

3D Organon User Manual

for Desktop/Tablet

Available for: Windows 10/11, MacOS, Android, Apple iOS

Anatomy



Table of Contents

Kindly continue reading, or click on a link to get directly to a specific section.

Hardware Requirements - Desktop	3
Installation and Permissions - Desktop	4
Hardware Requirements – Tablet	5
Installation Instructions – Tablet	6
Choose your Language & Manage your Account	7
Launch the app and Log in	8
The Lobby	9
Anatomy	10
User Interface	11
Menu	12

Get Started with 3D Organon

Rotating, Zooming and Panning - Tablet	13
Identification of Anatomy - Tablet	13
Rotating, Zooming and Panning - Desktop	14
Identification of Anatomy - Desktop	14
Resize Application Window	15
Moving the Options box	15
Single-select Mode	16
Multi-select Mode	16

Working with the Anatomy Model

Focus on Structures	17
Hide Anatomical Structures	17
X-ray (Fade) Mode	17
Fade others	17
Isolate Structures	18
Cadaver	18
Voice Narration	19
Anatomical Definitions	19
Clinical Correlations	19
Taking Notes	20
Mapping	21

Examples

A. Muscle Origins & Insertions (OI)	23
B. Bone Mapping Landmarks	24
C. Lobes, Gyri, Areas, Sulci	25

Anatomy Modes

System-based Anatomy	26
Topographic Anatomy	27
Diagram	28
Regional Anatomy	29
Microscopic Anatomy	30

Functions

Reset	31
Gender Selection	31
Outline	31
Search	32

Tools

Multi-select Mode	33
Growth	34
Spur	34
Pain	35
Slice	35
Drawing Tool	36
Screenshot	36
Explode	37
Notes	38
Record	39
Web	40

Body Actions

Select and Play an Action	41
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Scenes

How to save your Scene/s	42
How to save your Scene Category	43
How to Open a New Scene	44

Views Tool

Views	45
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Remote Delivery / Medverse

Join a session	46
Create a session	47
Inside the virtual room	48
Network Services Documentation	49

Hardware Requirements - Desktop

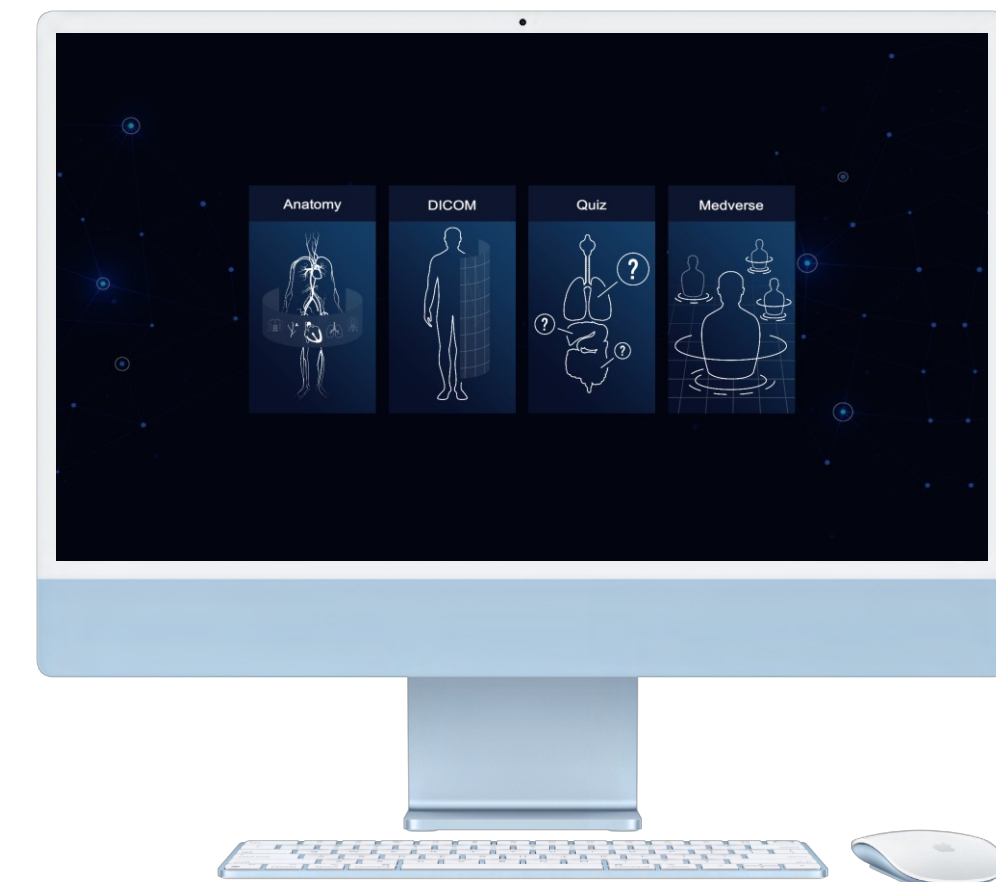
Windows

	MINIMUM	RECOMMENDED
OS	Windows 10/11	Windows 10/11
Processor	Intel Core i3 AMD FX-6100	Intel Core i5, Intel Core i7 AMD FX-6300 or higher
Memory	4 GB RAM	8 GB RAM
Graphics	DirectX 11 compatible card with a least 1.5 GB video RAM, Screen resolution 1280x900px	DirectX 11 compatible card with a least 2 GB video RAM, Screen resolution 1920x1080px
DirectX	Version 11	Version 11
Network	Broadband Internet connection	Broadband Internet connection
Storage	3500 MB available space	3500 MB available space
Sound Card	DirectX 11 compatible sound card	DirectX 11 compatible sound card
Additional Notes	2-button optical scroll mouse required	2-button optical scroll mouse required

A **Dedicated graphics card** (Nvidia – AMD) is required. Integrated graphics cards are not suitable.

Apple macOS

	MINIMUM	RECOMMENDED
OS	macOS 12	macOS 12 or higher
Processor	Quad-core Intel Core i5 processor 8 th gen	Quad-core Intel Core i5 processor or higher
Memory	4 GB RAM	8 GB RAM
Graphics	OpenGL 2.0 compatible 3D graphics card with at least 1536 MB of addressable memory	OpenGL 2.0 compatible 3D graphics card with at least 1536 MB of addressable memory
Network	Broadband Internet connection	Broadband Internet connection
Storage	3500 MB available space	3500 MB available space
Sound Card	Integrated sound card	Integrated sound card
Additional Notes	Secondary mouse click must be enabled within the customized Mouse settings under System Preferences	Secondary mouse click must be enabled within the customized Mouse settings under System Preferences



Windows 10/11 & macOS through STEAM

1. Install the [free Steam client](#) on your computer.
2. Click on the **'Install Steam'** button and allow the Steam installer to download.
3. Once downloaded, follow the instructions to install the Steam client.
4. When the Steam client starts, you will be prompted to log in or create a Steam account.
5. If you don't have a Steam account, please [create one](#).
6. Sign in to your Steam account and [click here](#), or type "3D Organon" into the search bar.
7. Click on the **'Free'** button and follow the installation instructions to install 3D Organon.



3D Organon

When you finish the installation steps, you can launch 3D Organon.
Double click on the 3D Organon icon.

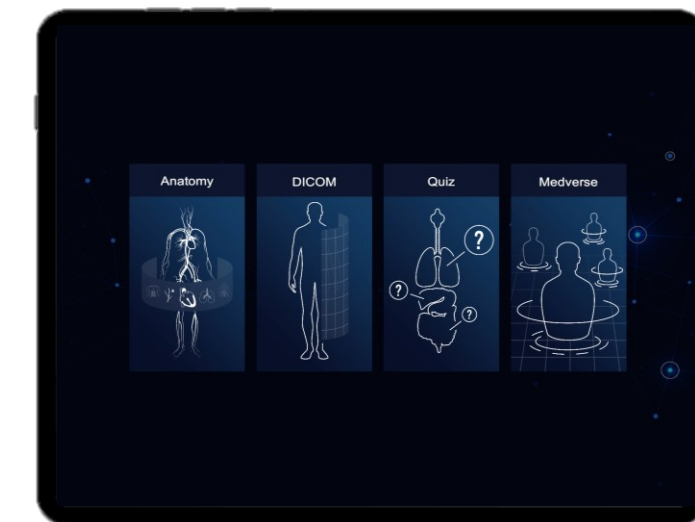
Hardware Requirements - Tablet

Android

	MINIMUM	RECOMMENDED
OS	Android 6.0	Android 7.0 or greater
Processor	Quad-core CPU 2.3GHz	Octa-core CPU
Memory	3 GB	3 GB
Screen size	7" (tablet version)	9" or greater (tablet version)
Storage	2 GB	2 GB
Multiuser requirements	Unknown sources installation enabled from security options.	Unknown sources installation enabled from security options.
Additional Notes	Accept access to audio recording and save images.	Accept access to audio recording and save images.

Apple iOS

	MINIMUM	RECOMMENDED
OS	iOS 12.0	iOS 13.0 or later
Device	iPad Air 2	iPad Pro
Memory	4 GB	8 GB



Apple iOS

Tap the App Store app on your Home screen.

Type in a search field '3D Organon' or visit <https://apps.apple.com/us/app/3d-organon-anatomy-enterprise/id1456762711>

Tap the 'Get' button.

Android

Open Google Play Store App.

Search for '3D Organon' or visit https://play.google.com/store/apps/details?id=com.medismedia.organone&hl=en_AU&pli=1

Tap the 'Install' button.

Huawei

Open the HUAWEI AppGallery.

Search for '3D Organon' or visit <https://appgallery.huawei.com/#/app/C103142665>

Tap the 'Install' button.

Choose your Language and Manage your Account

The whole 3D Organon's knowledge database is translated into 16 languages: English, Latin (terminology), traditional Chinese, simplified Chinese, German, French, Spanish, Portuguese, Italian, Russian, Ukrainian, Polish, Georgian, Thai, Dutch, and Greek (UI only).

Global

Kindly switch to the Chinese server if you are from China.

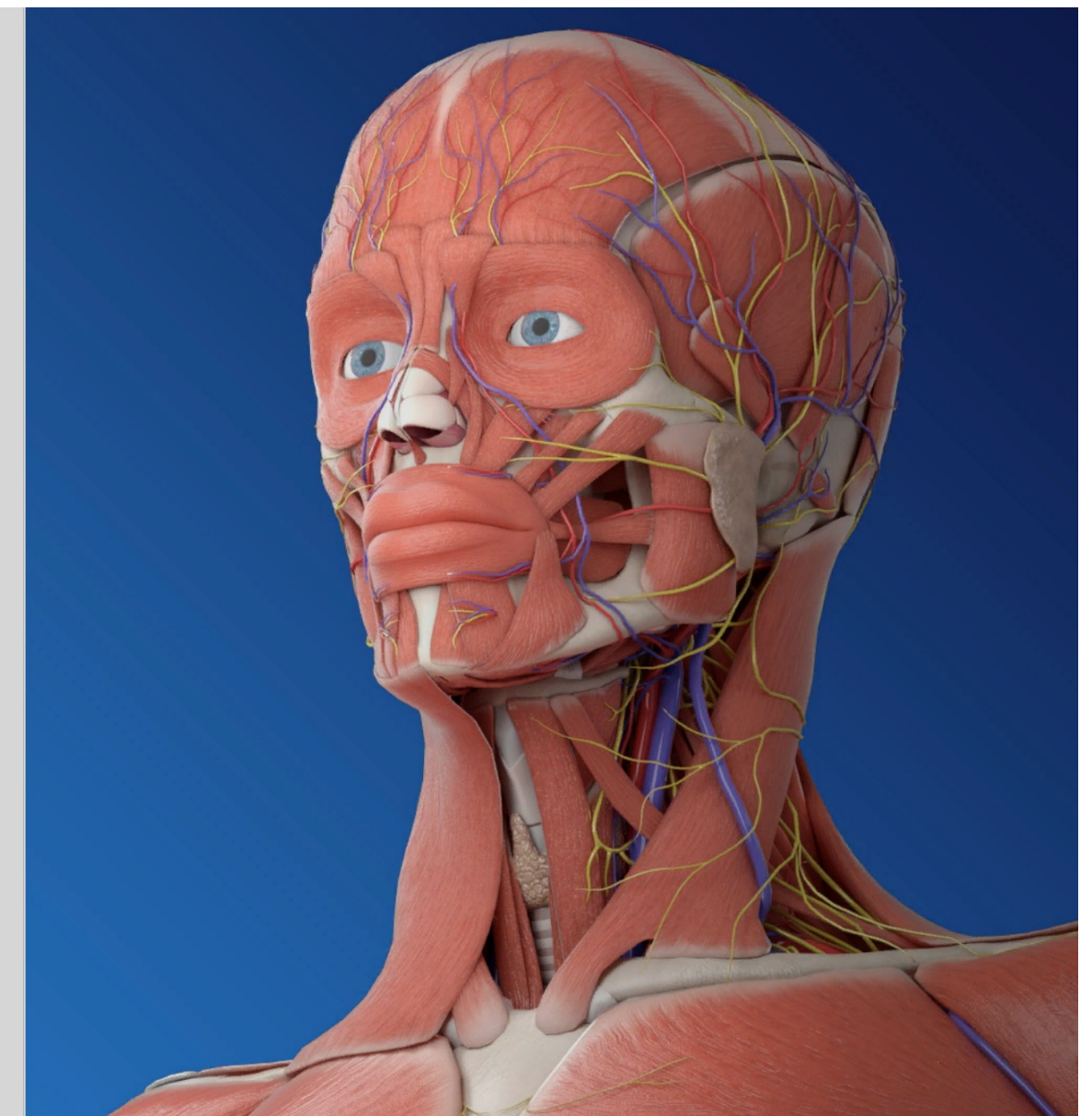
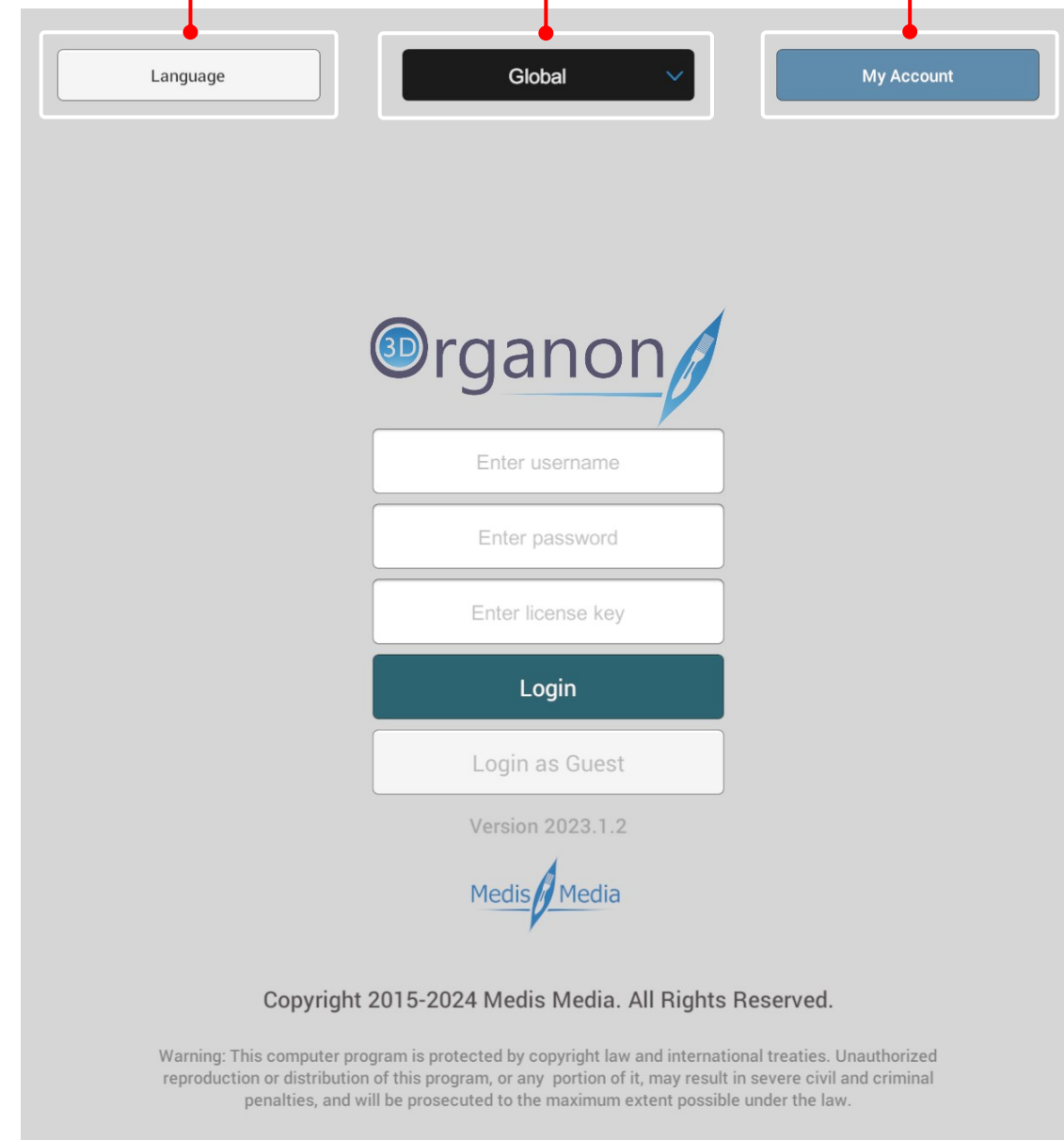
My Account

Log in to the 3D Organon portal and check your account information, change your address, credit slips, vouchers and subscriptions. From the Order History and Details section you have the ability to find your Orders and License Keys.

To add more languages, just click the **Cloud icon**. The default languages are English and Latin.

You can select a **Primary** and a **Secondary** language. The secondary language is displayed for anatomy terms only.

Languages	Download	Primary	Secondary
English		<input checked="" type="radio"/>	<input type="radio"/>
Latin		<input type="radio"/>	<input checked="" type="radio"/>
Français		<input type="radio"/>	<input type="radio"/>
Italiano		<input type="radio"/>	<input type="radio"/>
简体中文		<input type="radio"/>	<input type="radio"/>
繁體中文		<input type="radio"/>	<input type="radio"/>
Deutsch		<input type="radio"/>	<input type="radio"/>
Polski		<input type="radio"/>	<input type="radio"/>
ქართული		<input type="radio"/>	<input type="radio"/>
Español		<input type="radio"/>	<input type="radio"/>
Português		<input type="radio"/>	<input type="radio"/>
Русский		<input type="radio"/>	<input type="radio"/>
Українська		<input type="radio"/>	<input type="radio"/>
ไทย		<input type="radio"/>	<input type="radio"/>



Once a language has been downloaded, you can uninstall it by clicking on the Bin icon.

Launch the app and Log in

To log in, you must have an **active Trial or Subscription** which is provided to you with a **License Key**.

If you **do not have a Trial or Subscription** and you are:

- An Individual user:**
 - Create a 3D Organon account: [click here](#)
 - Get a license key from our webstore: [click here](#)
- From an Institution:**
 - Contact our Customer Development Team at prosupport@3dorganon.com

If you **already have a Trial or Subscription** then:

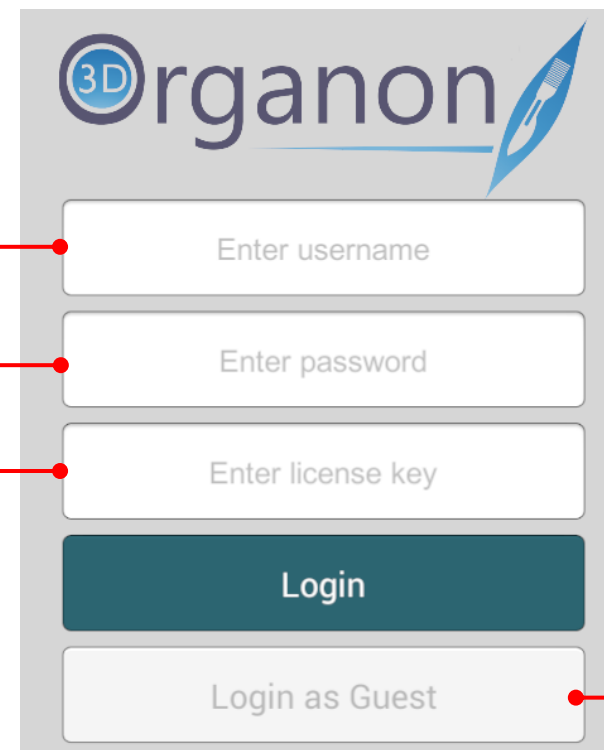
- Activate your 3D Organon account from the **Welcome to 3D Organon** email you received.
- Get your License key from the **Order confirmation | 3D Organon License key(s)** email you received.

If your institution provided you with a **Seat License** then get your Username, Password and License key from the **Welcome to 3D Organon** email you received.

Login Credentials

- **Username:** your email
- **Password:** created during the activation of your 3D Organon account; if you forget your password, you can reset it [here](#)
- **License key:** sent to your email for a selected device (use the last 10 characters or the whole key)

Note: Contact our **Customer Support Team** at support@3dorganon.com if you experience any difficulties logging in.



The screenshot shows the 3D Organon login page. At the top is the 3D Organon logo. Below it are three input fields: 'Enter username', 'Enter password', and 'Enter license key'. Below these fields is a dark teal 'Login' button. At the bottom is a light gray 'Login as Guest' button. Red lines connect the 'Login Credentials' list to the corresponding input fields and the 'Login as Guest' button to the 'Guest Mode' text.

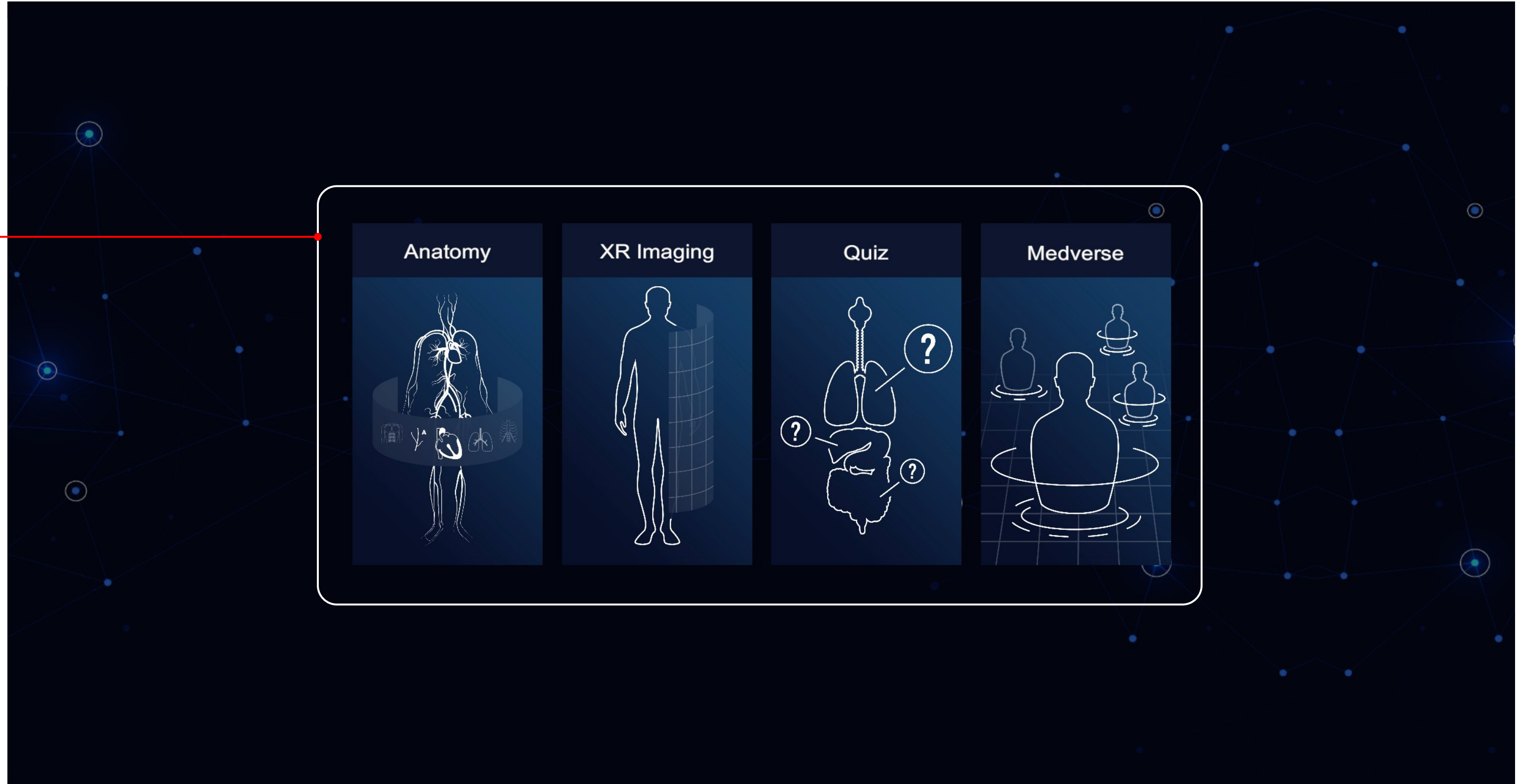
Guest Mode

Guest access is free for everyone and forever! It includes all 3D models of the skeletal system and connective tissues. Animations of joints and bones contained in the human Actions module are free too!

