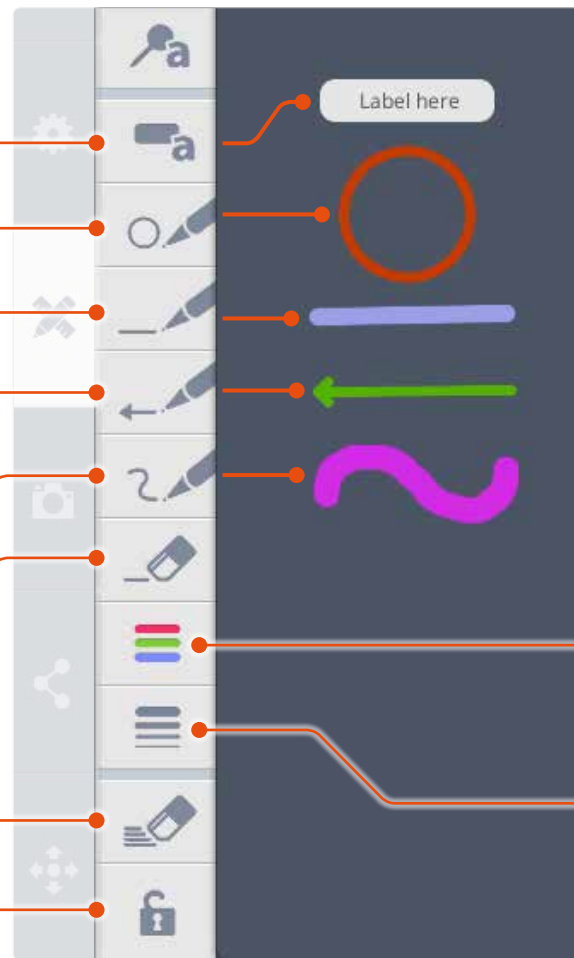
**Arrow** – Click and hold where you would like the point of the arrow to be, move to where you wish the arrow to start, then release the mouse button.

**Freehand line** – Click and hold, then start drawing your line. Once you have finished, release the mouse button.

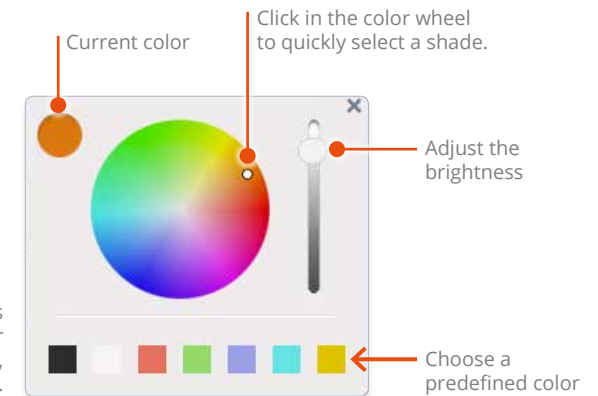
**Eraser** – Click and drag over lines, arrows or circles to scrub them out.

**Clear all** – Use this button to remove all drawing labels, circles, lines, arrows and freehand lines.

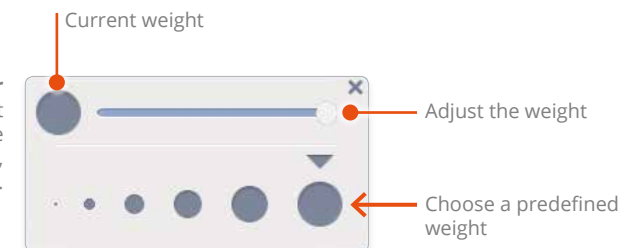
**Lock drawing** – By default, drawing elements are only visible when the Draw, pin and label tab is open. Use this button to keep them visible when the tab is closed.



**Color selector** – Use this panel to set the color of your next circle, line, arrow or freehand line.



**Line weight selector** – Use this panel to set the thickness of the line in your next circle, line, arrow or freehand line.

