The Living Book of Anatomy
« Model and user mapping »

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Embodiment : Learn, Animate and Visualize Anatomy in Real-Time
through an Anatomy Knowledge-base and a user-specific 3d animated avatar

Registration : internal Anatomy generated

MyCorporisFabrica : Making Anatomy Easy

Anatomical Ontology : Select Anatomical Structures and Functions

Articulated Skeleton

Kinect Data Filtering

Virtual User-Specific Anatomical 3D Avatar

Real-Time User Tracking

With the Kinect we animate the musculoskeletal system skinned meshes

Biomechanical Simulation Controlled by Kinect

Future Work :
- Validation tools
- Anatomical movement data-set
- User movement identification

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