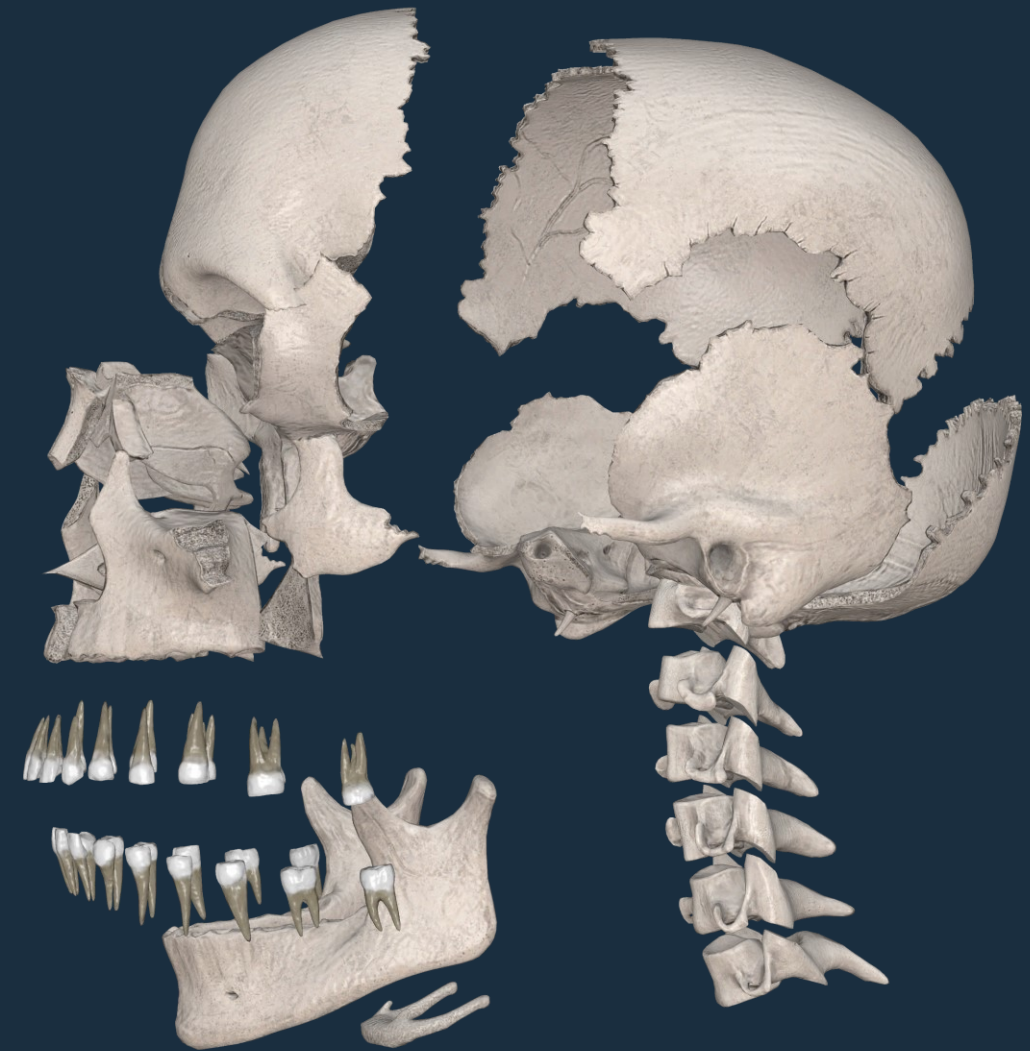
Select from the following modules:

- **Anatomy**
- **XR Imaging**
- **Quiz**
- **Medverse**

All of the modules are accessible with **Student** and **Professional** licensing keys.



Anatomy

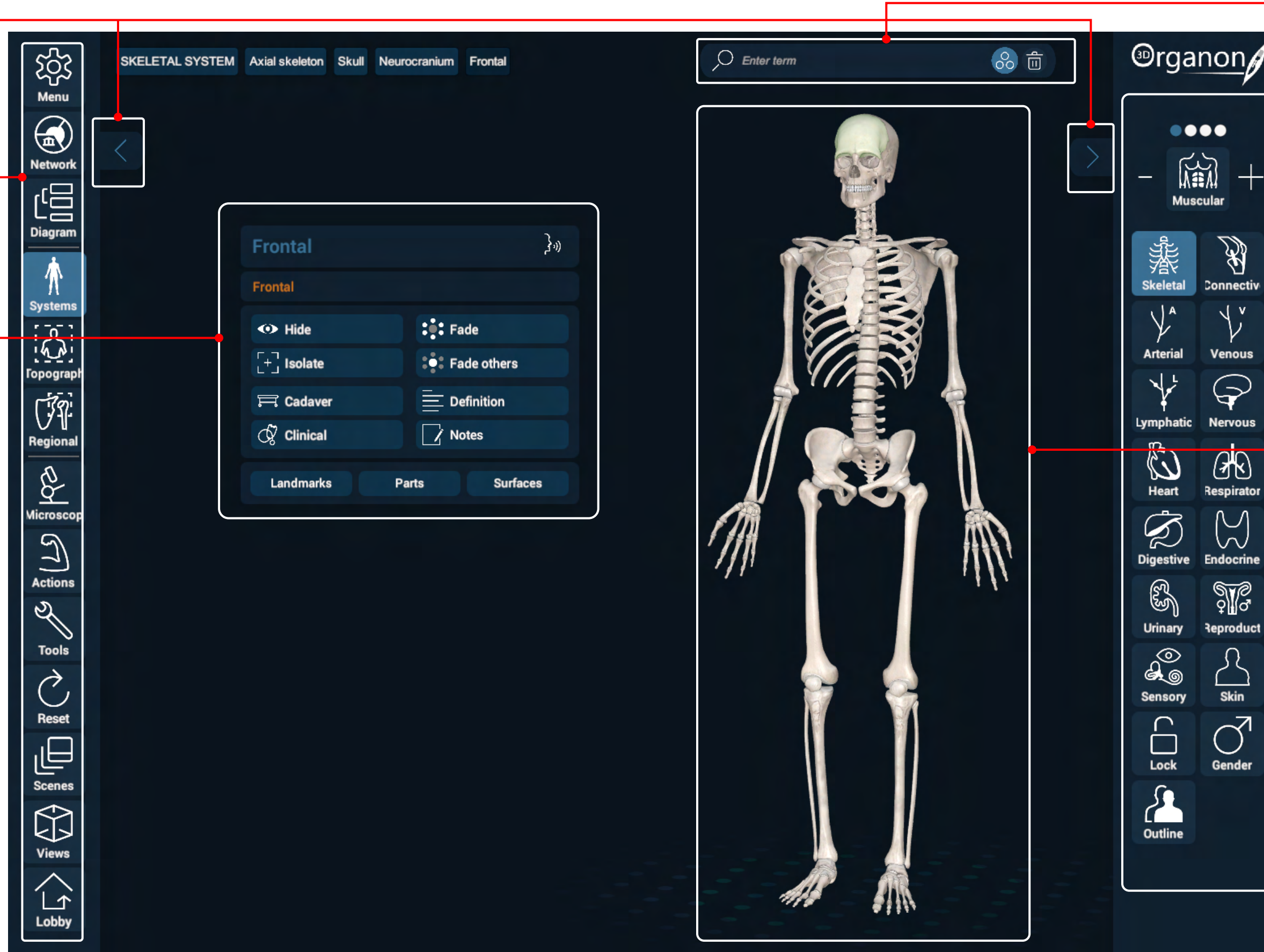


User Interface

Click on the arrows to open and close the left and right side panels respectively.

On the **left-side panel**, you can find options such as the Menu, Network, Diagram, etc.

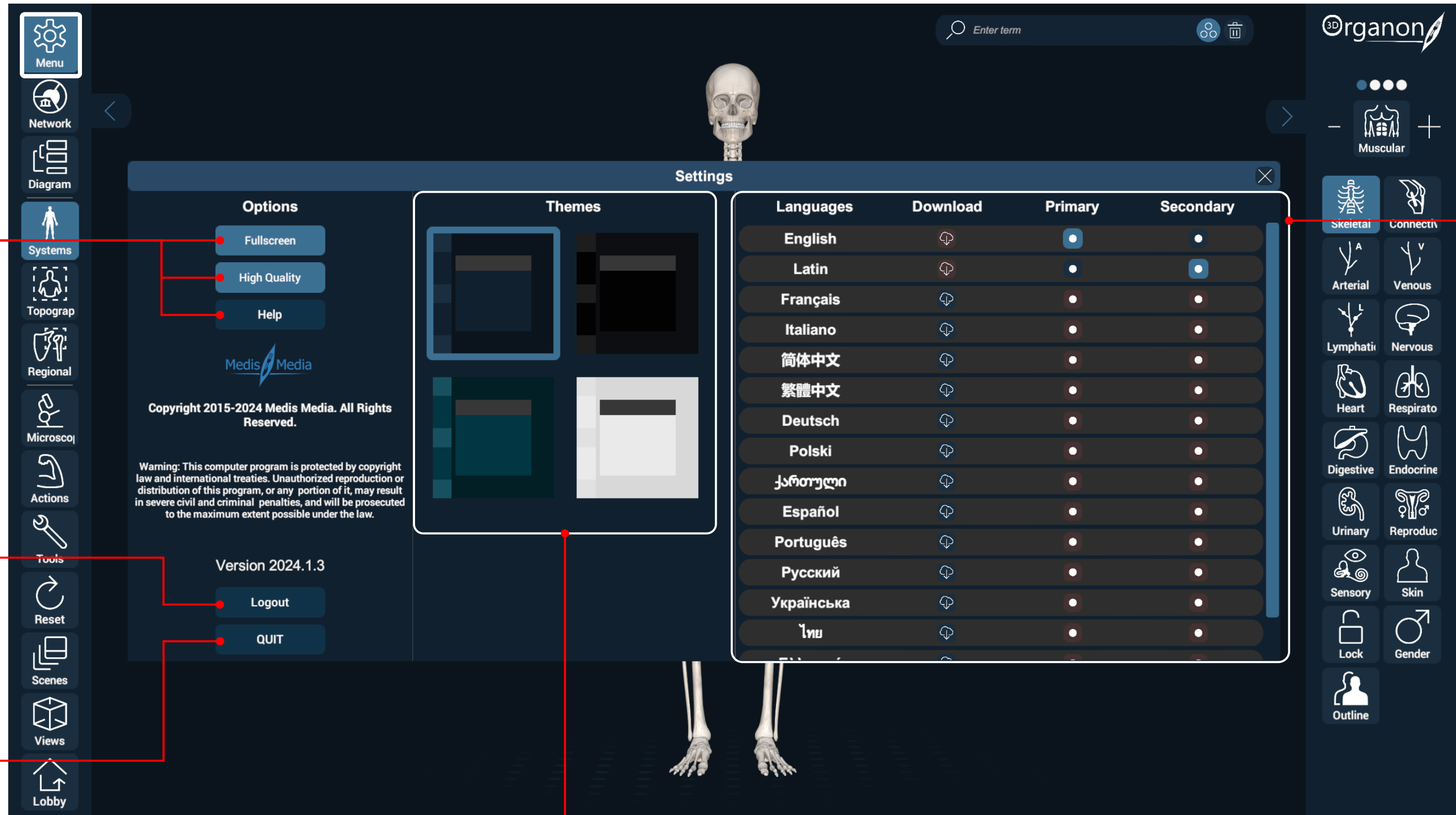
In the **Options box**, you can find different functions to operate with the selected anatomical structure



Search box. As soon as you start typing in the search box, a drop-down list of recommended results will appear.

On the **right-side panel**, you can add and subtract whole body systems in your scene view with a single click. Muscles can be exposed in layers, from deep to superficial. The scene view in the middle contains the 3D anatomy model, where further interactions can be engaged.

Scene View



Options

The 'Fullscreen mode' will occupy the entire computer screen. Press the 'High Quality option' to get the best graphics possible. You can also access our user manuals and FAQs for more information by clicking on the 'Help' button.

Logout

Press the 'Logout' button to shut down the app and remove your access credentials from autologin (recommended for public computers and libraries to avoid credentials from being stored in the device).

Quit

Press the 'Quit' button to turn off the app (your credentials are stored locally. You do not have to insert them again when you log in the same device). Internet access at login is still required.

Users can download additional languages. Click [here](#) for more details.

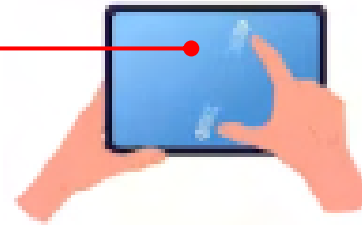
Themes Blue (default), Black, Green, White

Rotating, Zooming and Panning

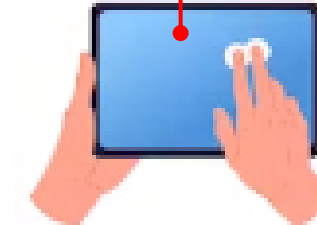
To **Rotate** the model, swipe a single finger on the touchscreen. The rotation center is based on the position of your finger in relation to the model.



To **Zoom** in/out, pinch in/out the touchscreen.

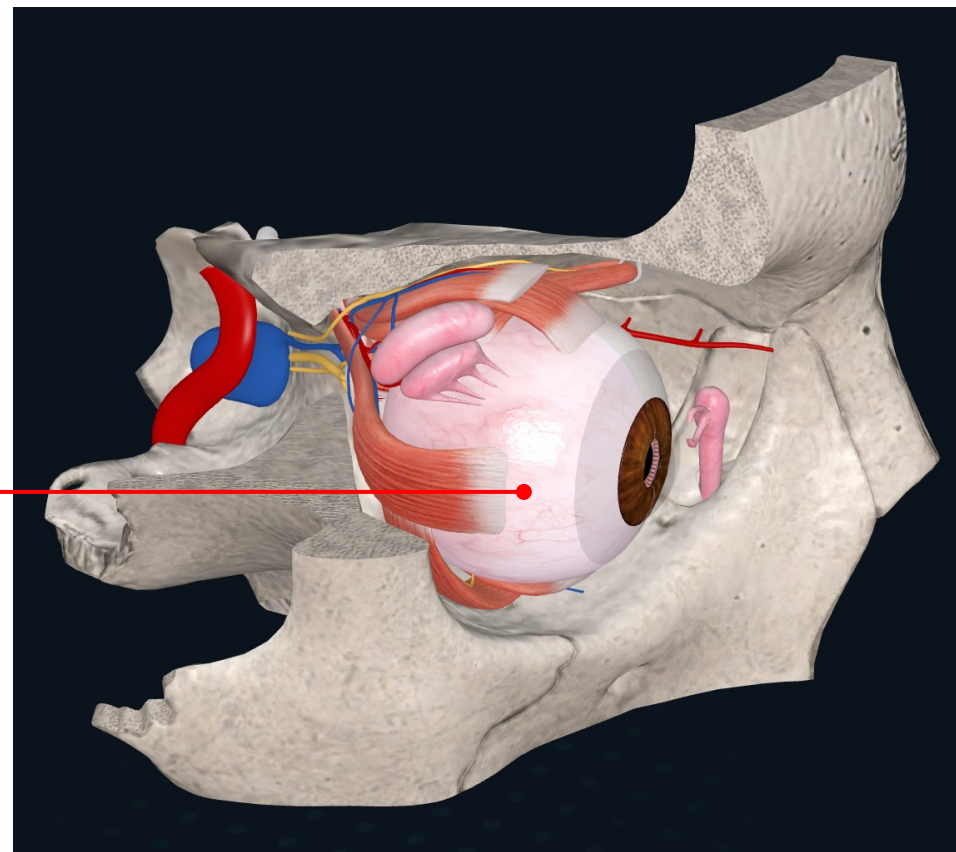


To **Pan** the model around the scene view, drag two fingers on the touchscreen to the desired direction.



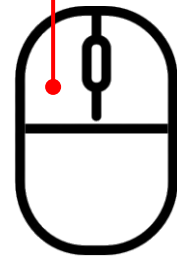
Identification of Anatomy

To view the anatomical terminology of a structure during navigation, select it with your finger.

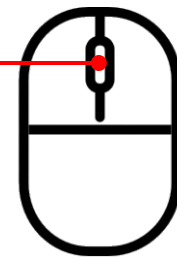


Rotating, Zooming and Panning

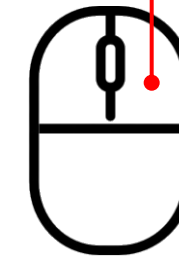
To **Rotate** the model, press and hold down the left mouse button and move the pointer along any axis. The rotation center is based on the position of your mouse pointer in relation to the model.



To **Zoom** in and out, use the mouse scroll wheel. A high-quality mouse will result in finer zooming control.

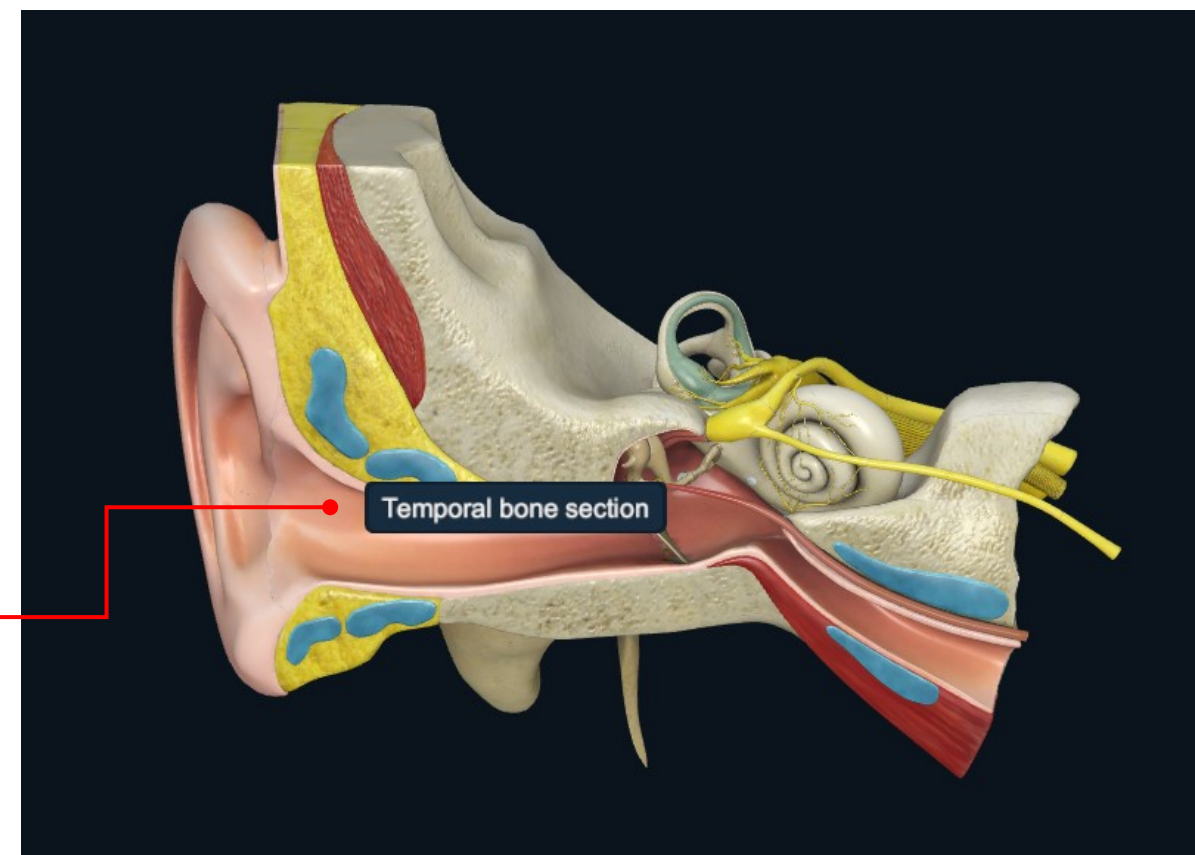


To **Pan** around the scene view, press and hold down the right mouse button and move the pointer to the desired direction.



Identification of Anatomy

To view the anatomical terminology of a structure during navigation, hover the mouse pointer over it, and an annotation will show up. The identification of anatomy works in real-time and requires no buttons to be pressed



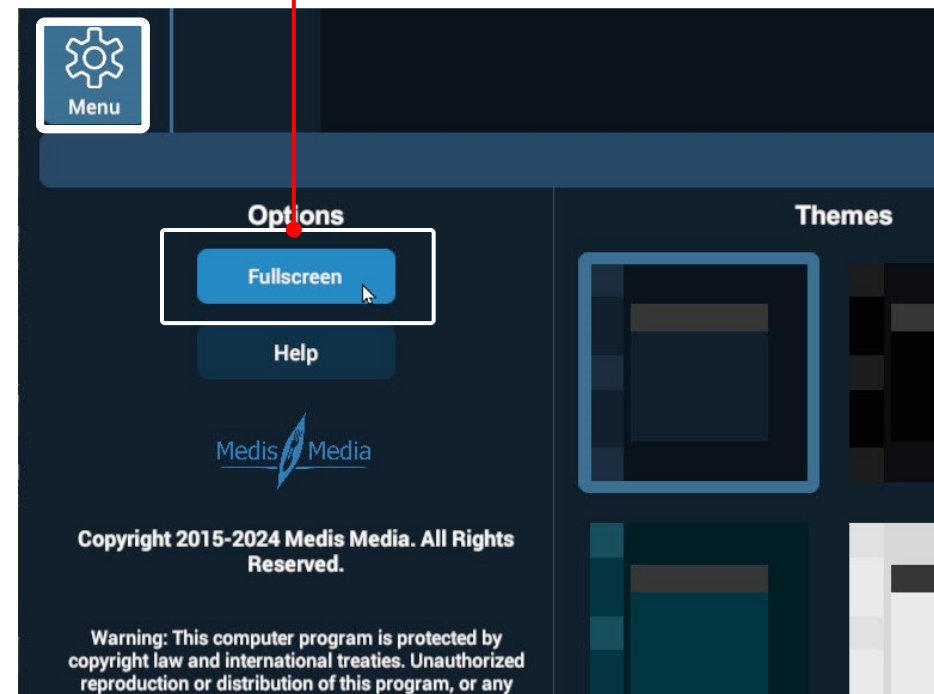
Resize Application Window (Desktop)

To alter the dimensions of the application window, hover the mouse pointer over the edge and drag the window to a different size. The size of the UI and text fonts will scale up respectively.



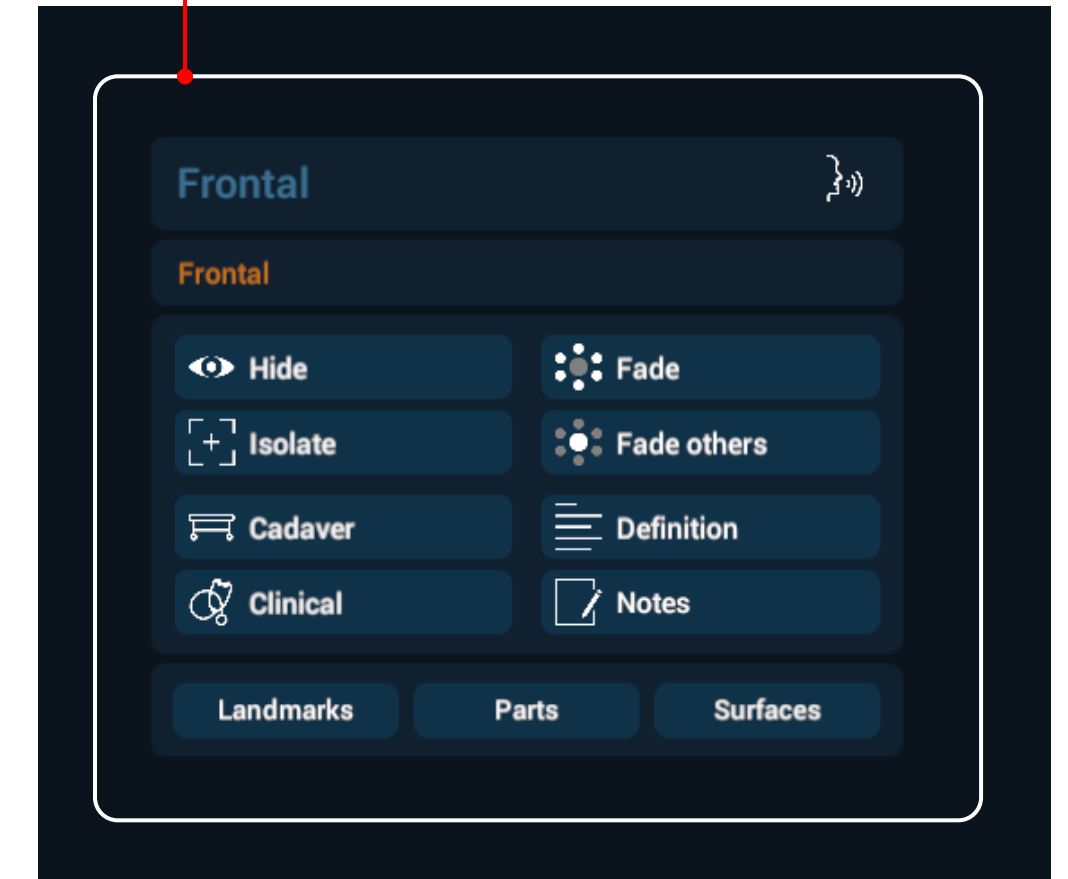
For frameless experience, choose the **Fullscreen** option in the Menu section.

ALT+ENTER Switches Between Window and Full Screen.