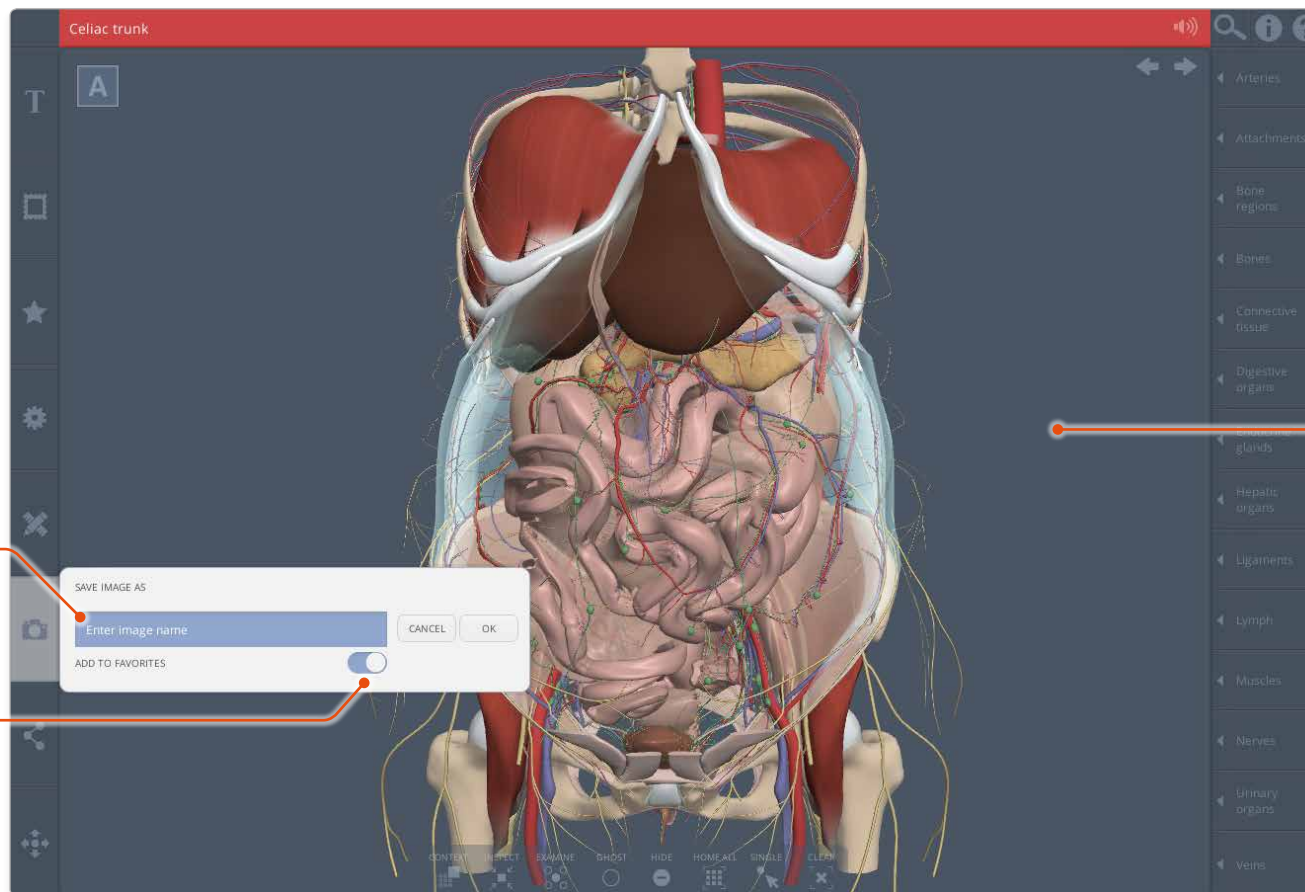


# Sharing and saving

## Save image tab



The 3D scenes can be saved to your device as images using the **Save image** tab.



Enter a name for your image and press 'OK'. Any **labels**, **pins** or **drawing elements** you have added will be saved too.

**SAVE IMAGE TAB**

If you don't wish the scene to be saved to your **Favorites** also, switch this control off.

By default, images are saved with a transparent background. However, if you would like them to have the same color background as the 3D scene, turn off 'Images saved with transparency' in the **Settings** tab.\*

\* Not available on iPad.

# Sharing and saving

## Share scene tab



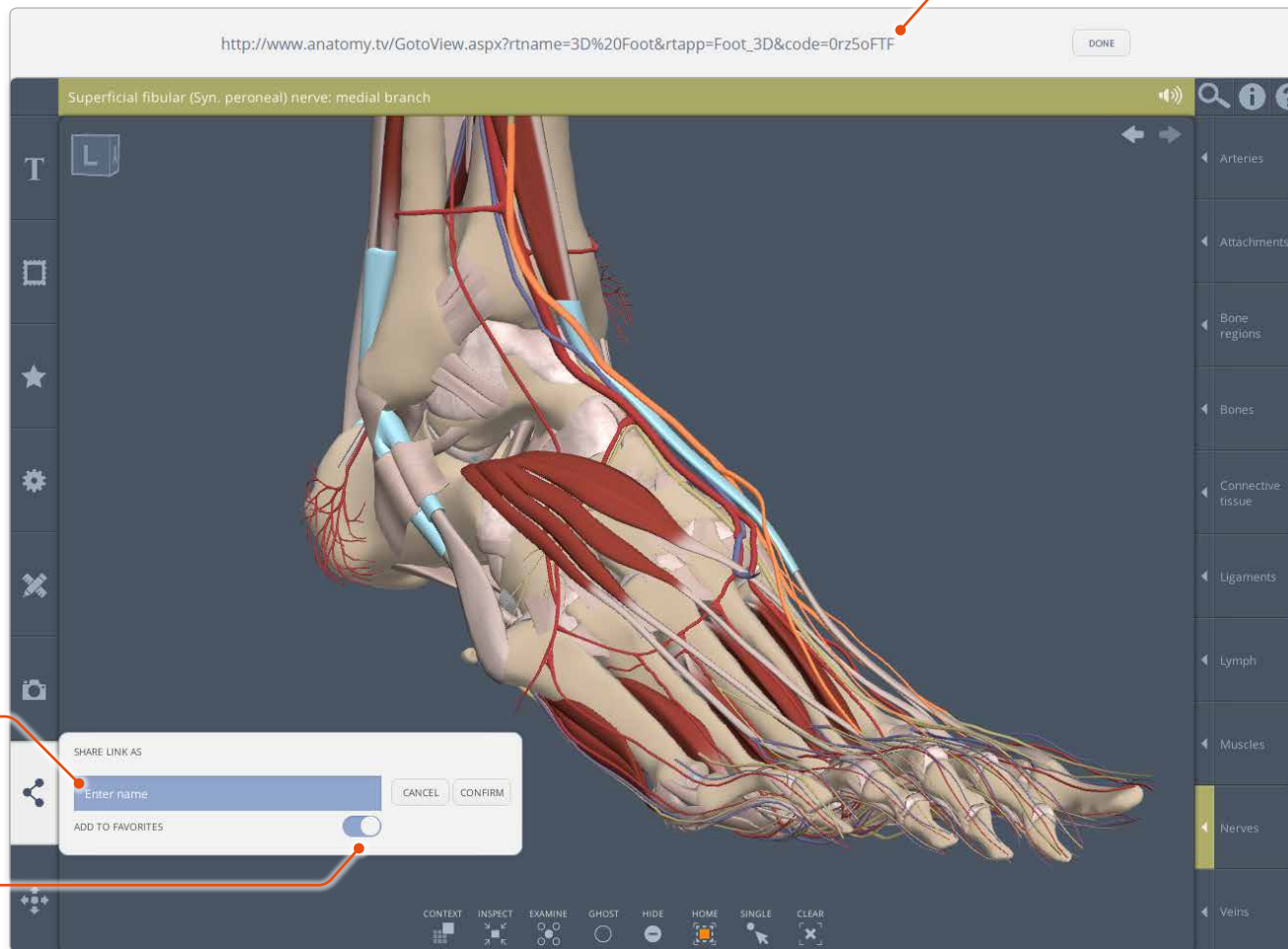
Any 3D scene can be embedded in a Learning Management System (LMS) or shared with other Anatomy.tv subscribers using the **Share scene** tab.

3

A unique code is generated. Highlight and copy it,\* then share it with other subscribers – they can simply paste the code into their browser to recreate your scene. Alternatively, you can add the URL as a link in your LMS. In both cases the scene will automatically be added to the recipient's [Favorites](#).

Note that if you have **URL formatted sharing** turned OFF in the [Settings](#) tab, an eight-digit code will be generated instead. This can be used by other subscribers to import scenes directly into their [Favorites](#) tab via the cloud icon.

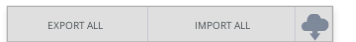
Note that the recipient also has to have **URL formatted sharing** turned OFF to see the cloud icon in their Favorites tab.