Moving the Options box

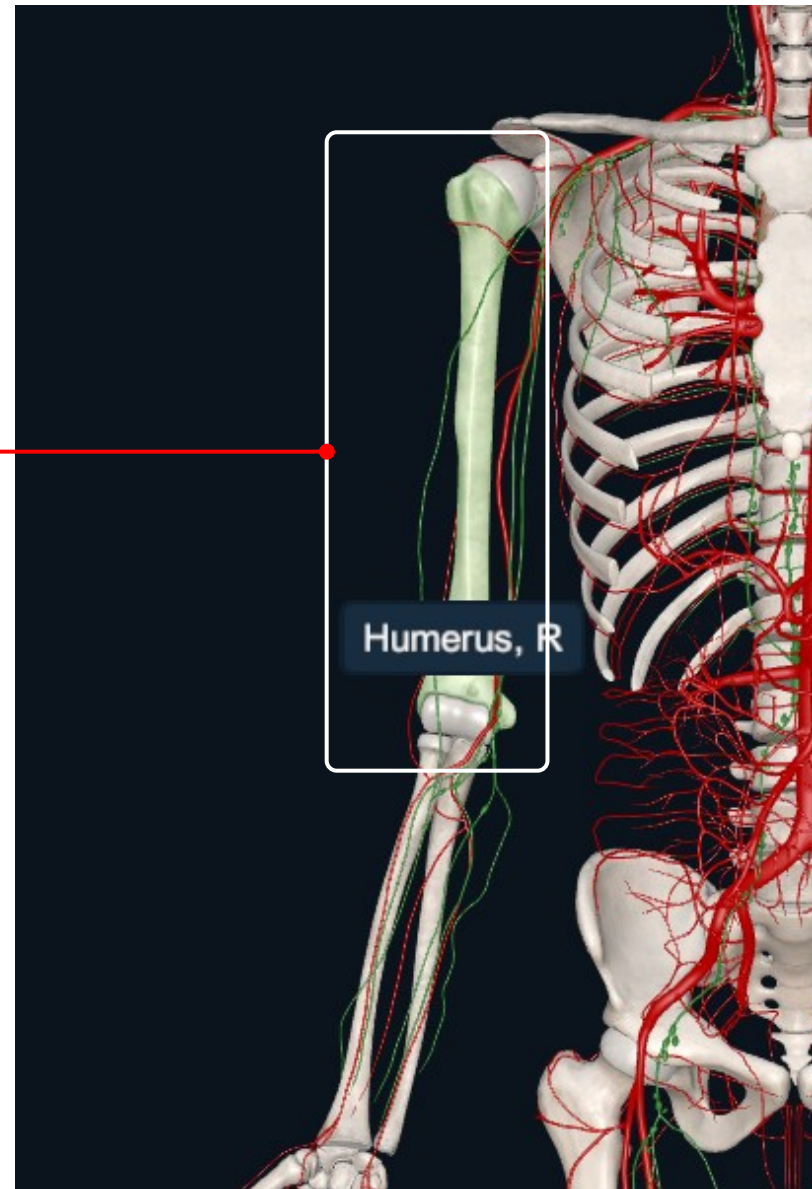
By holding the left mouse button, you will be able to move the whole table to your desired position.



Get Started with 3D Organon

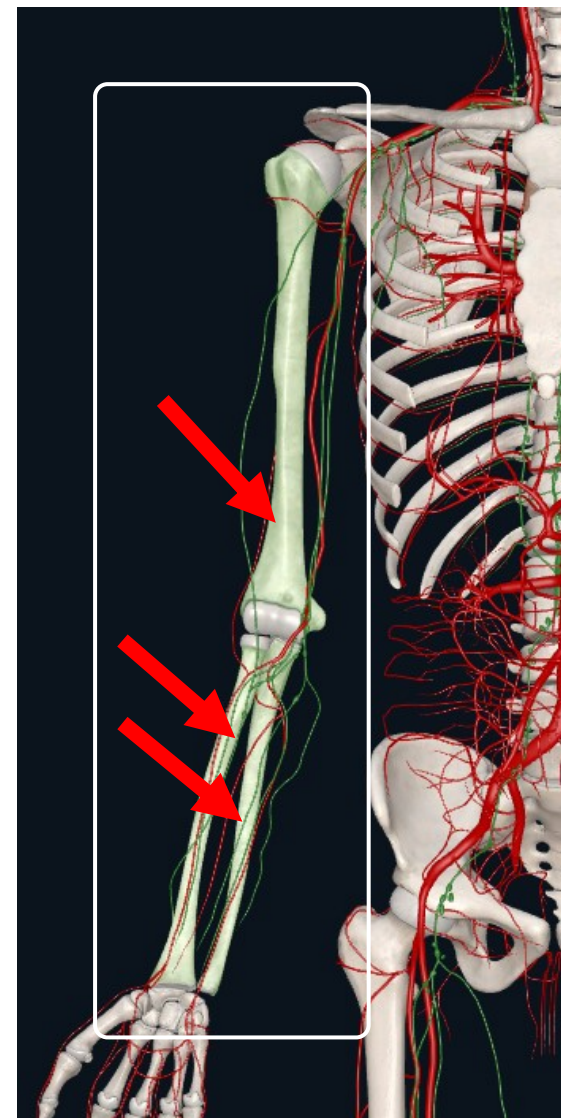
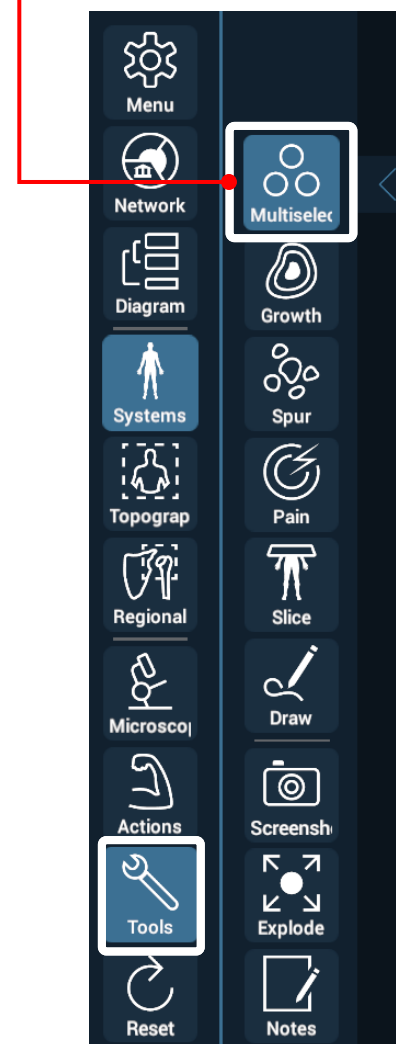
Single-select Mode

To interact with the model, you can select one structure at a time simply by clicking on it. The anatomical term of the chosen structure will be present in the annotation box together with an Options Box/Panel. To deselect a structure, just click outside the model or select a different structure.

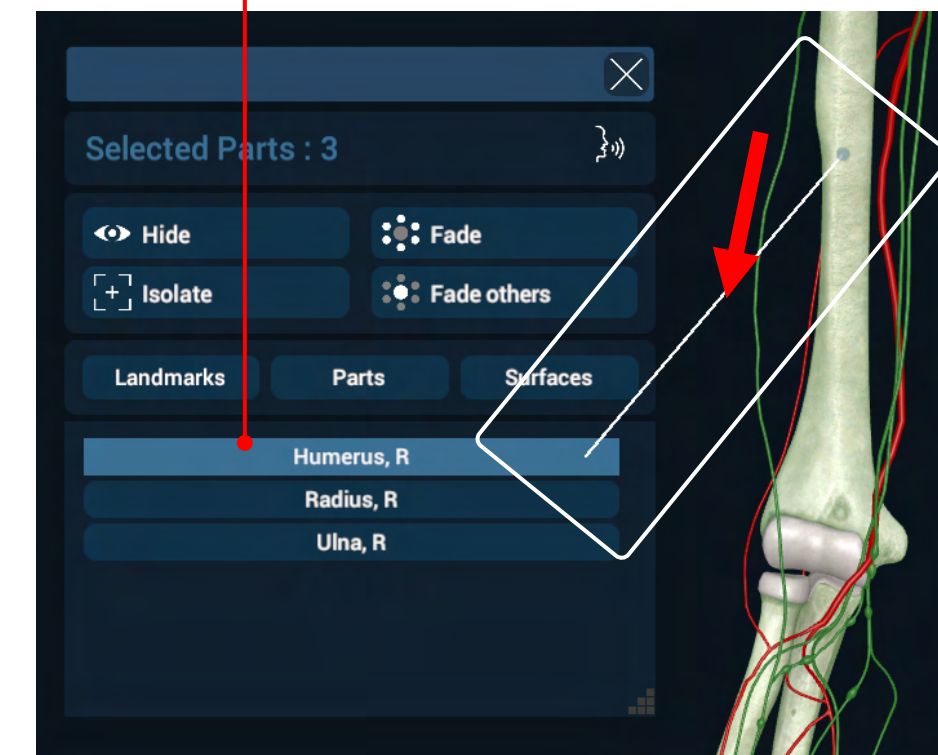


Multi-select Mode

To select multiple structures, and engage further actions in them, click on the **'Multi-select'** icon from the Tools. For Desktop: Click and hold the Shift key to select multiple anatomical structures. Alternatively, you can select multiple anatomical structures by pressing and holding the Ctrl-key and dragging the mouse, forming a window. The size of the window defines the selected region. For Tablet: Tap the **'Multi-select'** icon and select multiple structures.



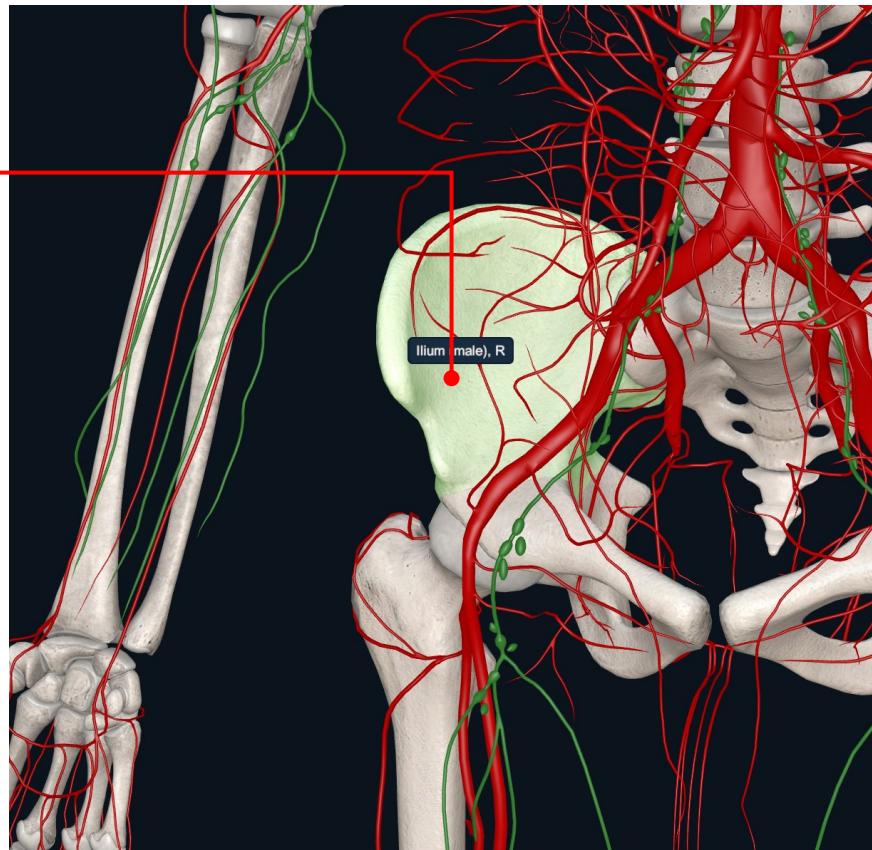
By clicking on a specific anatomical structure from the Options Box, a line will indicate where the structure is located on the 3D Model.



Working with the Anatomy Model

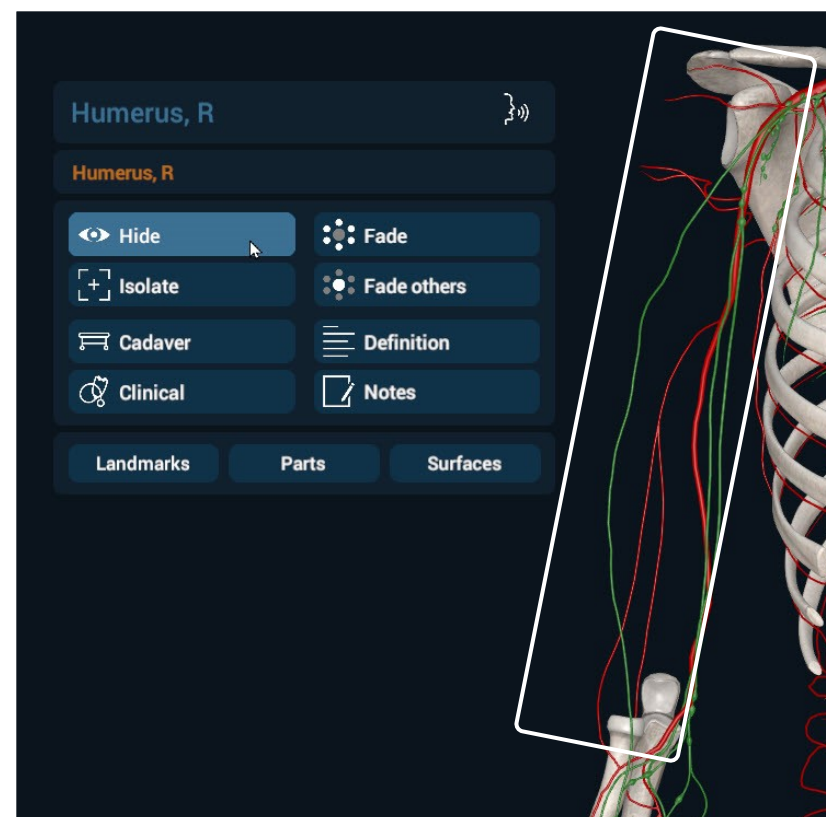
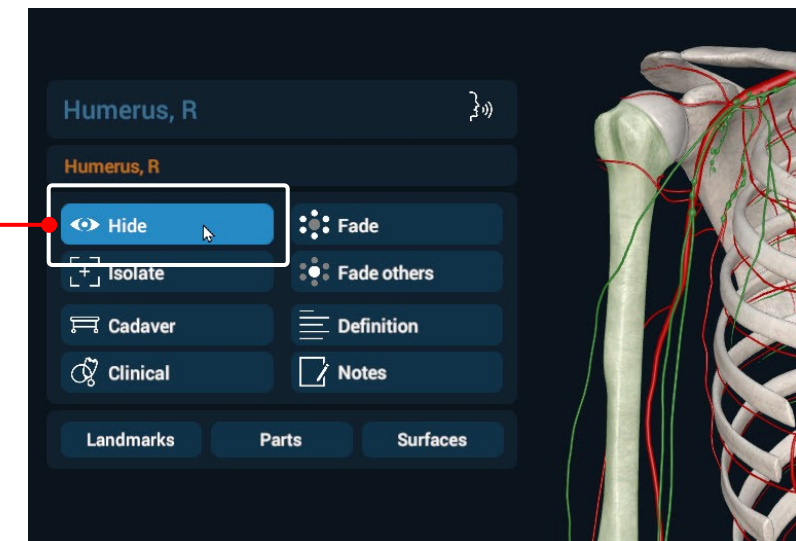
Focus on Structures

Double click with the left mouse button or Tap to focus on a structure.
The view will center to accommodate the focused object and will zoom closer to it.
The rotation center will adjust according to the focused selection.



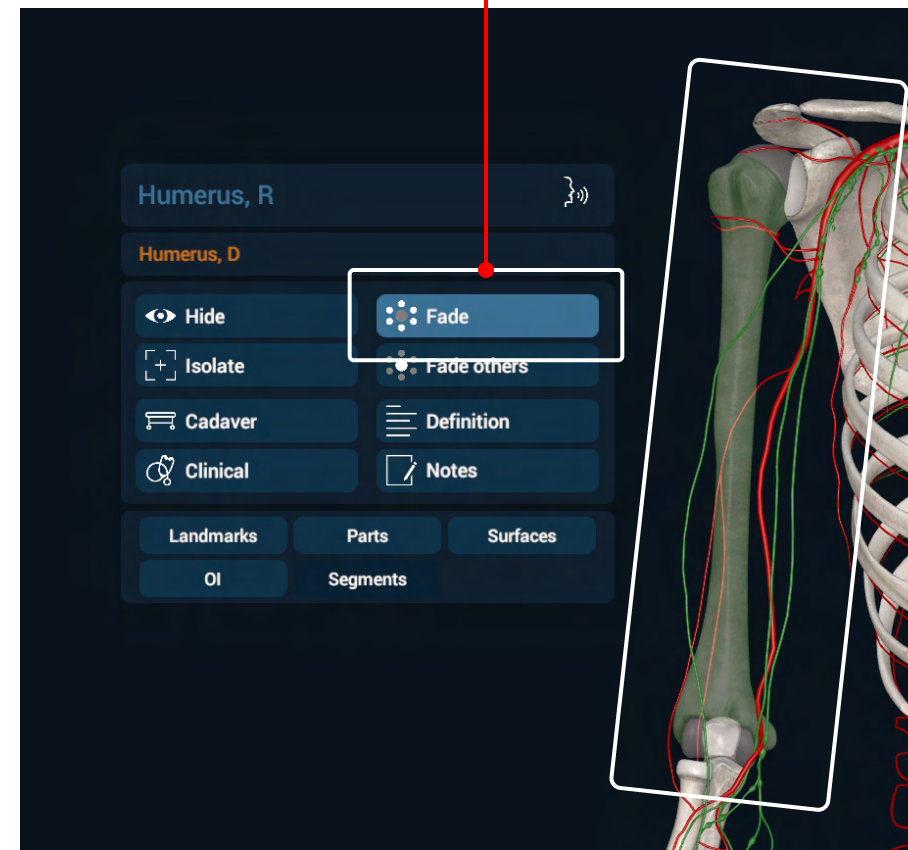
Hide Anatomical Structures

You can subtract structure(s) from the scene by clicking on the **'Hide'** icon in the Options box.
Press on the **'Hide'** icon again to restore previously hidden anatomy.



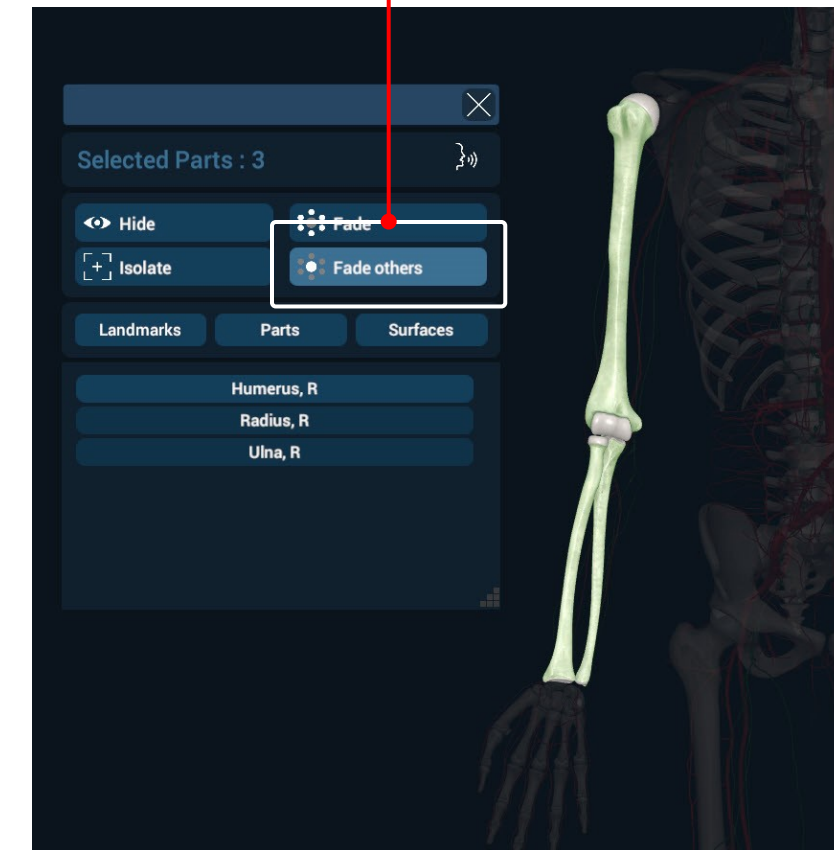
X-ray (Fade) Mode

Once you have selected an anatomical structure(s), you can make it semi-transparent by choosing the **'Fade'** icon in the Options box.



Fade others

Fading of multiple objects gives an X-ray feeling of the model.
Actuate the **'Fade others'** option to fade all the other models in the scene except the selected one.



Working with the Anatomy Model

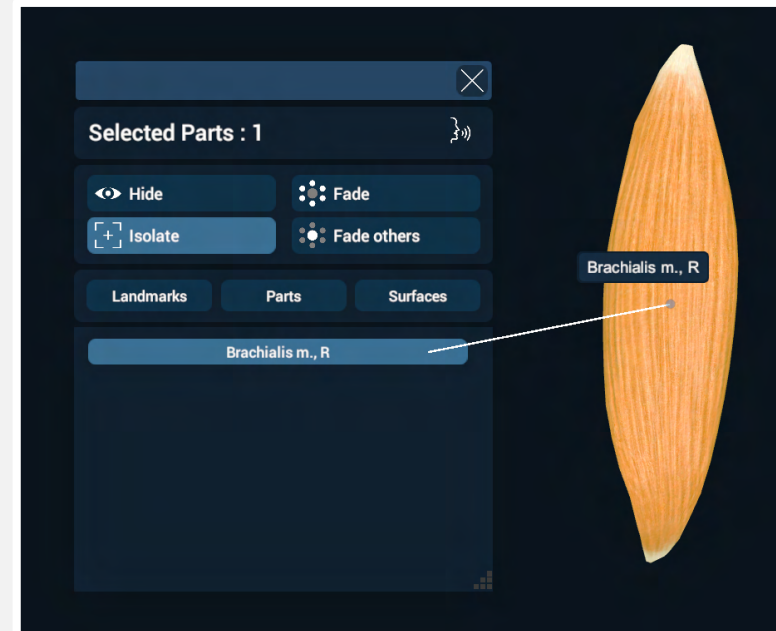
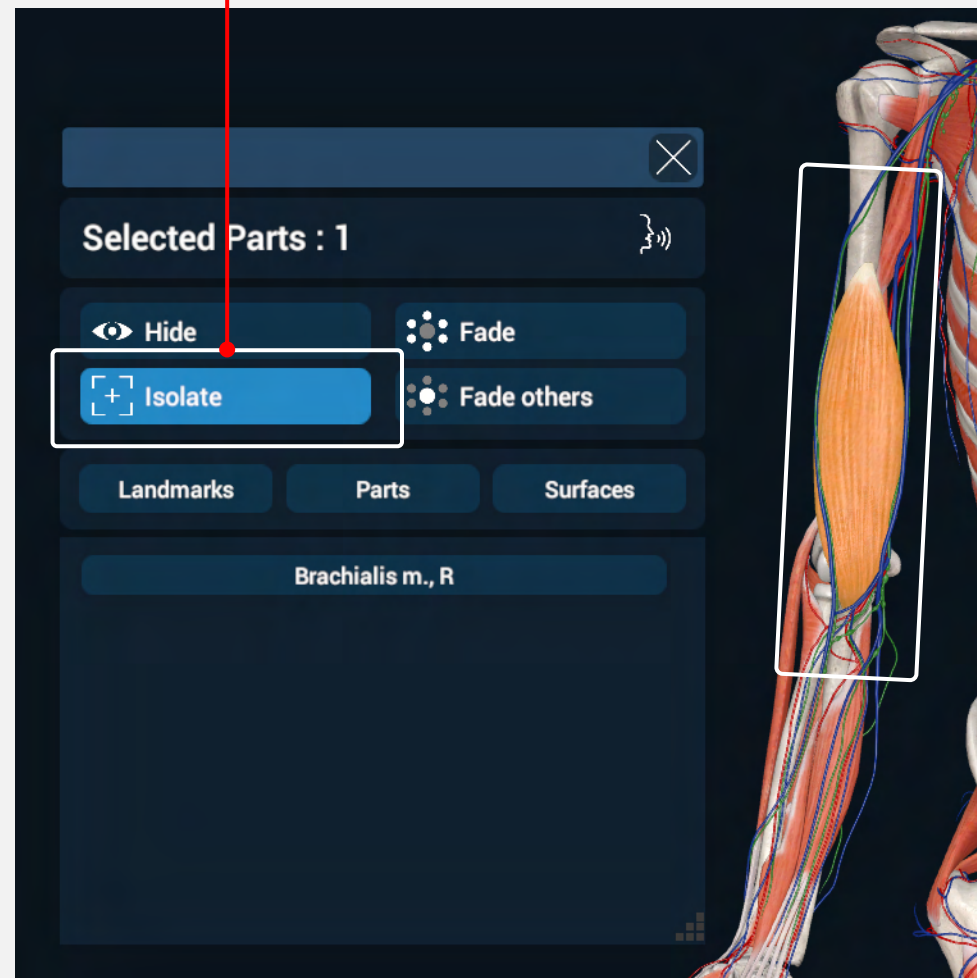
Isolate Structures

Actuate the 'Isolate' icon to view the selected structure(s) secluded from the rest of the scene.

The function is particularly useful for inspecting anatomy without the interference of surrounding models.

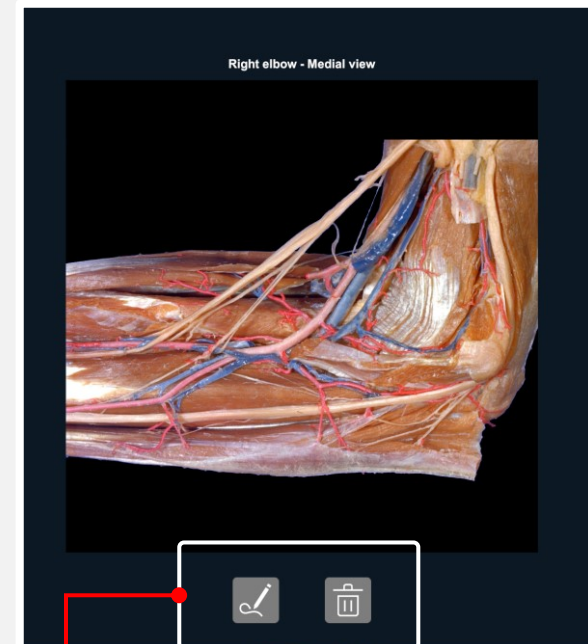
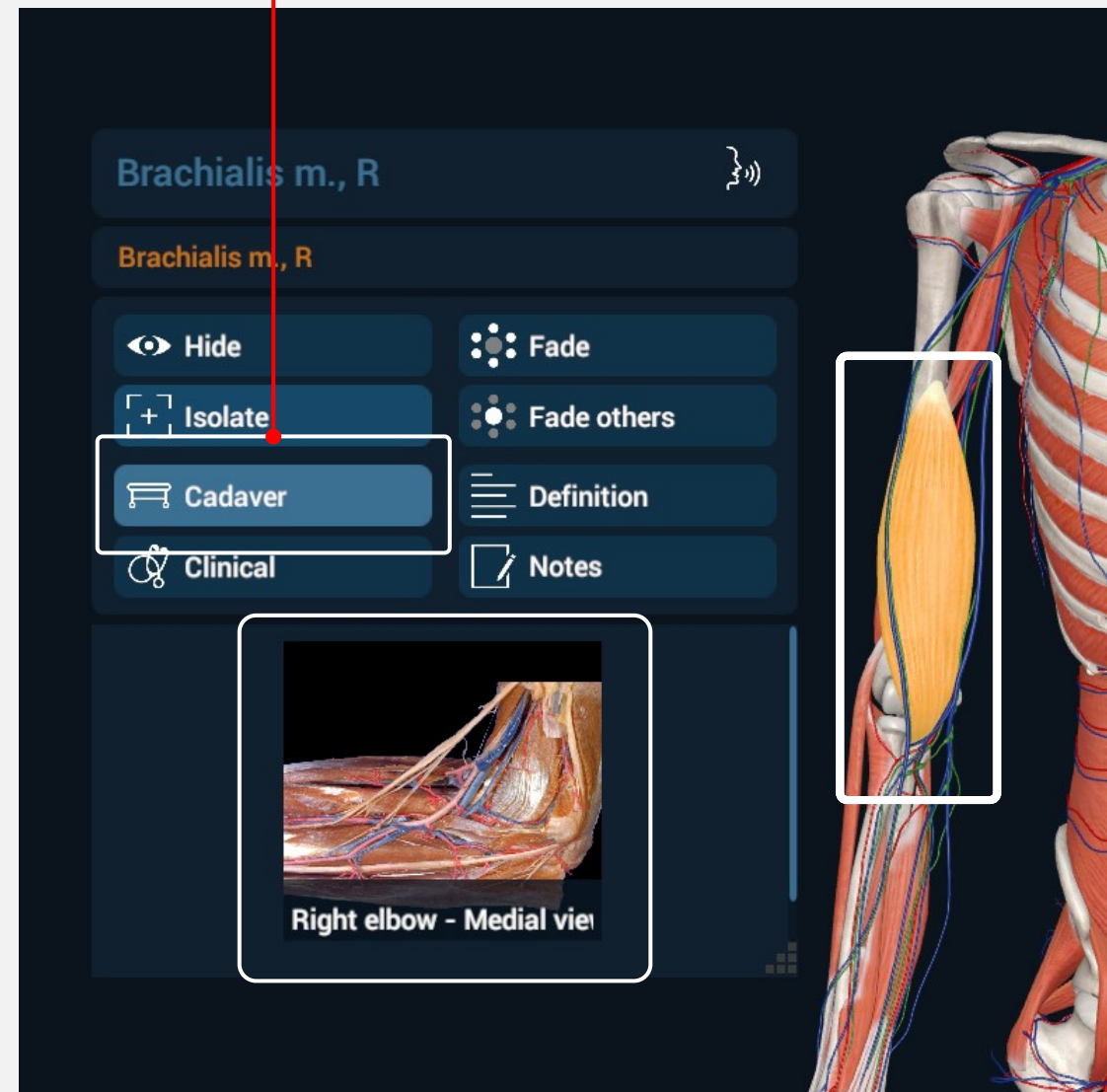
Works in Single- and Multi-select modes.

Press the 'Isolate' button again to reverse the previous action.



Cadaver

By pressing the 'Cadaver' icon in the Options box, a cadaveric image related to the selected region of the body will appear. Scroll down the list and select a cadaveric image to display in full-screen.

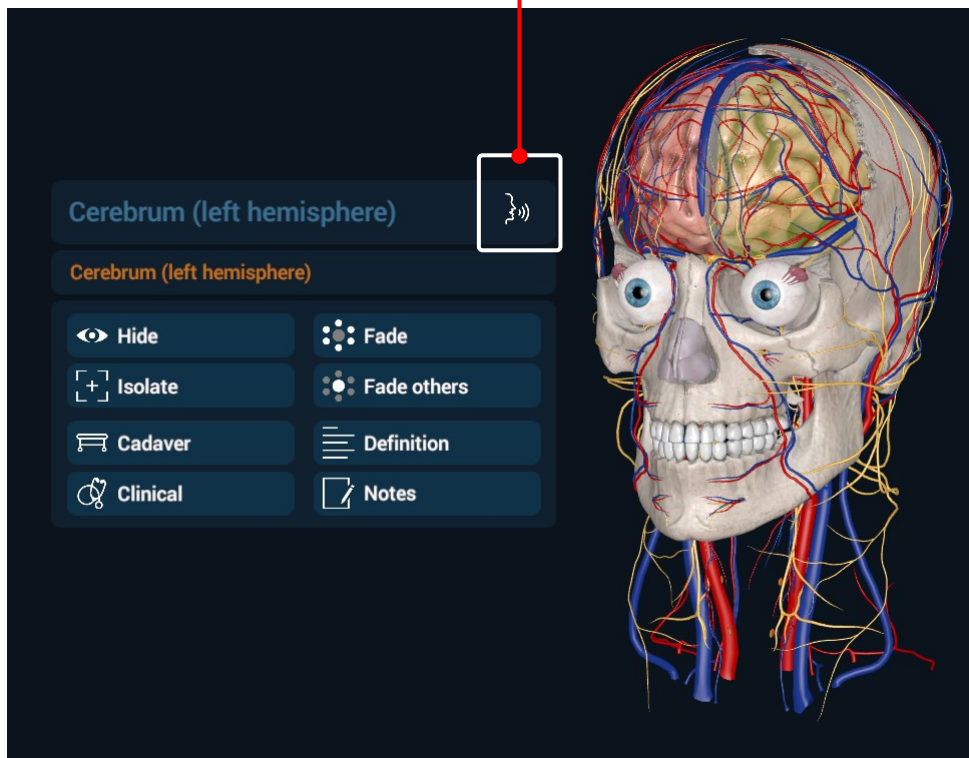


You can draw on top of the cadaveric image.

Working with the Anatomy Model

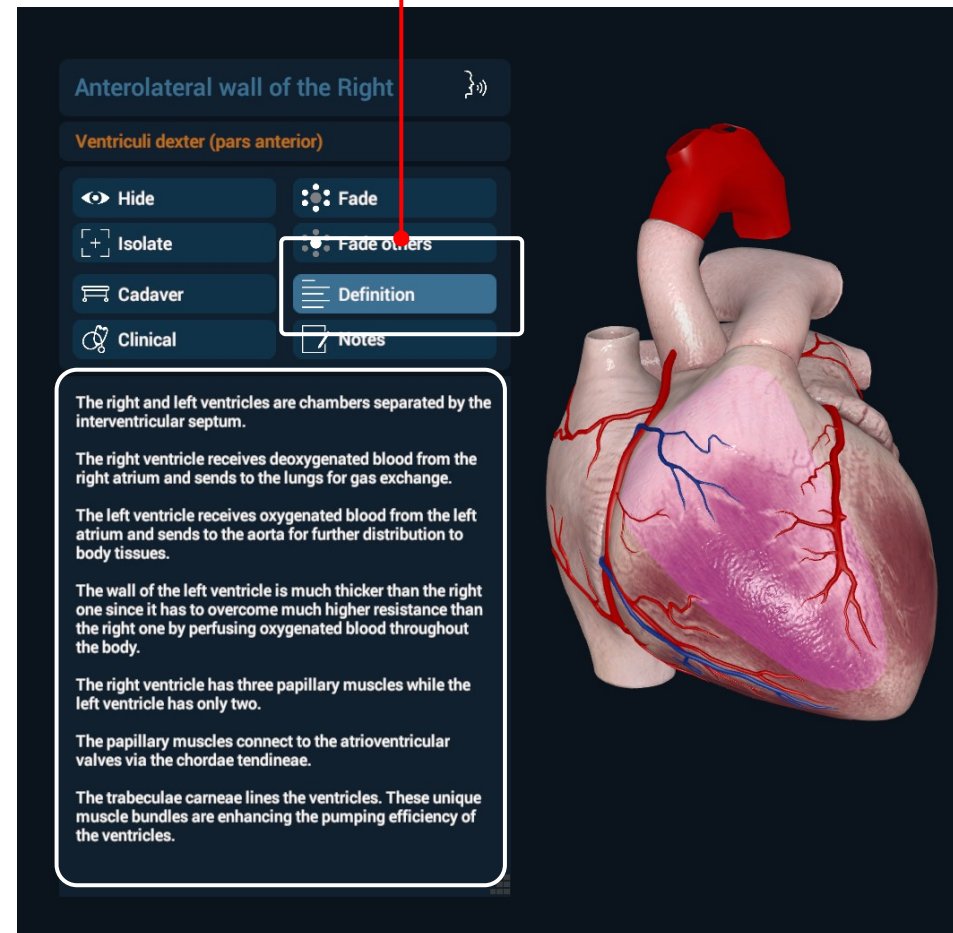
Voice Narration

To listen to anatomical terminology per selected structure, click on the '**Speaking**' icon in the Options box. An English voice/speech setup is required in your operating system for the function to operate.



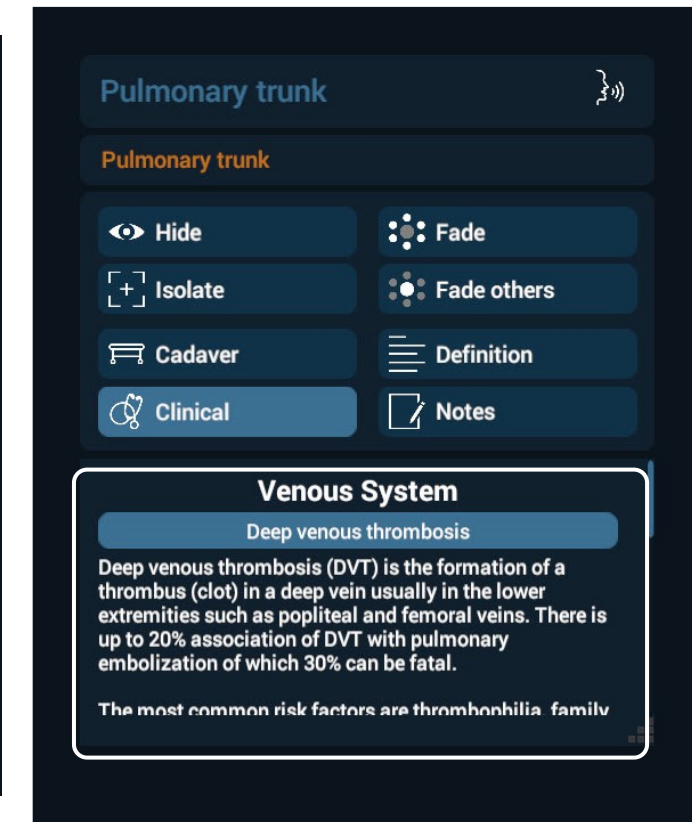
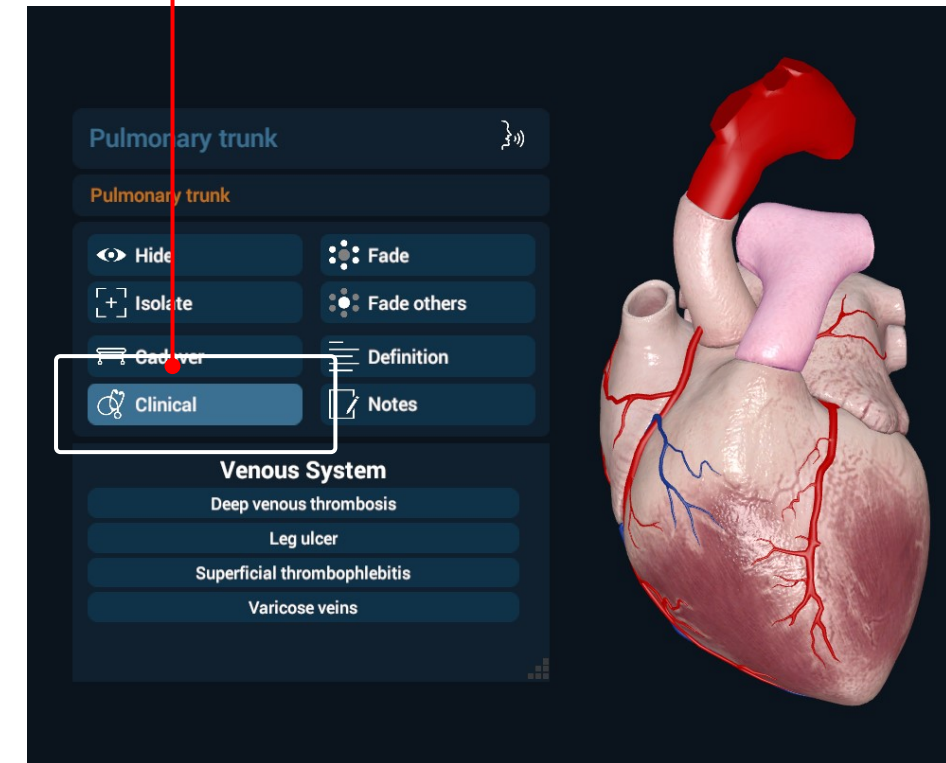
Anatomical Definitions

By pressing the '**Definition**' icon in the Options box, you can read the anatomical definition of a selected structure. Scroll down the text in the infobox to read the definition.



Clinical Correlations

By clicking on the '**Clinical**' icon in the Options box, you can read the clinical manifestations organized per body system. Correlate normal anatomy with selected common clinical manifestations.

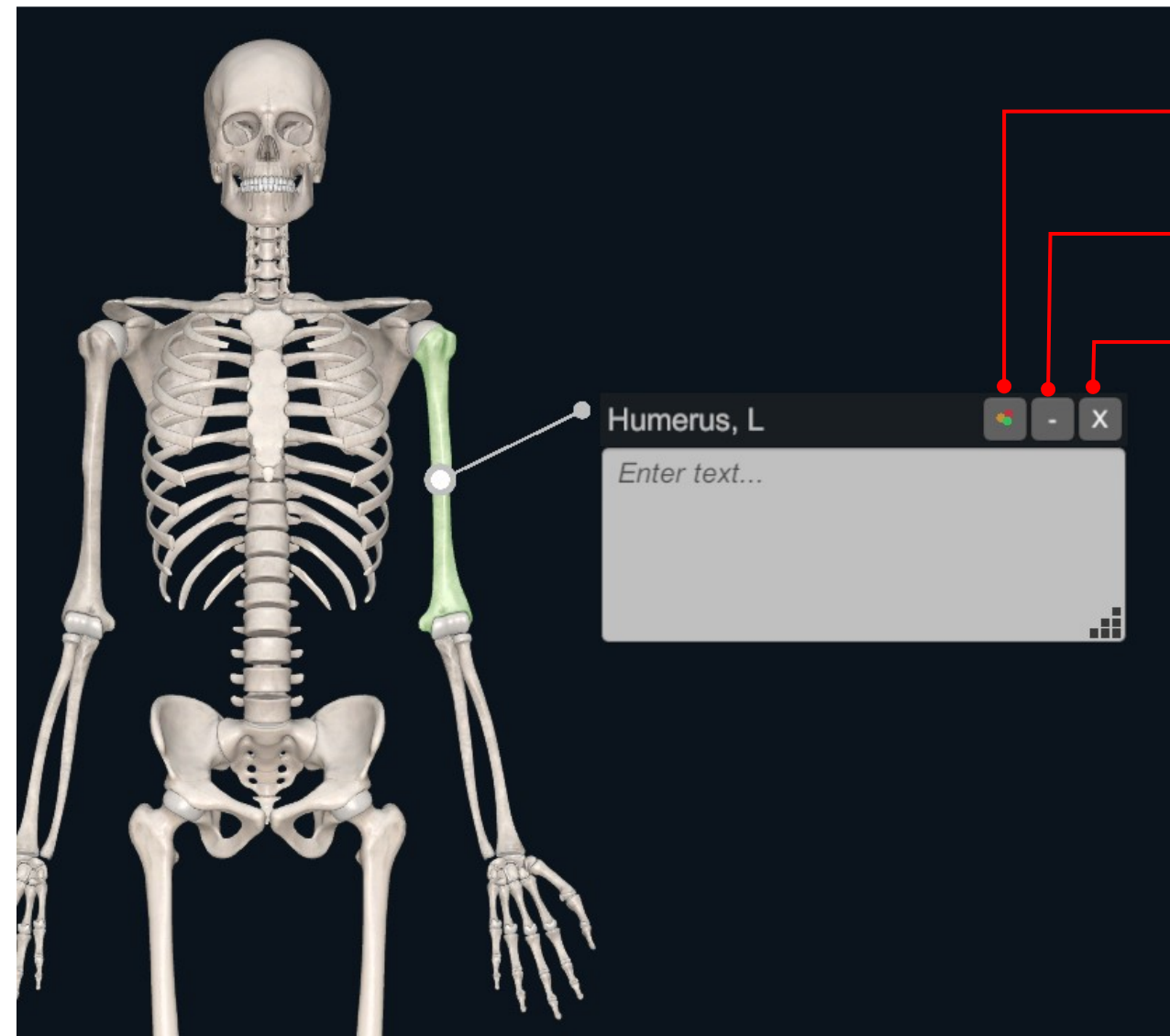
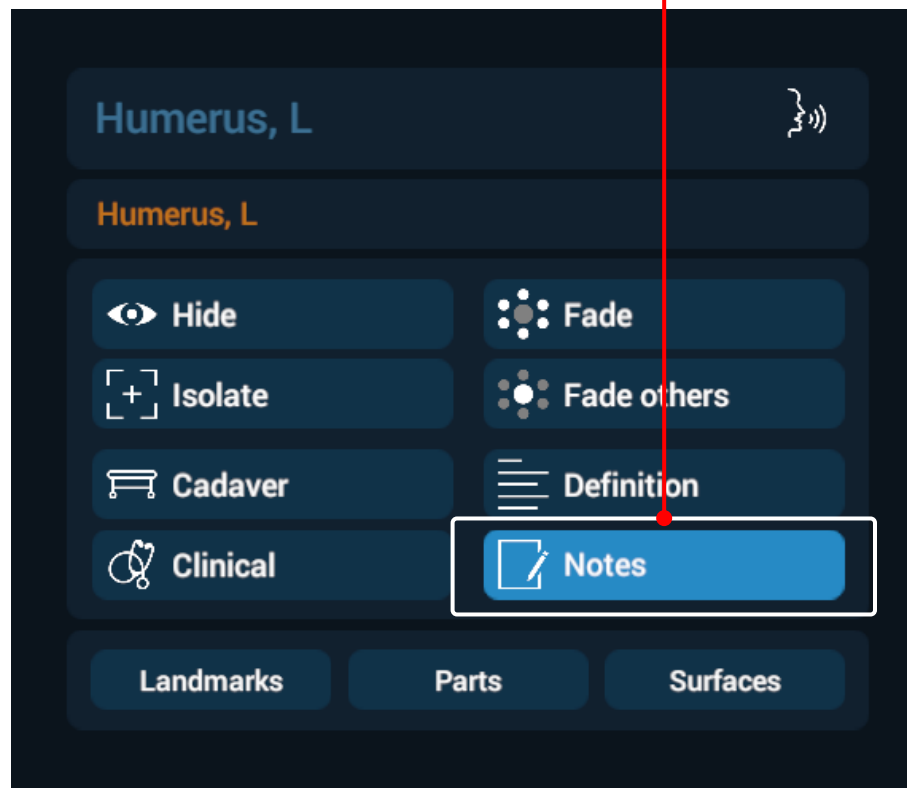


Working with the Anatomy Model

Taking Notes

You can take notes you want for a selected structure by selecting the **'Notes'** icon in the Options box.

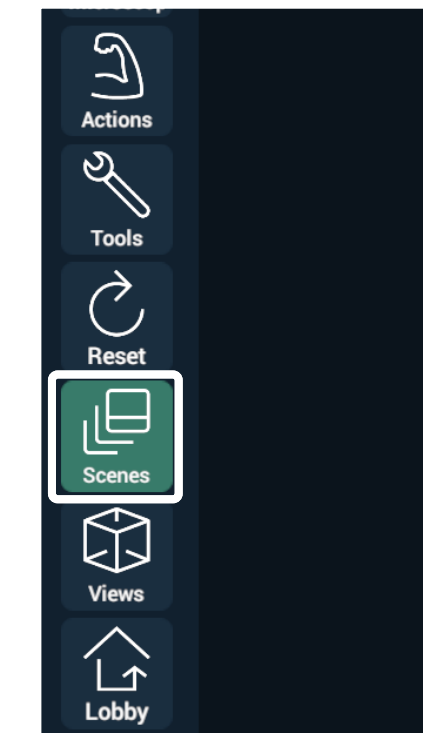
Type the desired text, up to 1,000 characters, in the Infobox. Notes are structure-specific and they can be modified after you have saved your Note*.



Change the color of the infobox.

Minimize the infobox

Close the infobox.



To keep your Notes you will need to save your current Scene. Click [here](#) for more details.

Mapping Features per Body System

Mapping

	Parts	Surfaces	Landmarks	Segments	Muscle Origins & Insertions (OI)	Areas	Lobes	Impressions	Gyri	Sulci & Lobes
SKELETAL										
Bones	✓	✓	✓		✓					
Spine	✓	✓	✓	✓	✓					
CONNECTIVE										
Costal cartilages, R-L					✓					
Interosseous membrane of the forearm, R-L					✓					
Interosseous membrane of the leg, R-L					✓					
NERVOUS										
Cerebrum, R-L						✓	✓		✓	✓
Cerebellum, R-L			✓			✓	✓			
Brainstem (Midbrain, Pons, Medulla oblongata)	✓									
RESPIRATORY										
Pharynx	✓									
Laryngeal apparatus					✓					
Lungs				✓				✓		

Mapping Features per Body System

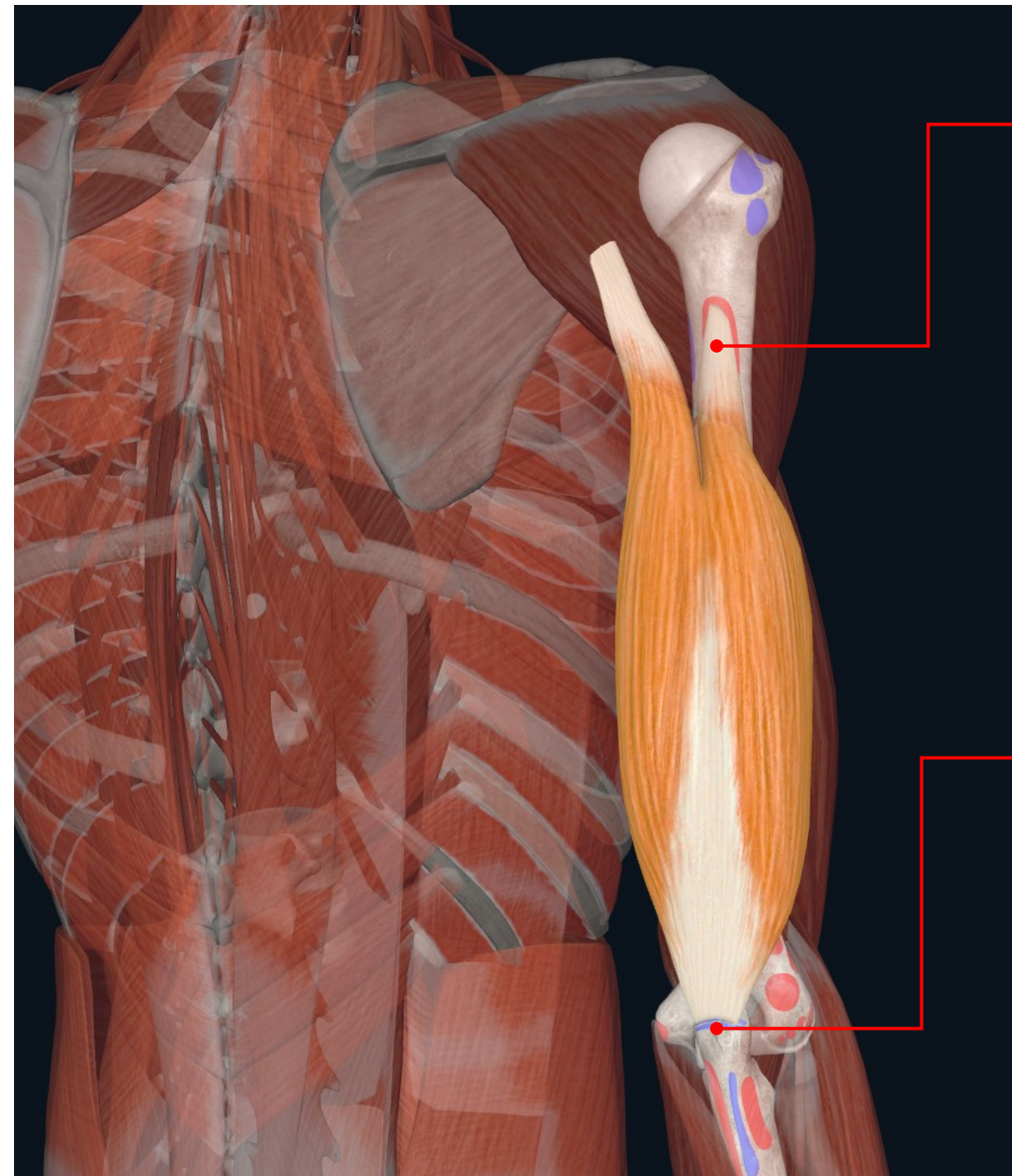
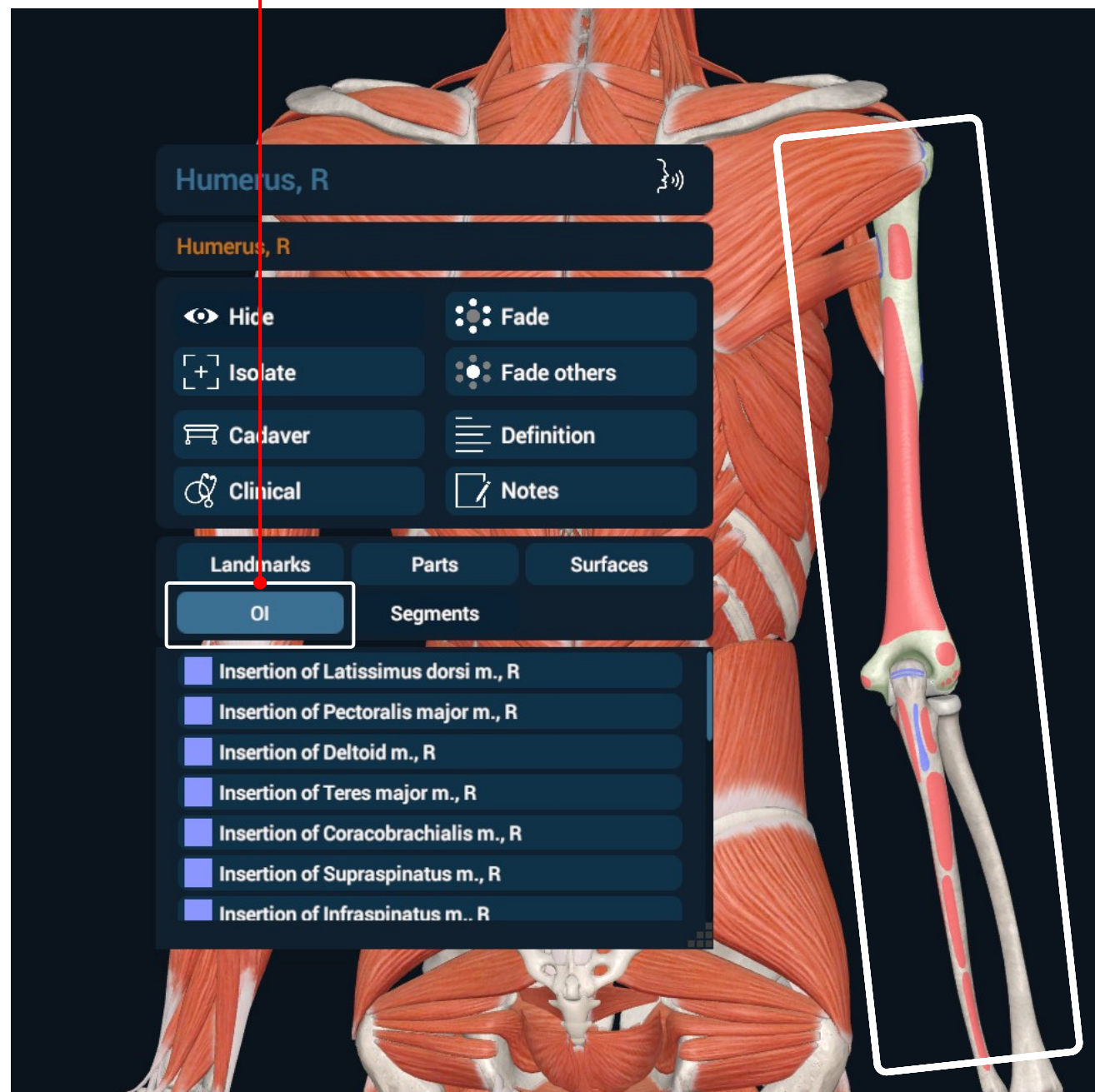
Mapping