1  
Enter a name for your scene and press 'OK'.

SHARE SCENE TAB

2  
If you don't wish the scene to be saved to your [Favorites](#) also, switch off this control.



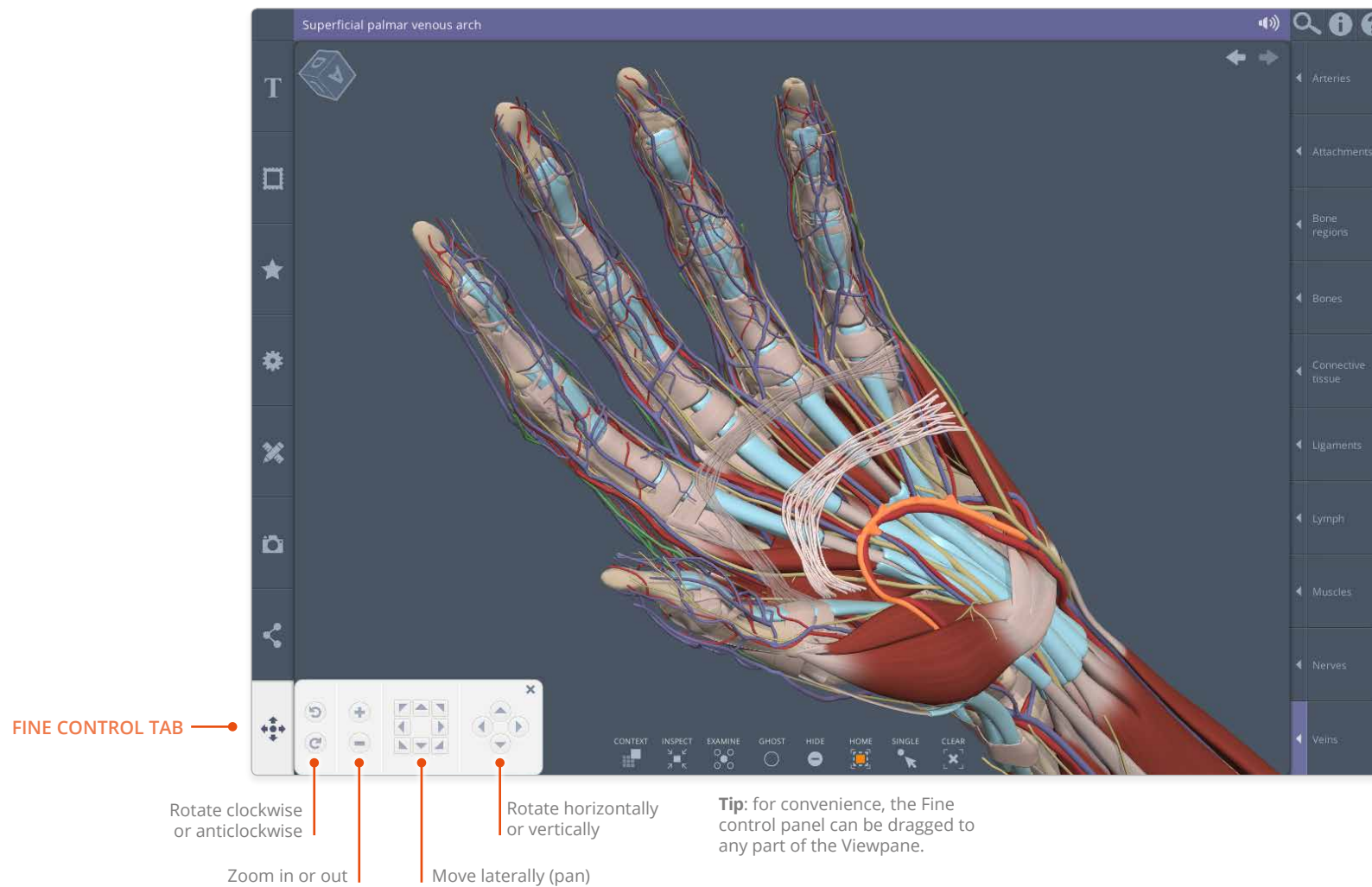
\* On iPad the code is automatically copied to your pasteboard.

# Precise positioning

## Fine control tab



If you wish to position the model with more precision, use the **Fine control** tab.



# Appendix

## Keyboard shortcuts



You may also find it useful to interact with the model using keyboard shortcuts.

### Rotate horizontally



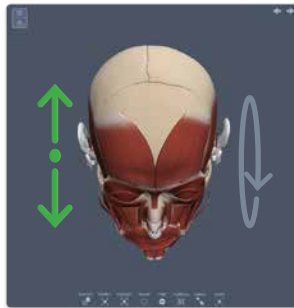
Left or Right arrow



1

While dragging in the Viewpane you can hold down the 1 key at the same time to limit the rotation to this plane **only**.

### Rotate vertically



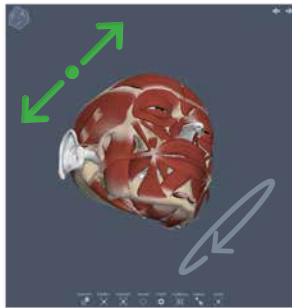
Up or Down arrow



2

While dragging in the Viewpane you can hold down the 2 key at the same time to limit the rotation to this plane **only**.

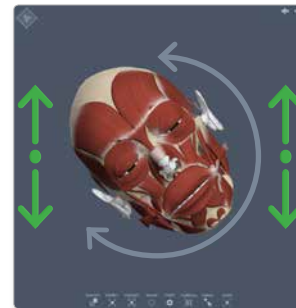
### Rotate in both planes at once



Press two arrow keys



### Rotate clockwise/anticlockwise



Left or Right square bracket



3

While dragging in the Viewpane you can hold down the 3 key at the same time to limit the rotation to this plane **only**.

### Move laterally



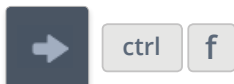
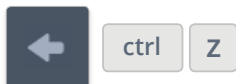
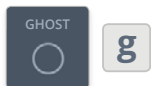
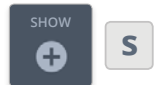
Number pad arrows



### Zoom in and out



Plus or minus key



space bar