	Parts	Surfaces	Landmarks	Segments	Muscle Origins & Insertions (OI)	Areas	Lobes	Impressions	Gyri	Sulci & Lobes
DIGESTIVE										
Liver				✓						
Stomach	✓									
Pylorus	✓									
Duodenum	✓									
Pancreas	✓									
Small Intestine	✓									
Colon large intestine	✓									
Vermiform appendix	✓									
Sigmoid large intestine	✓									
Rectum large intestine	✓									
URINARY										
Bladder (male/female), R-L	✓		✓							
REPRODUCTIVE										
Uterus, R-L	✓									

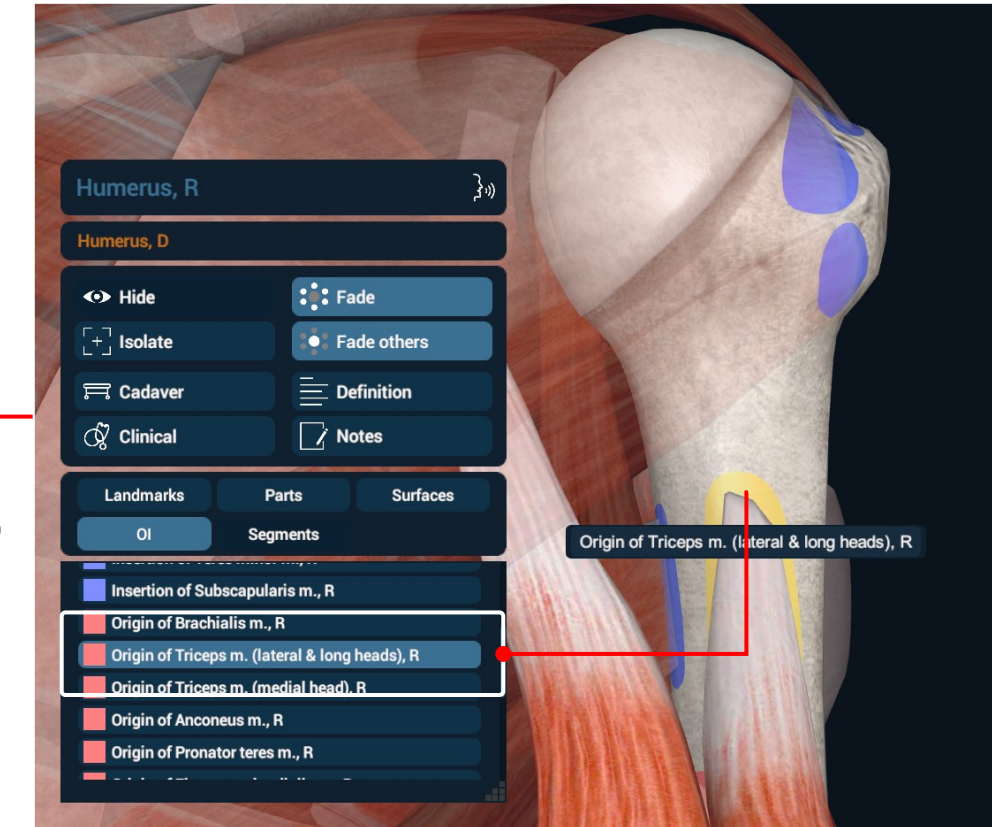
Example A

Muscle Origins & Insertions (OI)

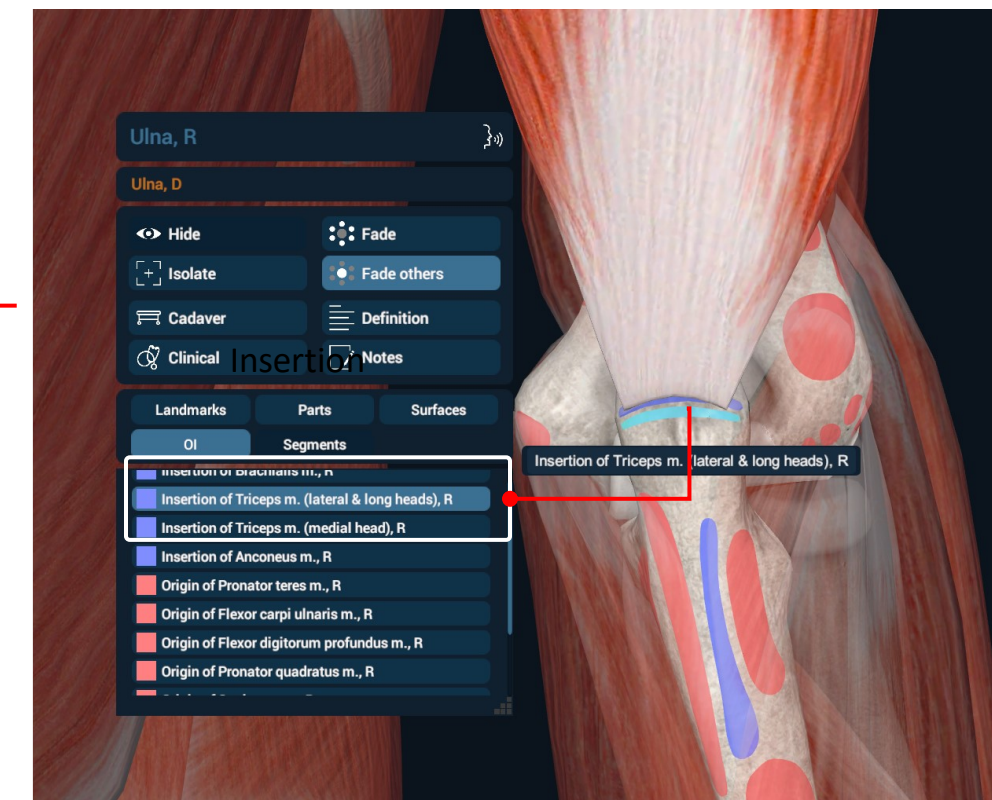
Use the incredible new tool to see the Origin and Insertion points of a muscle in the model. First select the bone from the model you need to examine and click on the 'OI' icon from the Options box. The Option box will display different color-coded terminology corresponding to the Origin and Insertion points.



Origin



Insertion



Example B

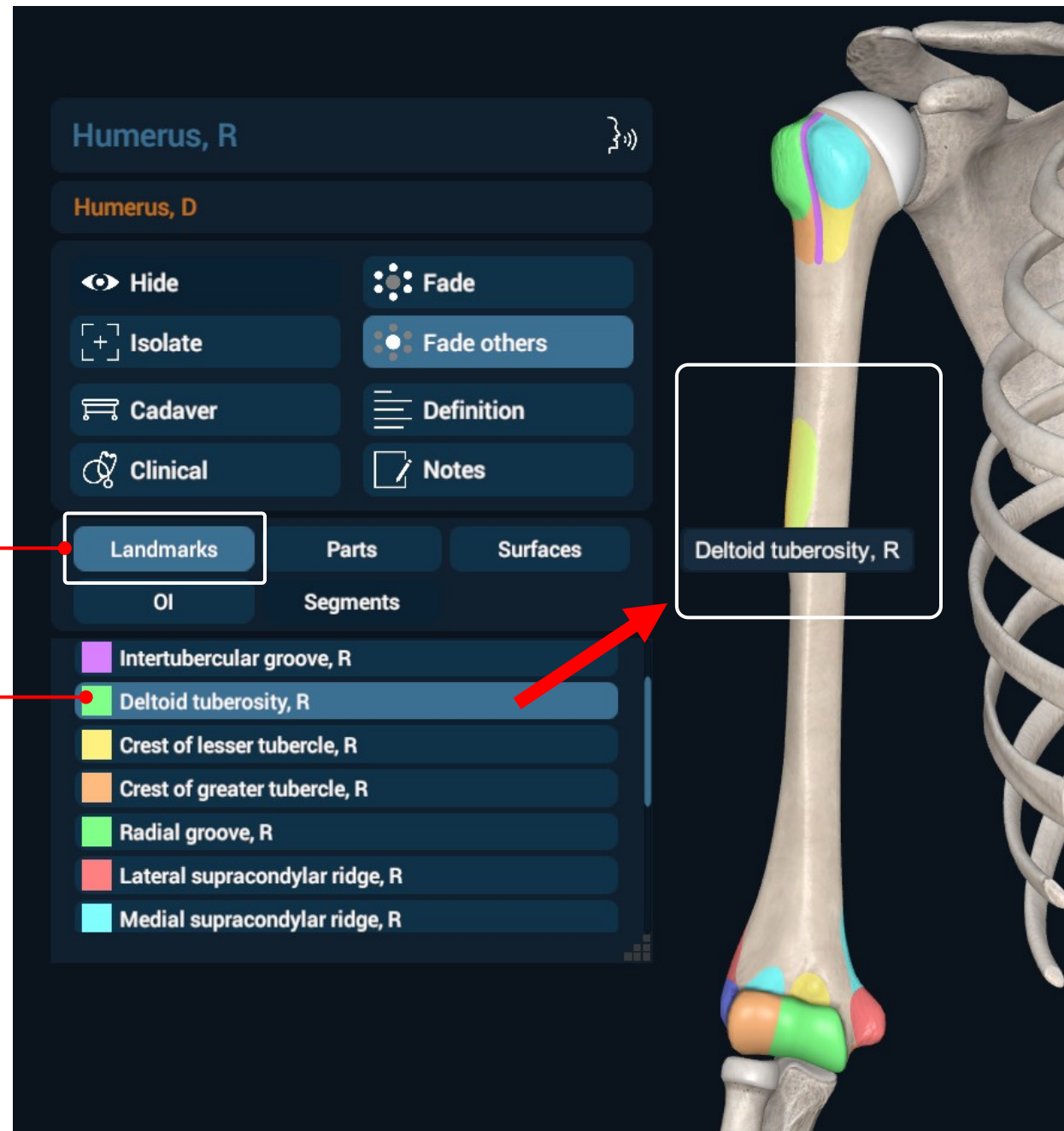
Bone Mapping | Landmarks

The bone mapping module in 3D Organon offers a detailed color mapping for each bone of the body, organized into Landmarks, Parts, and Surfaces. This module details over 3,500 bone features and landmarks presented with appealing colors and highlights.

Select and click on a structure for the Options box to appear. Choose between Landmarks, Parts, and Surfaces. To exit the chosen module (Landmarks, Parts, and Surfaces) just click on it.

By pressing the 'Landmarks' icon in the Options box, different color-coded terminology will display corresponding areas for a selected bone.

By clicking on a specific Anatomical structure from the Option Box, the specified area of interest will be highlighted on the 3D Model, with the corresponding color-coded Landmark.

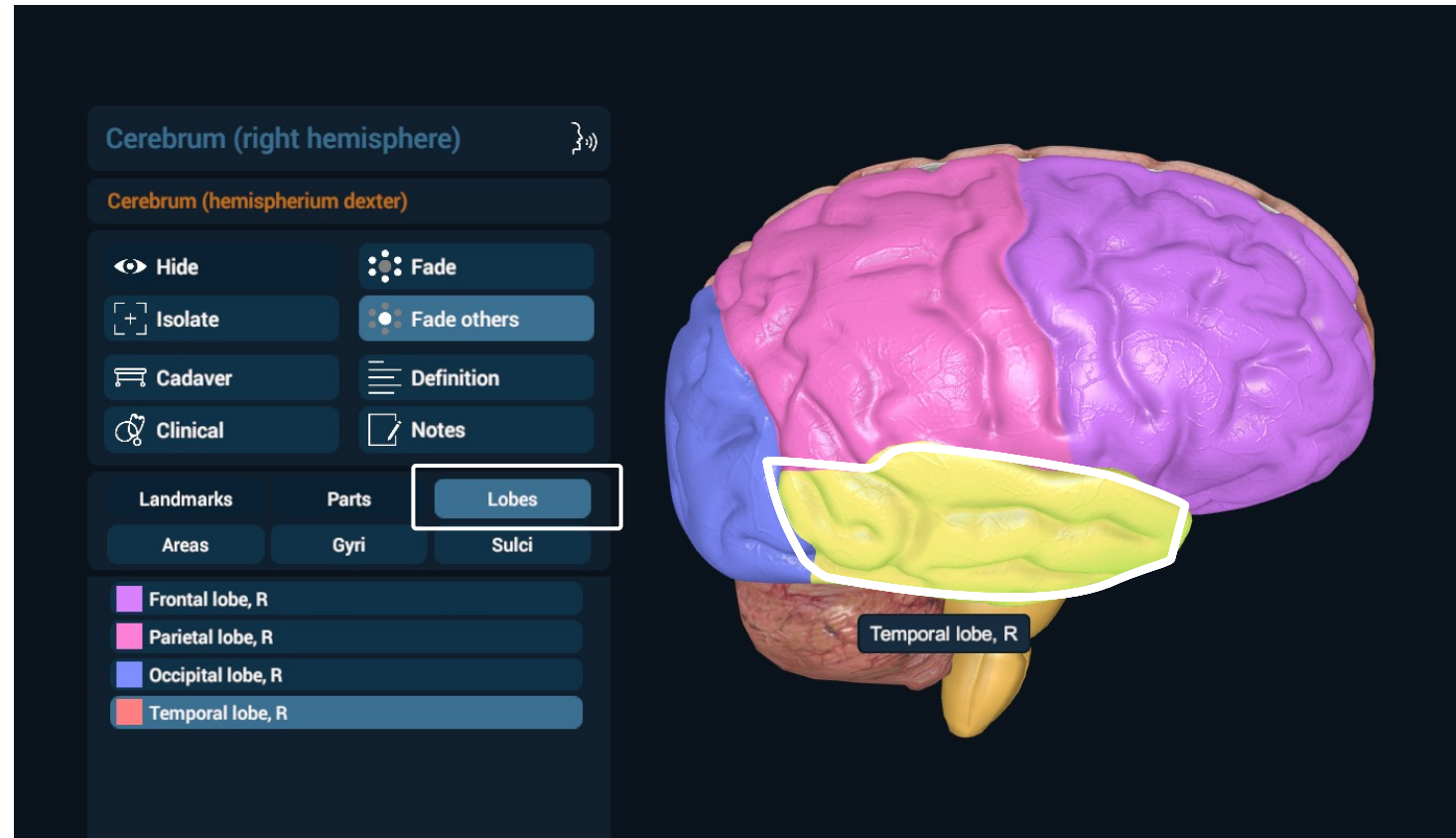


By pressing the 'Isolate' icon in the Options box, you can view a specific Anatomical structure with its corresponding Landmarks.

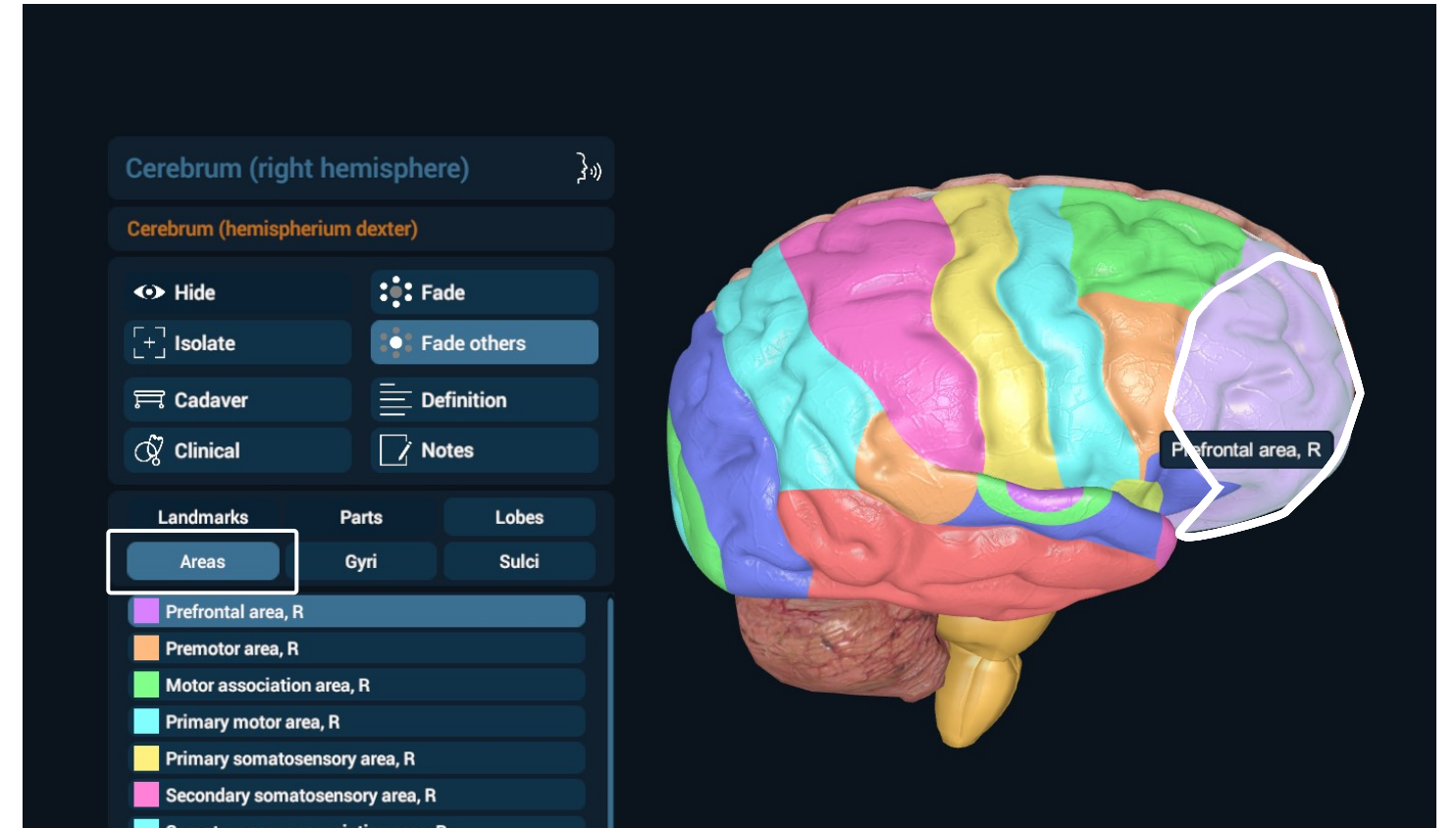


Example C

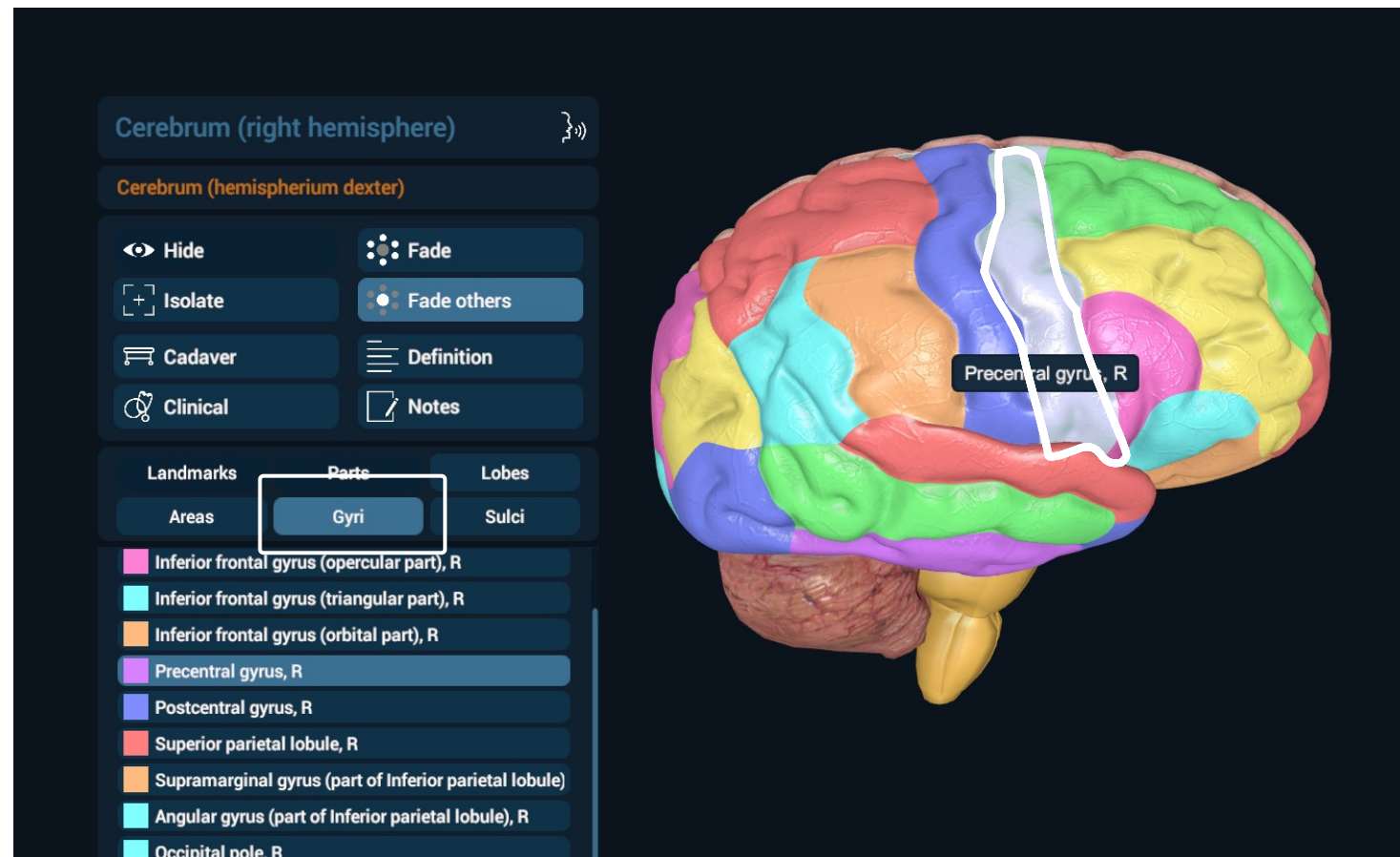
Lobes



Functional Areas



Gyri

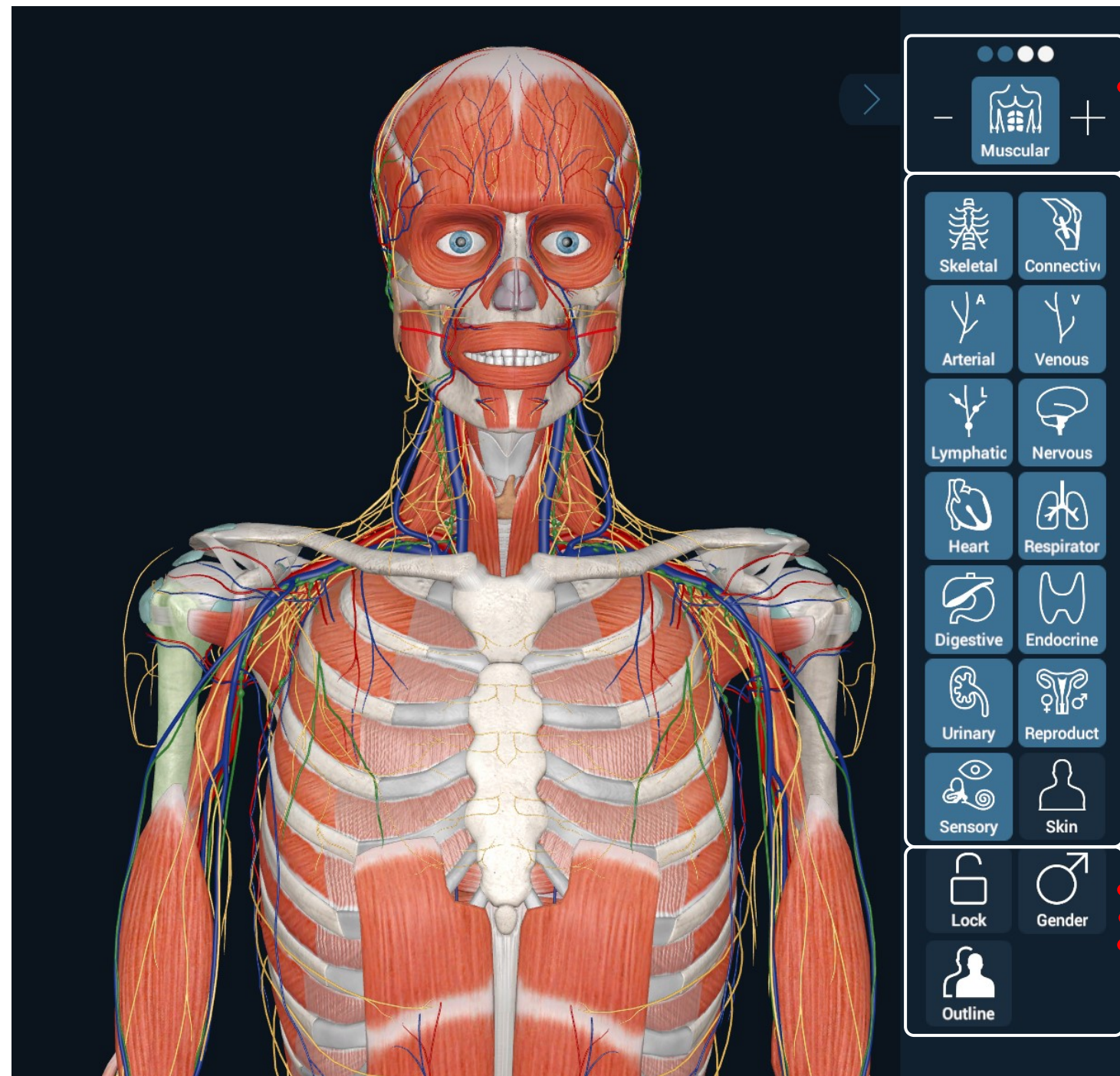


Sulci



System-based Anatomy

3D Organon operates by default in a System-based Anatomy mode.
System-based Anatomy is ideal for appreciating the overall anatomy of the human body.



Muscle Layers

To view muscles organized into layers, from deep to superficial, use the '+' selection, next to the Muscular system icon. The '-' selection will gradually remove muscle layers. By clicking on the Muscular icon all muscular layers are removed.

Select from the body systems on the right-side panel to add a system in your scene view. All 15 body systems are available.



Unlock

Lock mode is a powerful tool enabling you to operate on user-defined structures and body systems. In 'Lock' mode, you can select one or more systems from the right-side panel. While in locked mode you can only turn on and off your preselected structures. The Locked function only works in System-based anatomy. To add more systems in the scene, you must unlock the scene.



Lock

In 'Unlock' mode, you can select and deselect any of the systems.



Gender

By pressing the 'Gender' icon you can switch between male and female models.



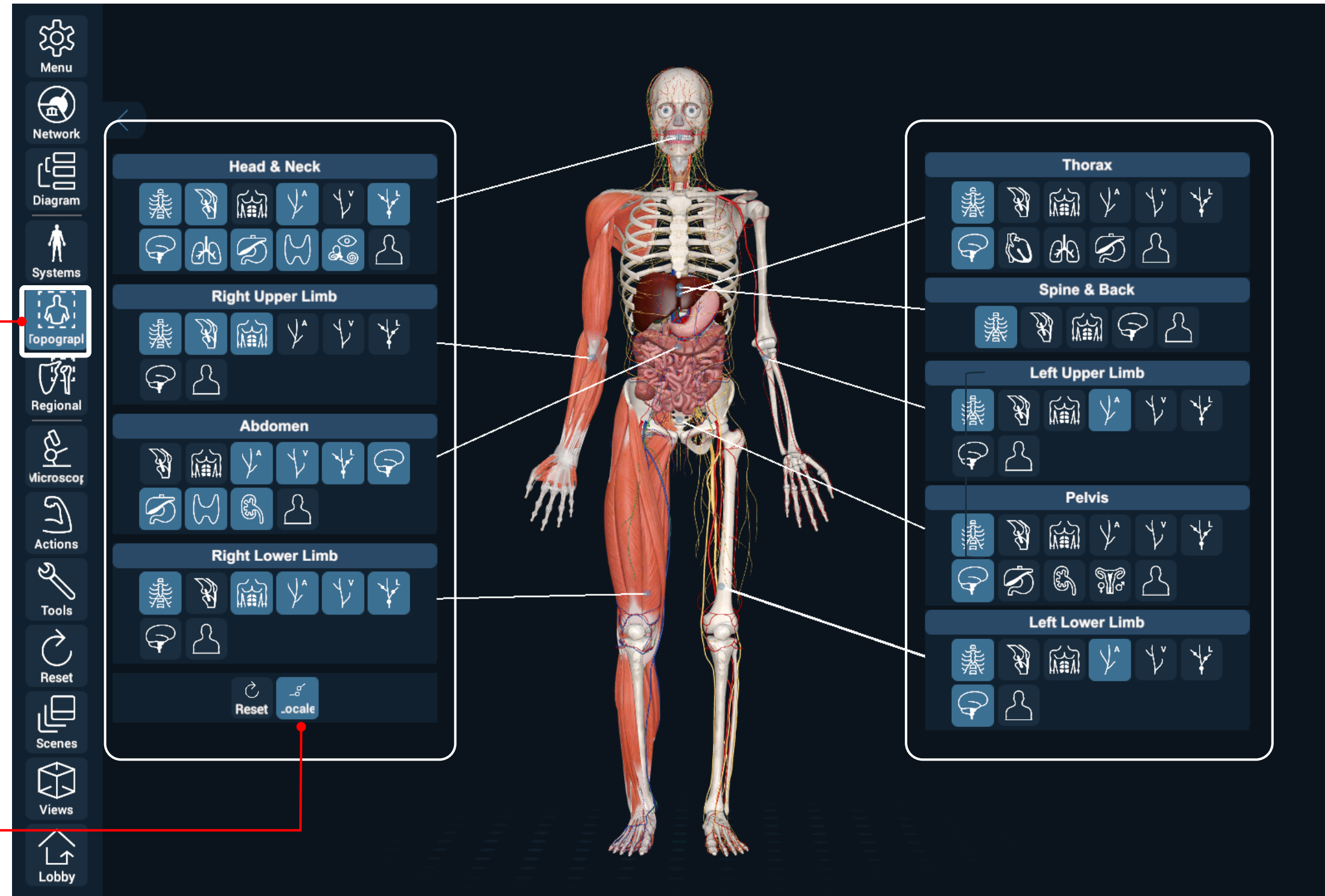
Outline

By pressing the 'Outline' icon the contour of the skin appears.

Topographic Anatomy

You can view anatomy based on system choices per body area. Click on the **'Topographic'** icon on the left side panel and select the system/s you want to include in your scene.

Click the **'Topographic'** icon again to exit and work with the model in the main scene view.



Press the **'Locale'** icon in the Options box to view and remove the localization points from view.

Diagram

The Diagram tool illustrates a full mapping of all body systems and their structure classifications. At the full expansion of an anatomical structure, the entire breadcrumb navigation trail is shown together with the 3D model and its definition. You can easily click-path from one structure to another and offer an exclusive presentation of anatomical classifications. This module is excellent for demonstrating the 'big-picture' of internal linking structure in a body system.

For Desktop: By holding the left mouse button, you will be able to move the whole table to your desired position.

HEART

- Pericardium
- Right and left ventricles (anterior half)
- Right and left ventricles (posterior half)
- Atrium, R
- Atrium, L
- Papillary muscles

Heart valves

- Atrioventricular valves
 - Tricuspid valve
 - Mitral valve
- Semilunar valves

Tricuspid valve

Valva atrioventricularis dextra (tricuspidalis)

The tricuspid valve is the atrioventricular valve at the opening between the right ventricle and right atrium.

It has three cusps, anterior, posterior, and septal.

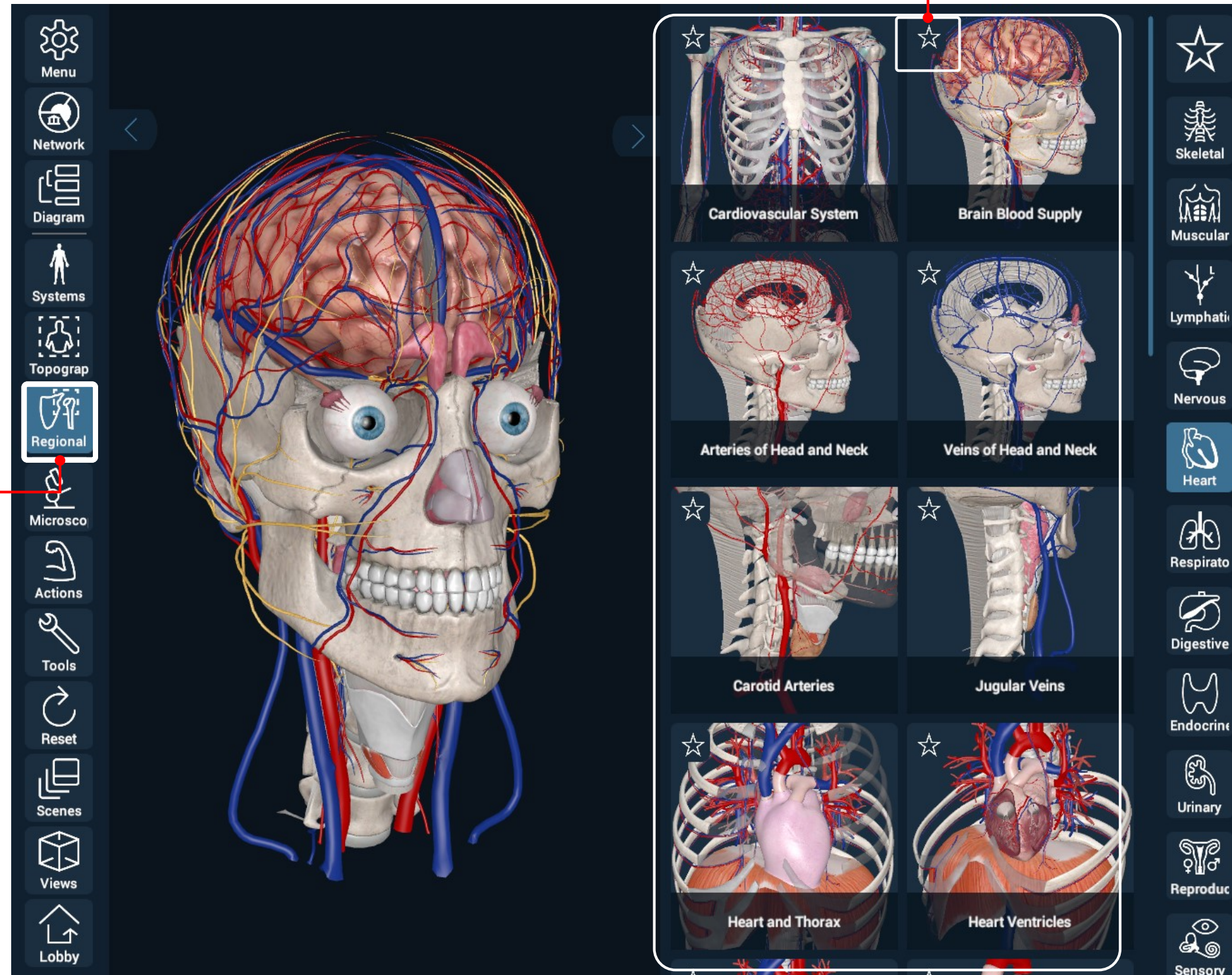
The chordae tendineae connect the cusps with the papillary muscles.

Regional Anatomy

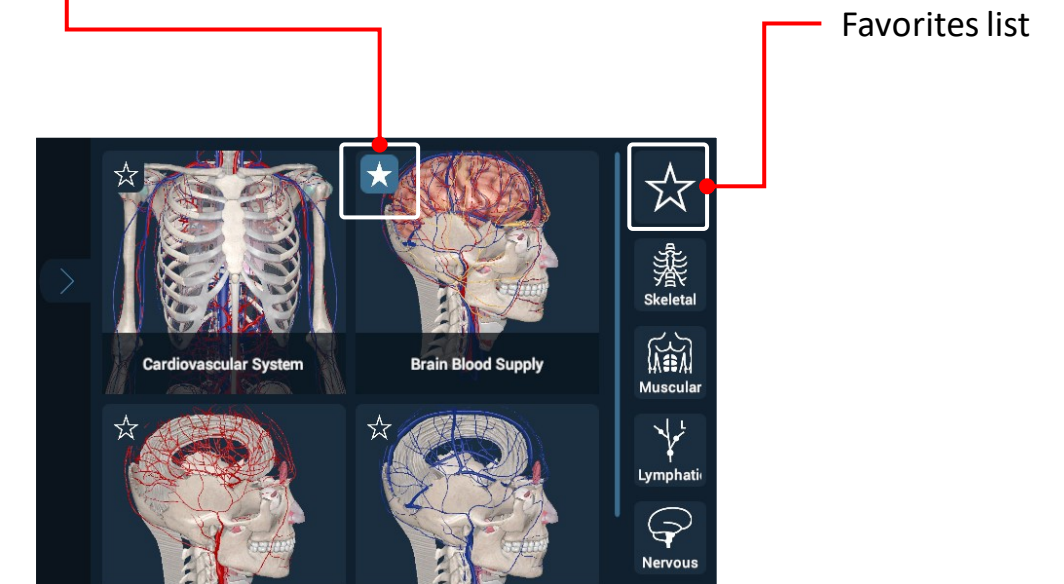
The Regional Anatomy mode contains preconfigured scenes of popular anatomy views. This mode is emphasizing the relationships of various systemic structures (muscles, nerves, arteries, etc.) within that area. Each scene contains preselected anatomical structures.

To reach this mode, click on the 'Regional' icon on the left side panel.

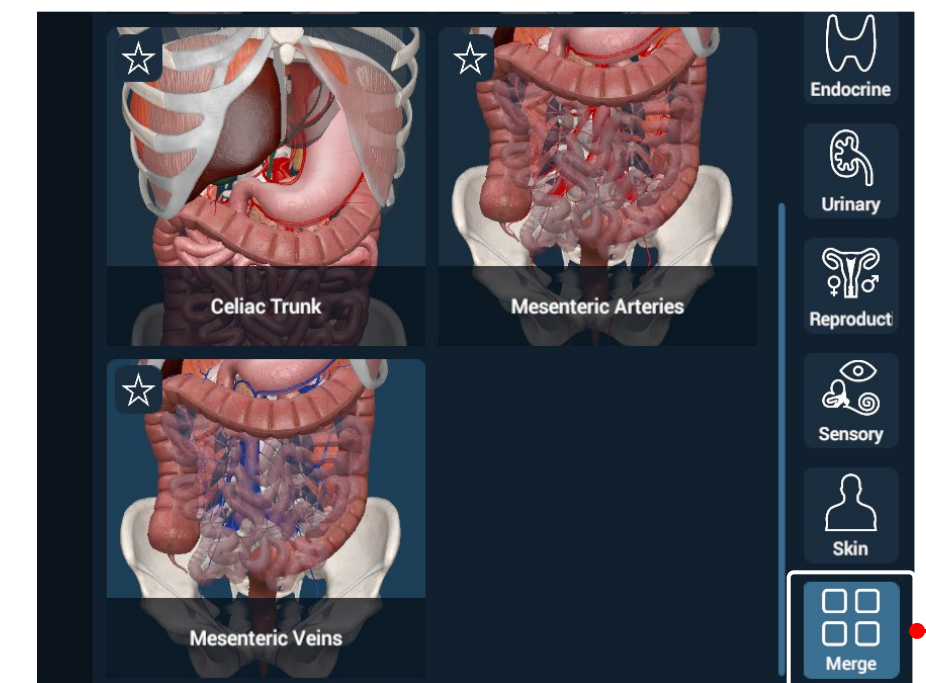
Select a body system and scroll down to find the desired scene.



To include a tile in your custom Favorites list, click on the 'Star' icon.



Merge pre-configured scenes of popular anatomy views together.



Microscopic Anatomy

To explore Microscopic Anatomy and digital Histology with detailed full-thickness 3D models, click on the **'Microscopic'** icon on the left side panel.

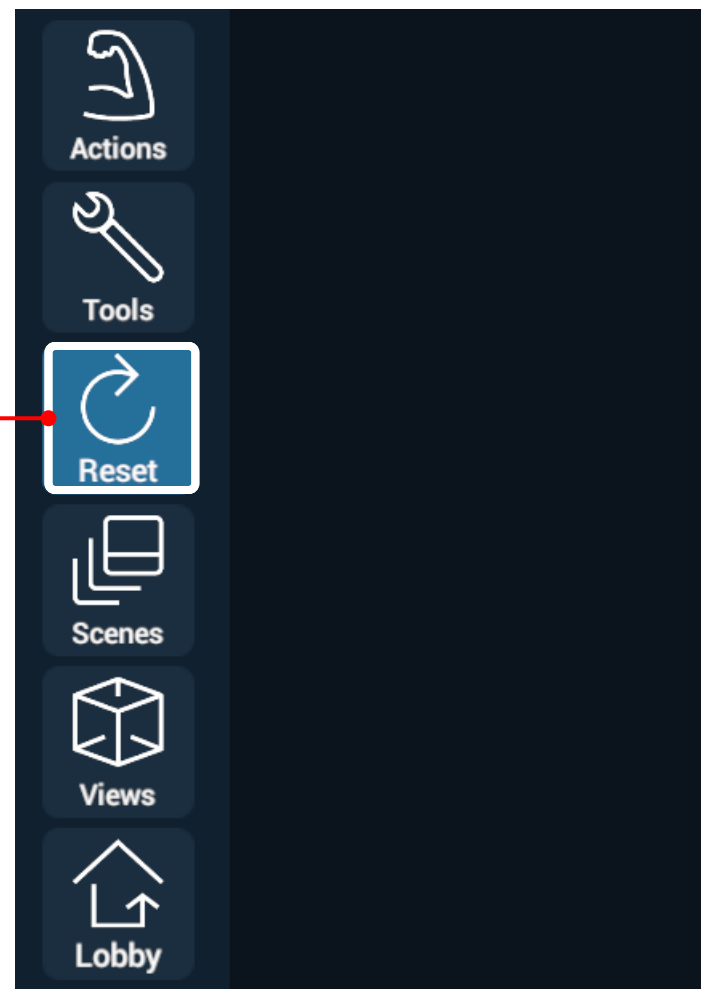
On the right side of the screen, you can scroll down to find the desired model.

For Desktop: By holding the left mouse button, you will be able to move the Annotation box to your desired position.



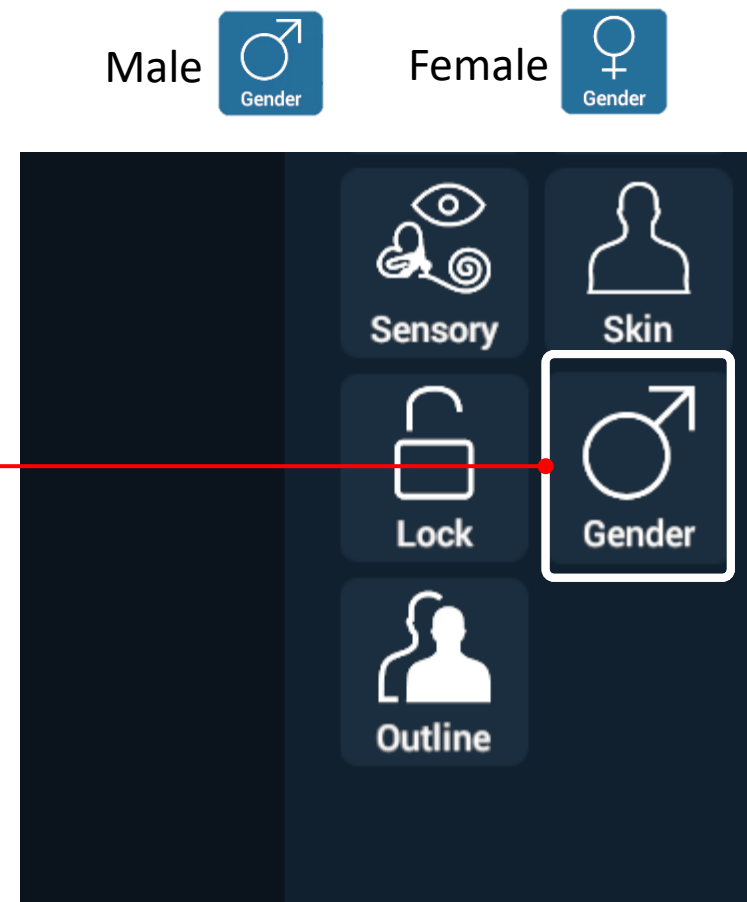
Reset

By clicking on the **'Reset'** icon on the left side panel, you can reset the model in the main scene view



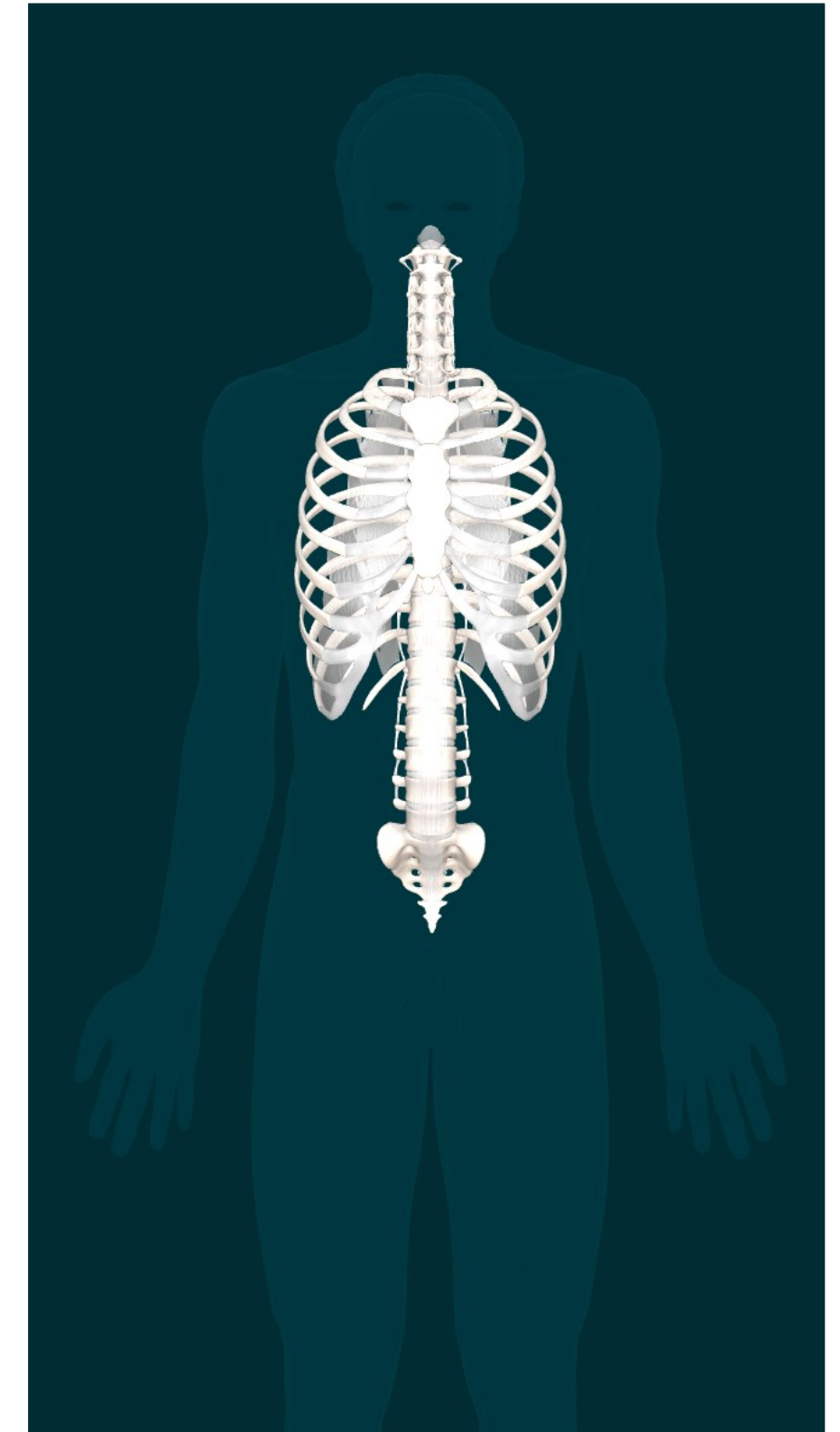
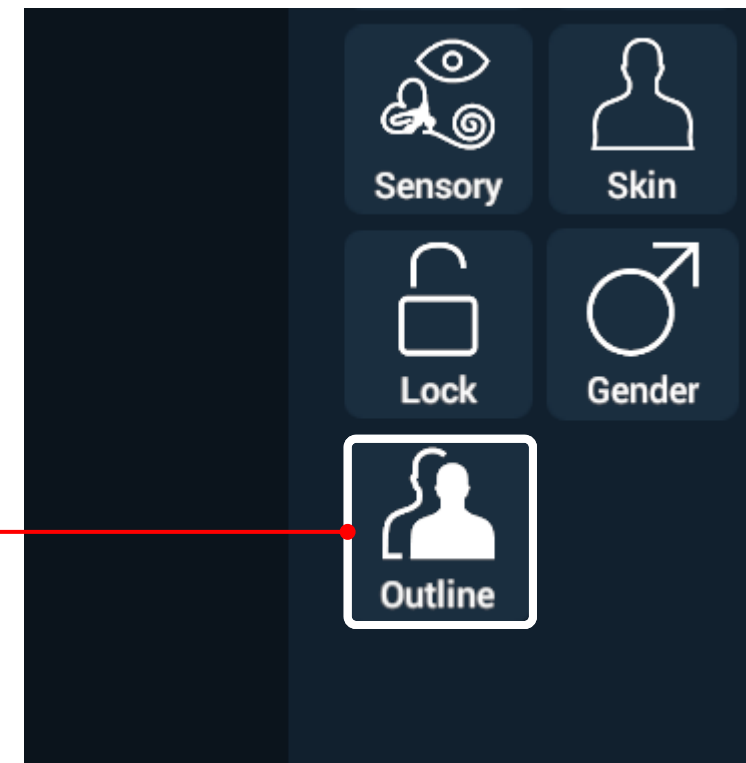
Gender Selection

By pressing the **'Gender'** icon on the right-side panel, you can switch between male and female models.



Outline

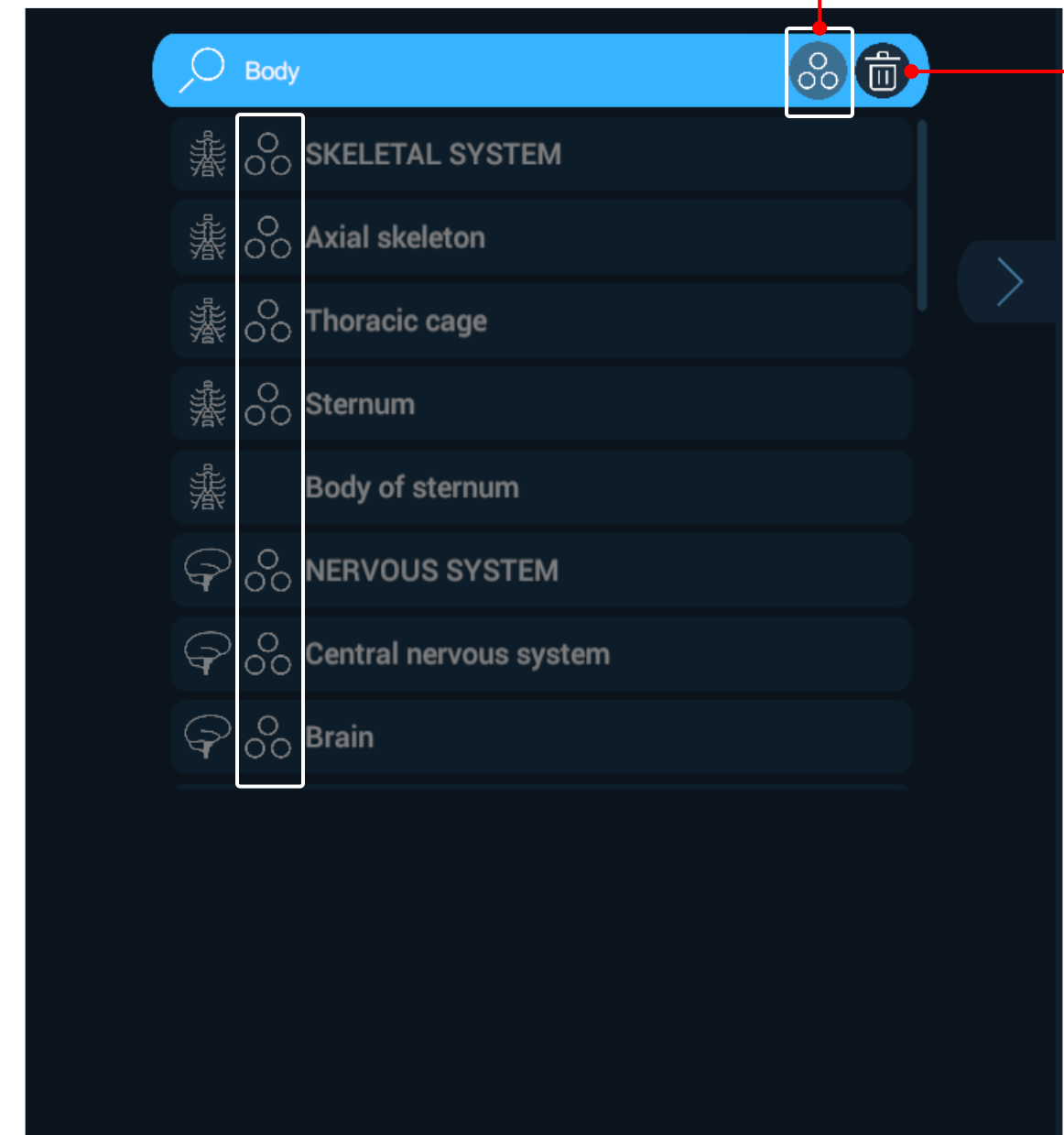
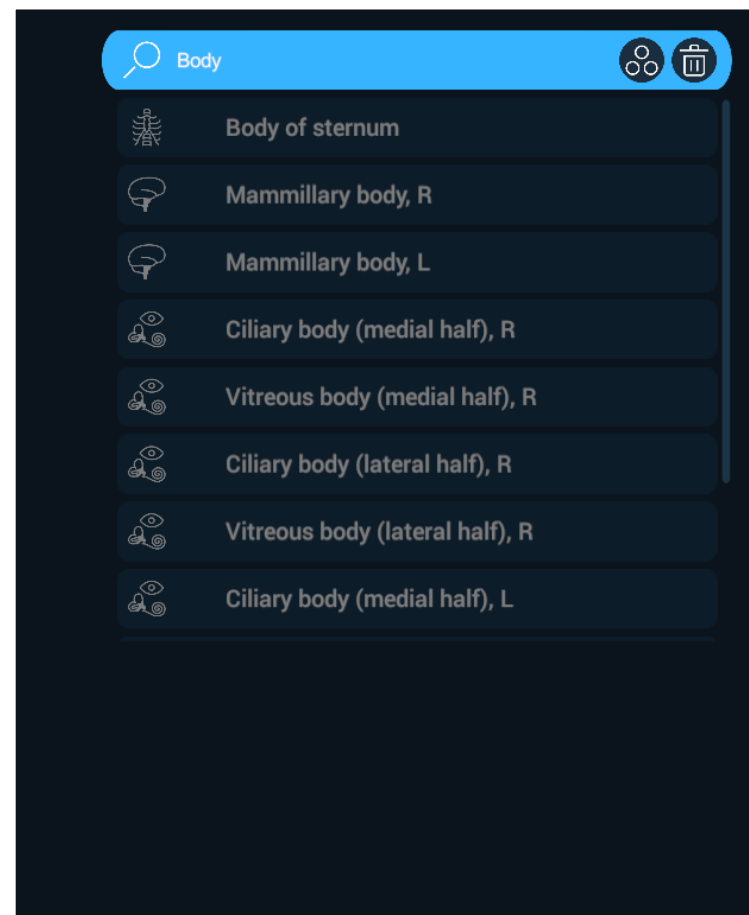
By pressing the **'Outline'** icon on the right-side panel, the contour of the skin appears.



Search

As soon as you start typing in the search box, a drop-down list of recommended results will appear.
Only available on System-based Anatomy.

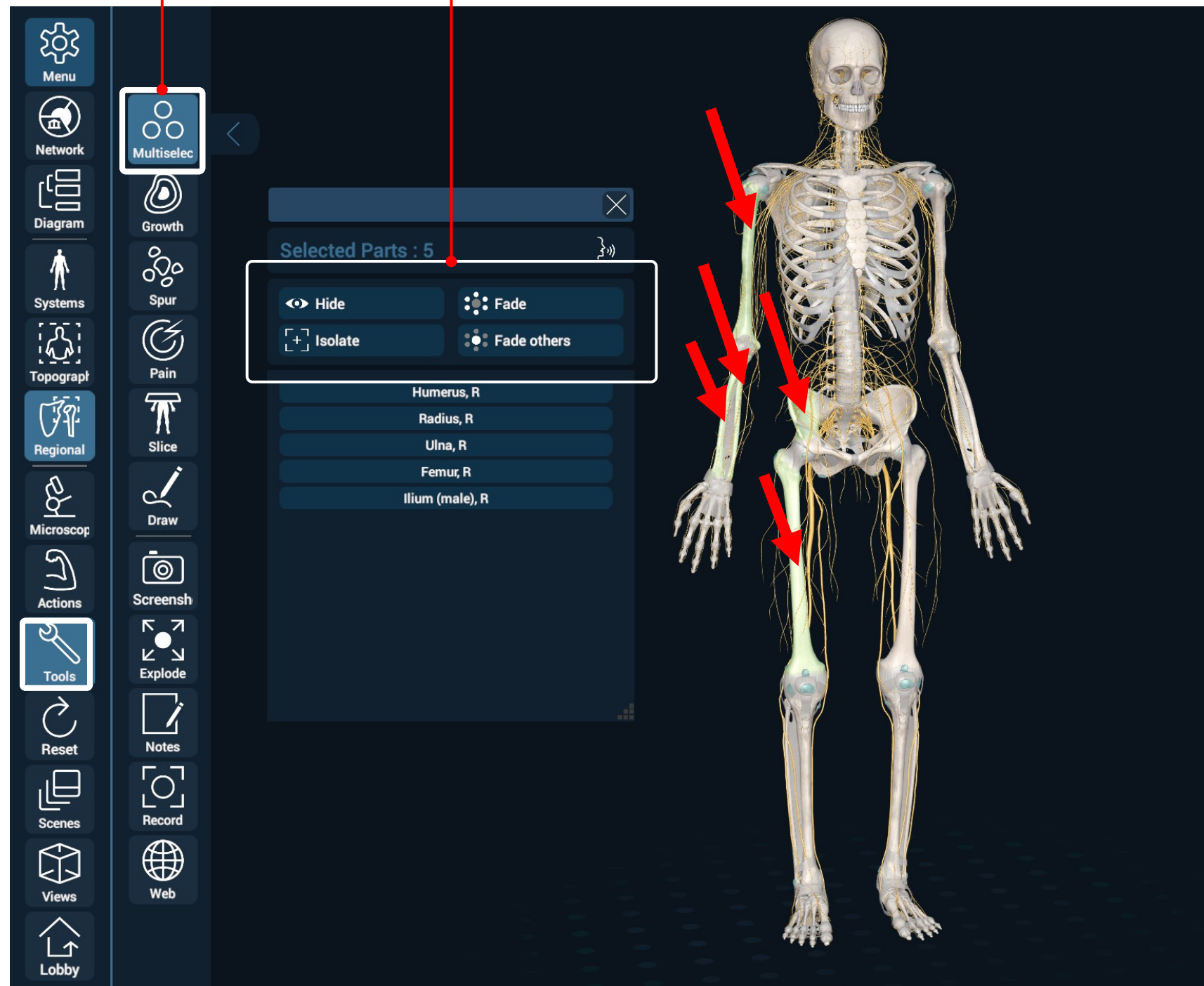
By clicking on this icon of the Search Function, the system will auto-populate recommendations of the different systems that are related to the pre-configured scenes of popular anatomy views.



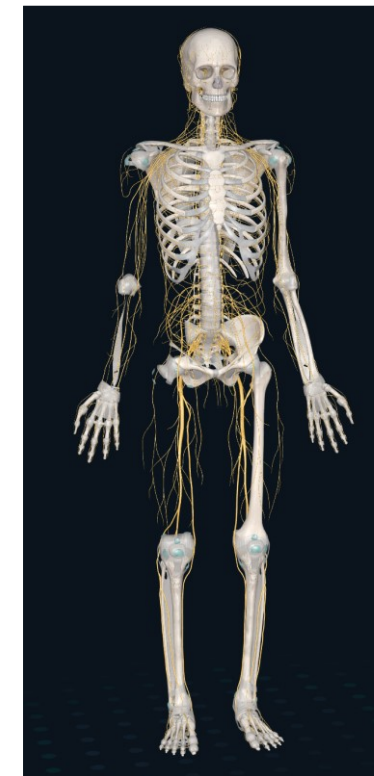
You can erase what you've written by clicking on the delete icon.

Multi-select Mode

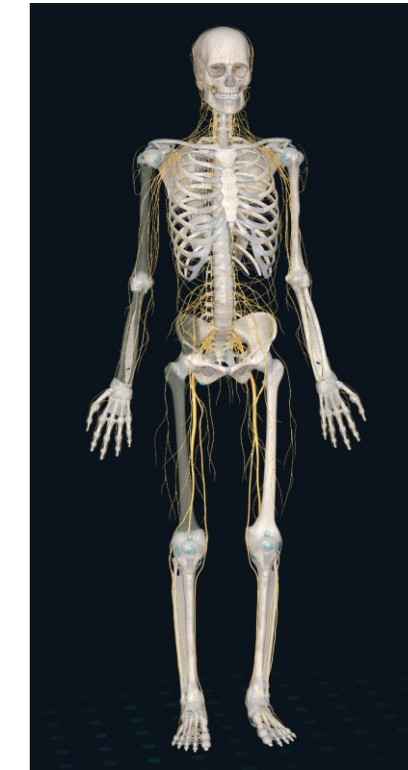
To select multiple structures, and engage with further actions, click on the 'Multiselect' icon on the left side panel.
For Desktop: You can select multiple anatomical structures by pressing and holding the Ctrl-key and dragging the mouse, forming a window. The size of the window defines the selected region.



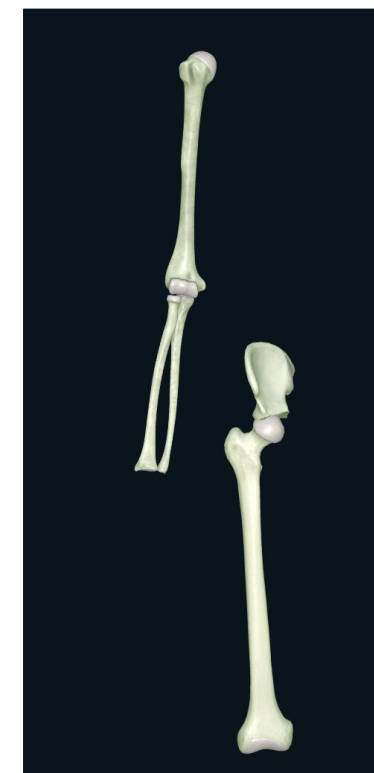
Hide



Fade



Isolate



Fade others



Growth

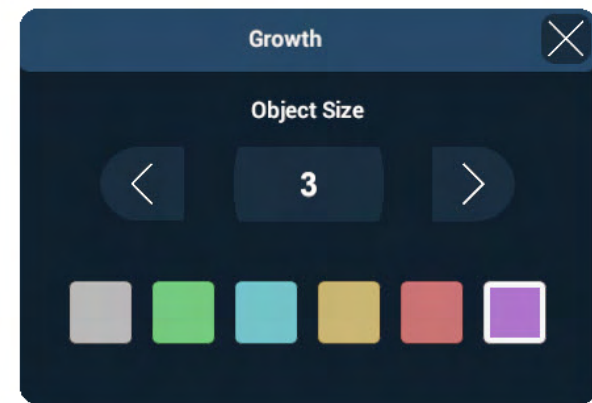
Click on the **'Growth'** icon from the **'Tools'** section on the left side panel and open the menu. Choose the point and place the Growth by left clicking on your mouse, or tapping your finger.

Hide and Unhide Growths.

Clear all of the Growths already inserted.

Click on the **'Options'** icon to choose the color and size of the Growth you want to place.

For Desktop: By holding the left mouse button, you will be able to move the Options box to your desired position.



Spur

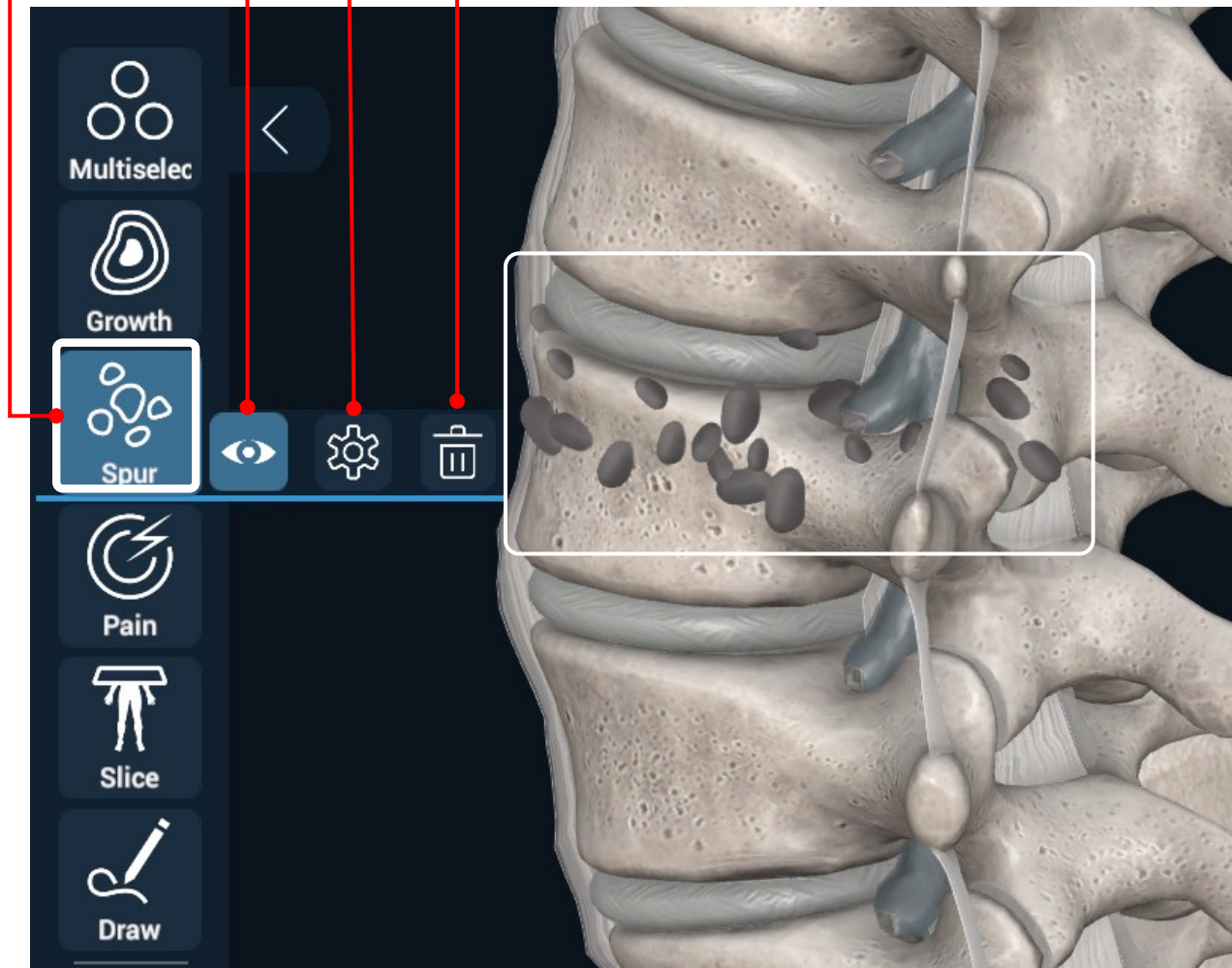
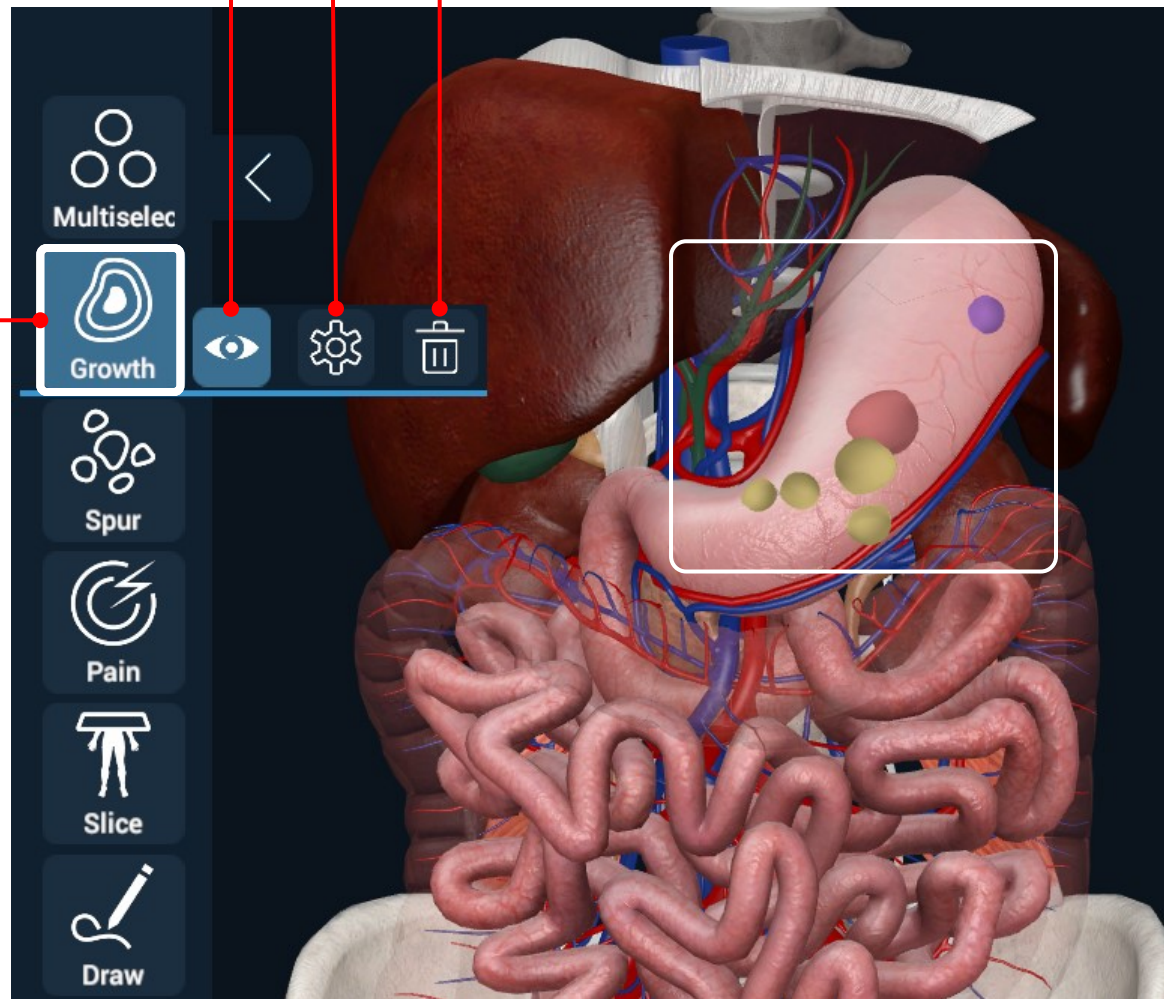
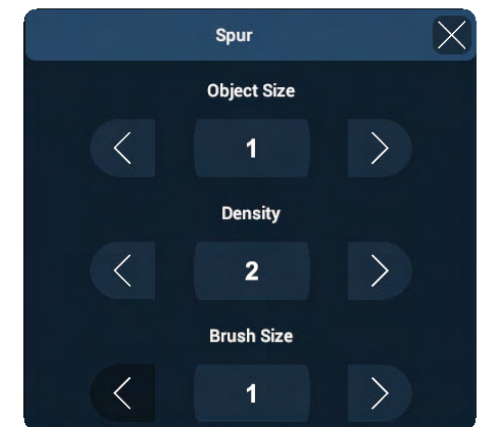
Click on the **'Spur'** icon from the **'Tools'** section on the left side panel and open the menu. Choose the point and place the Spur by left clicking on your mouse, or tapping your finger.

Hide and Unhide Spurs.

Clear all of the Spurs already inserted.

The **'Object Size'** icon defines the size of Spurs. The **'Brush Size'** icon defines the area of spurs placed. The **'Density'** icon defines the number of Spurs placed.

For Desktop: By holding the left mouse button, you will be able to move the Options box to your desired position.



Pain

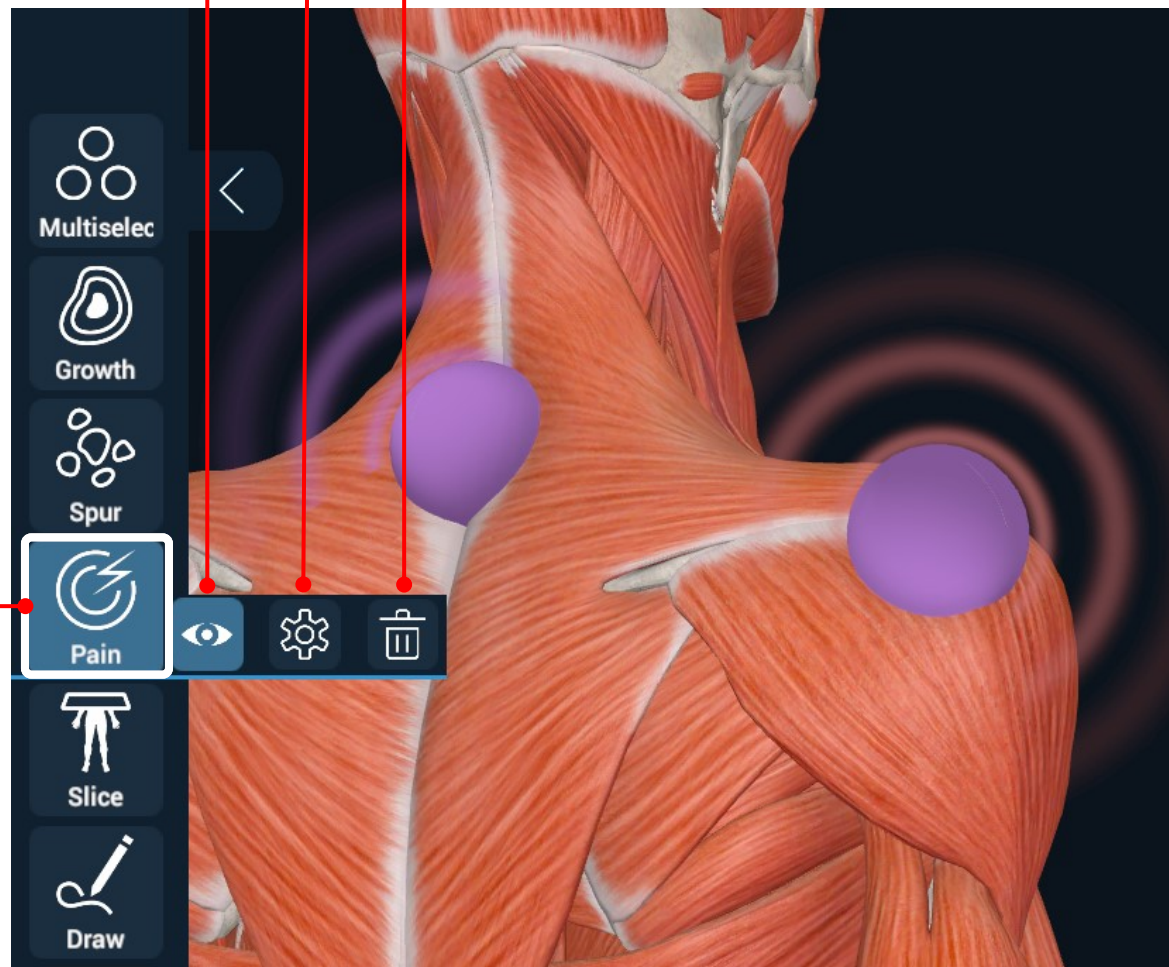
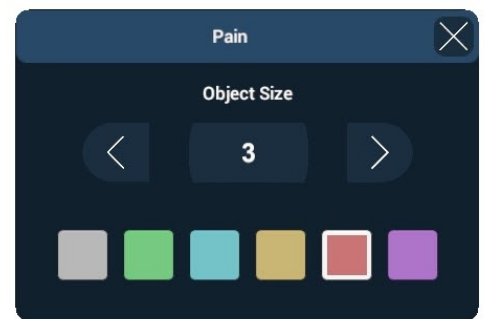
Click on the 'Pain' icon from the 'Tools' section on the left side panel and open the menu. Choose the point and place Pain by left clicking on your mouse, or tapping your finger.

Hide and Unhide Pain.

Clear all of the Pain signs already inserted.

Click on the 'Options' icon to choose the color and size of Pain you want to indicate.

For Desktop: By holding the left mouse button, you will be able to move the Options box to your desired position.



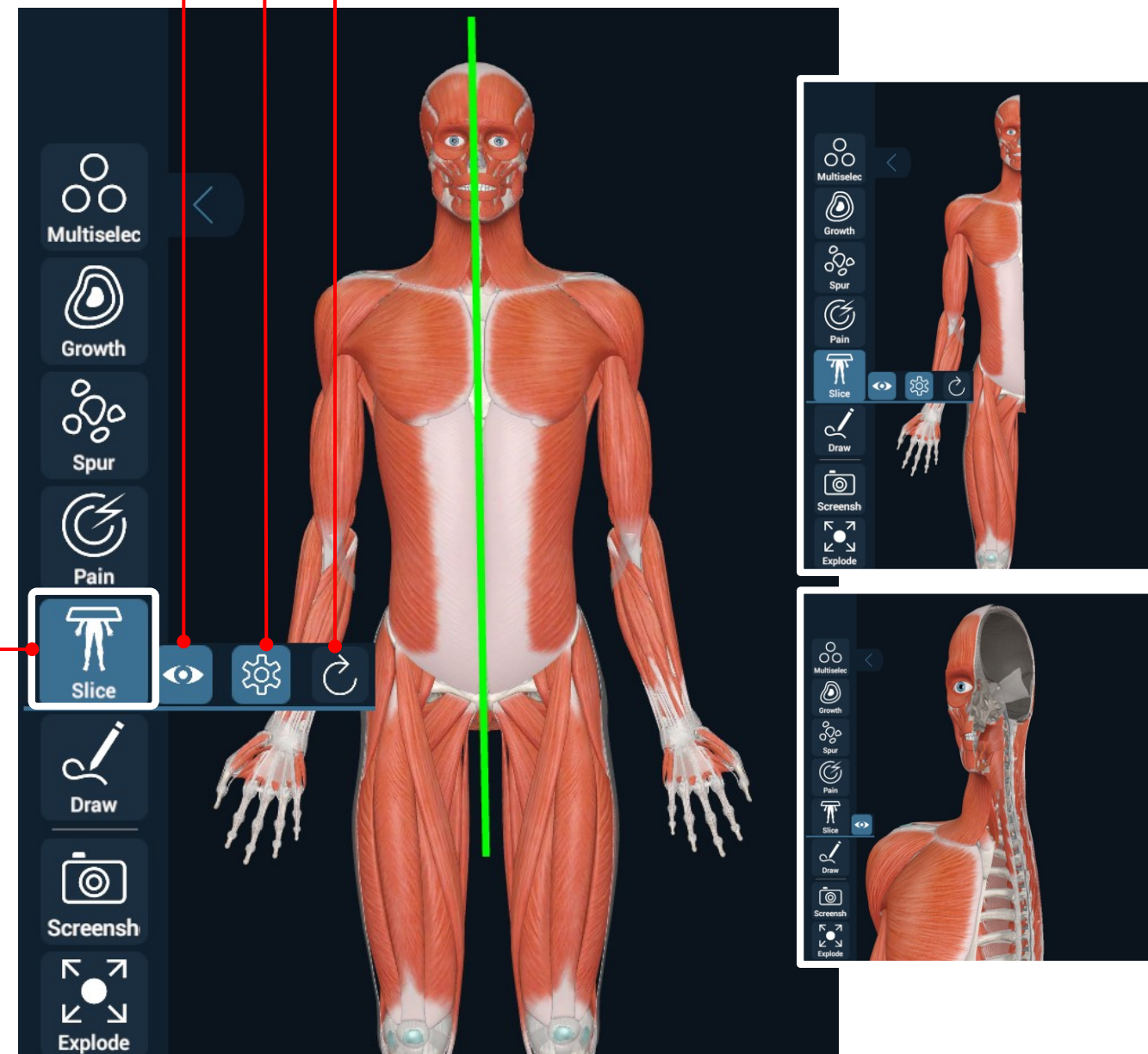
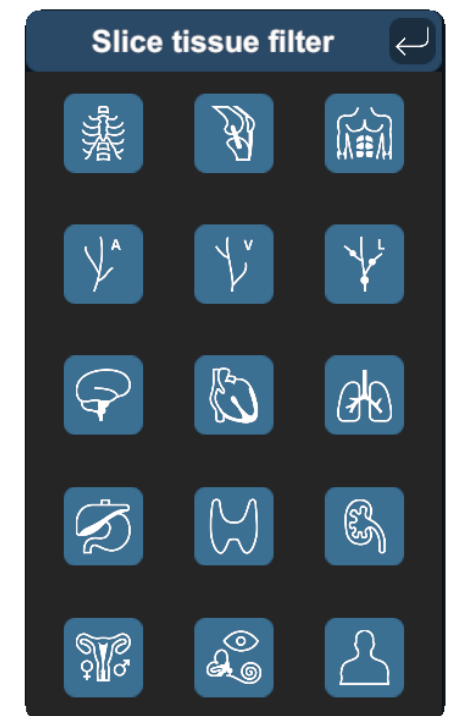
Slice

Click on the 'Slice' icon from the 'Tools' section on the left side panel and open the menu. Click and drag the mouse or your finger over the point you need to Slice. A green line will appear.

Hide and Unhide the section that was sliced.

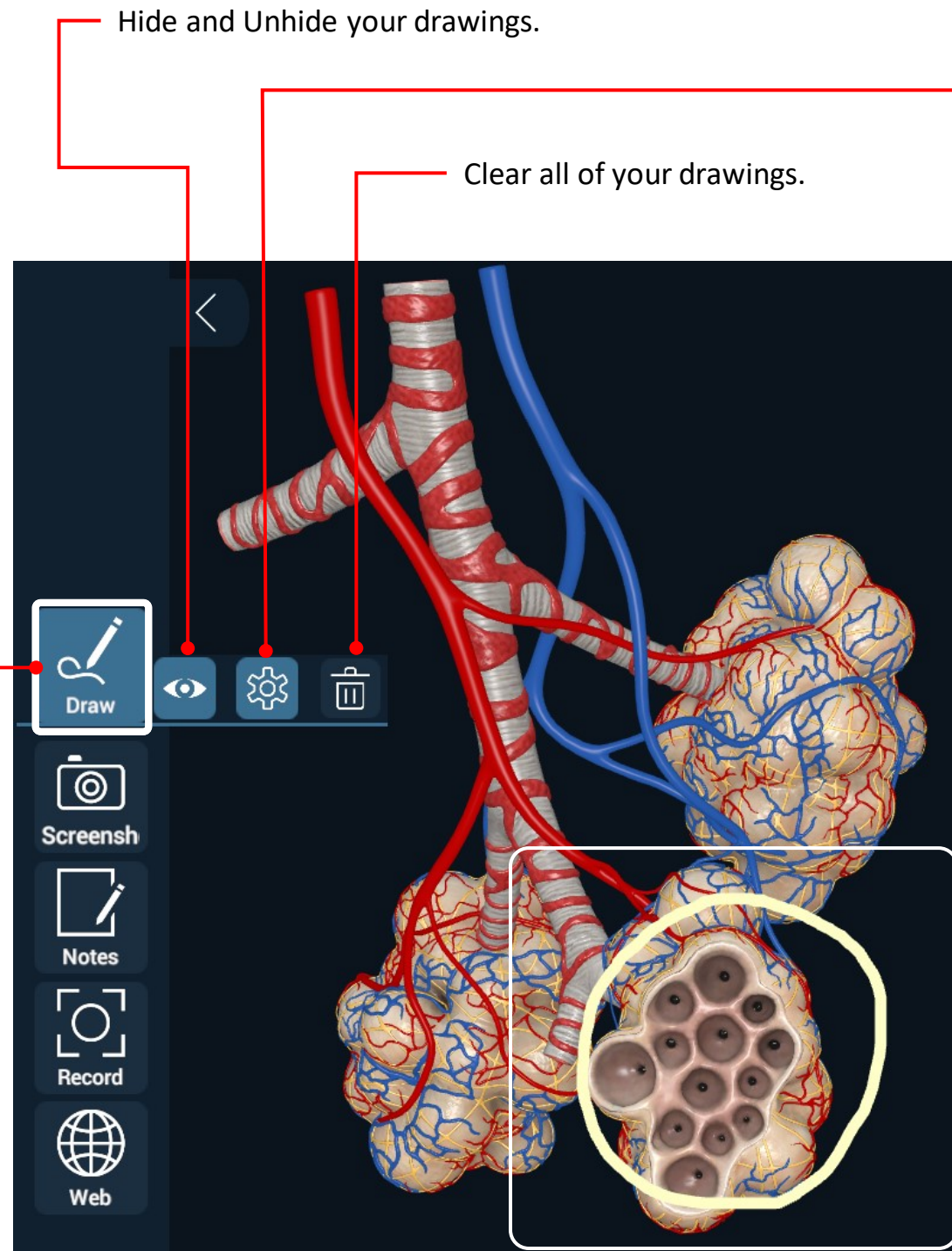
Reset the model.

The 'Slice tissue filter' option box includes buttons for adding and removing body systems in your Scene view.



Drawing Tool

Click on the 'Draw' icon from the 'Tools' selection on the left side panel, if you want to draw on top of the present scene view.

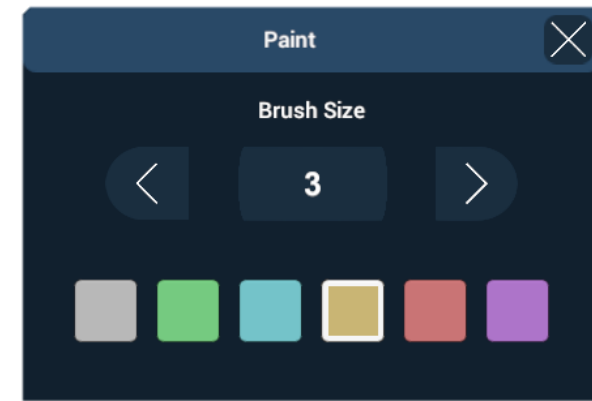


Hide and Unhide your drawings.

Clear all of your drawings.

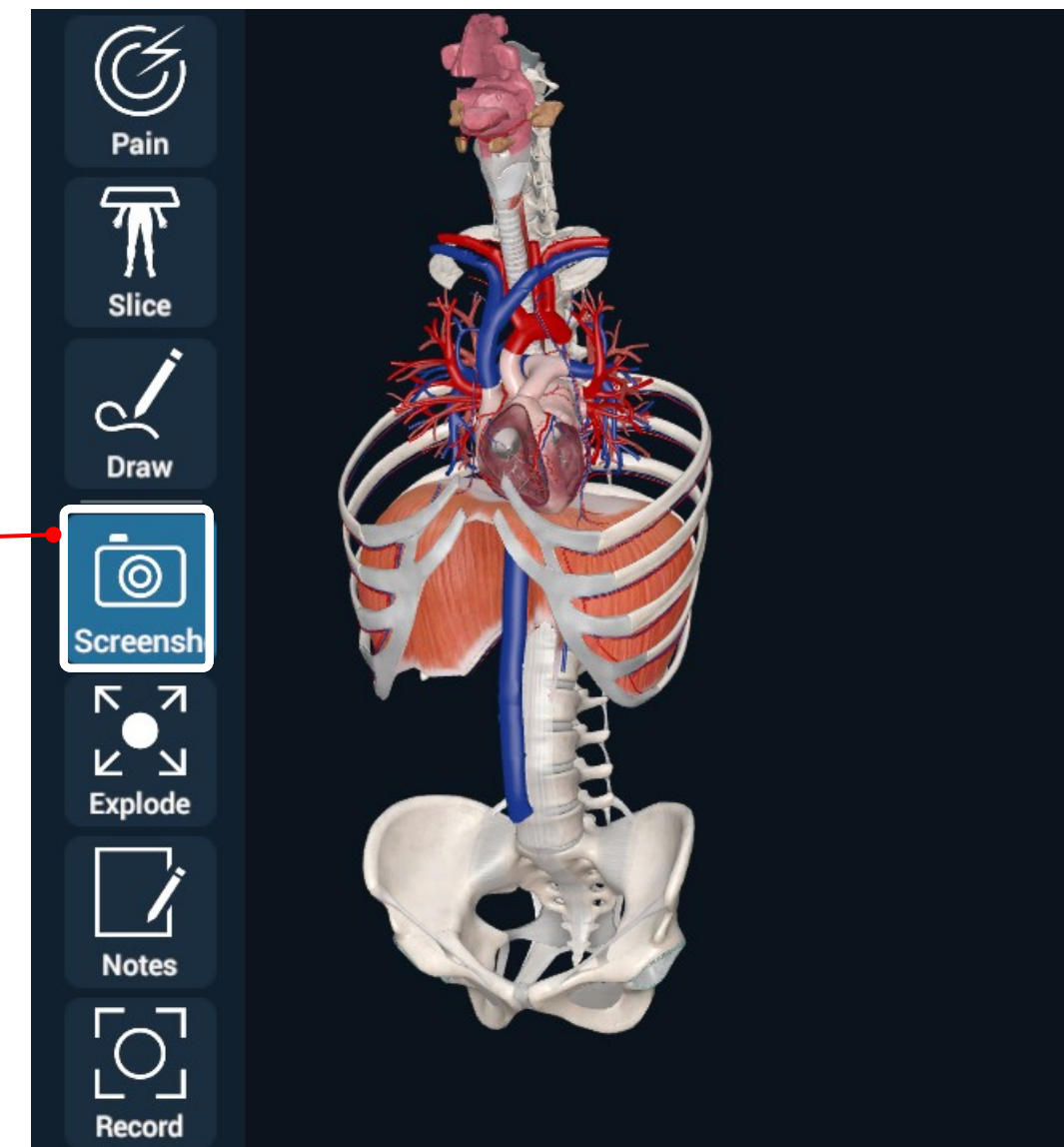
It is possible to adjust the thickness and color of the line

For Desktop: By holding the left mouse button, you will be able to move the Options box to your desired position. Click on the right mouse button to erase the entire sketch.

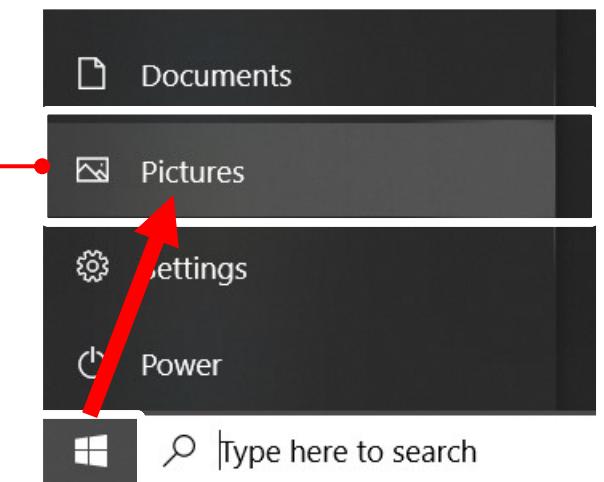


Screenshot

To take a screenshot of the current scene, click on the 'Screenshot' icon from the 'Tools' section on the left side panel.



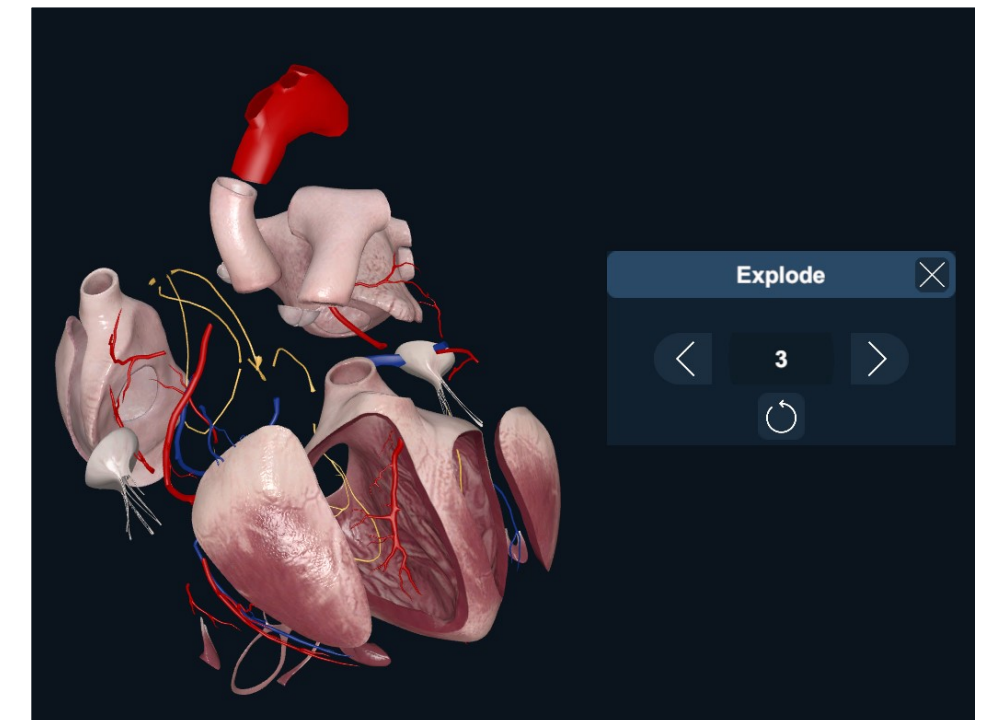
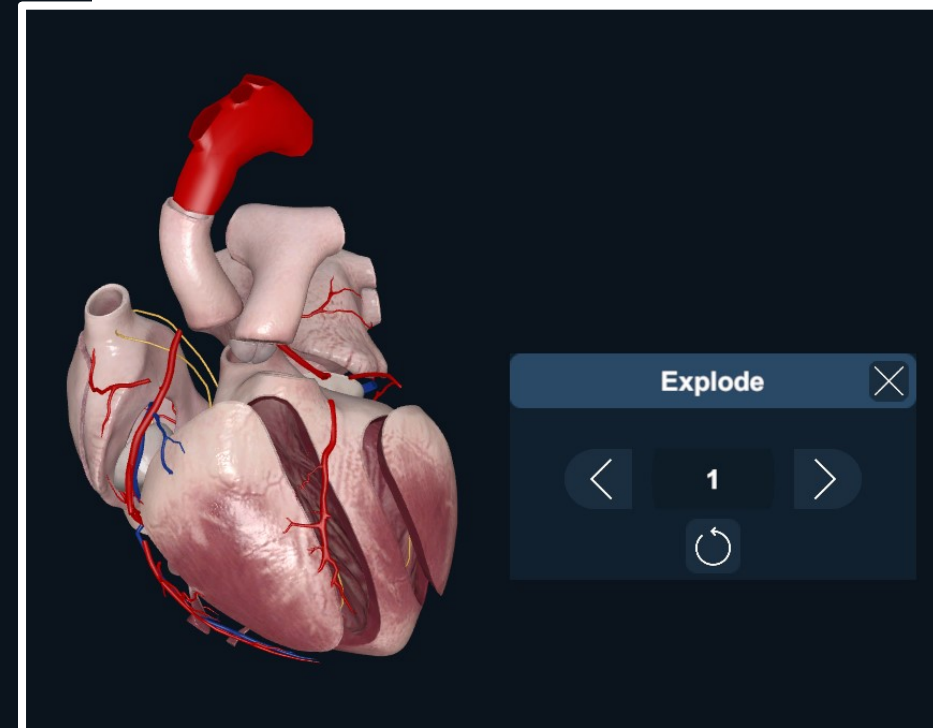
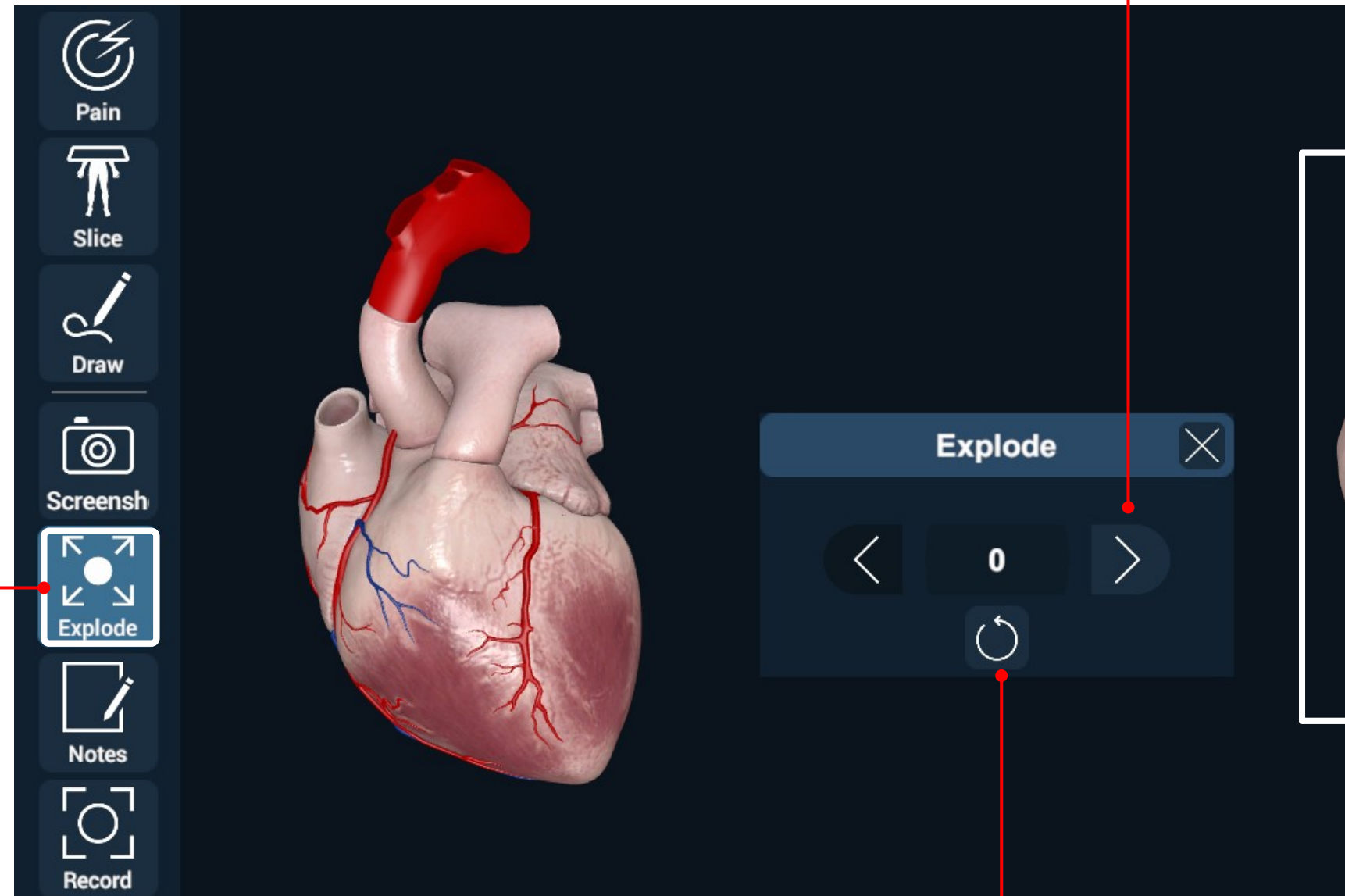
To find the Screenshot click on the Start button and then click on Pictures.



Explode

Click on the 'Explode' icon from the 'Tools' section on the left side panel, if you want to expand the parts of a body system.

To observe how the parts of a body system expand from one another, click/tap the left or right arrow to adjust the scale.



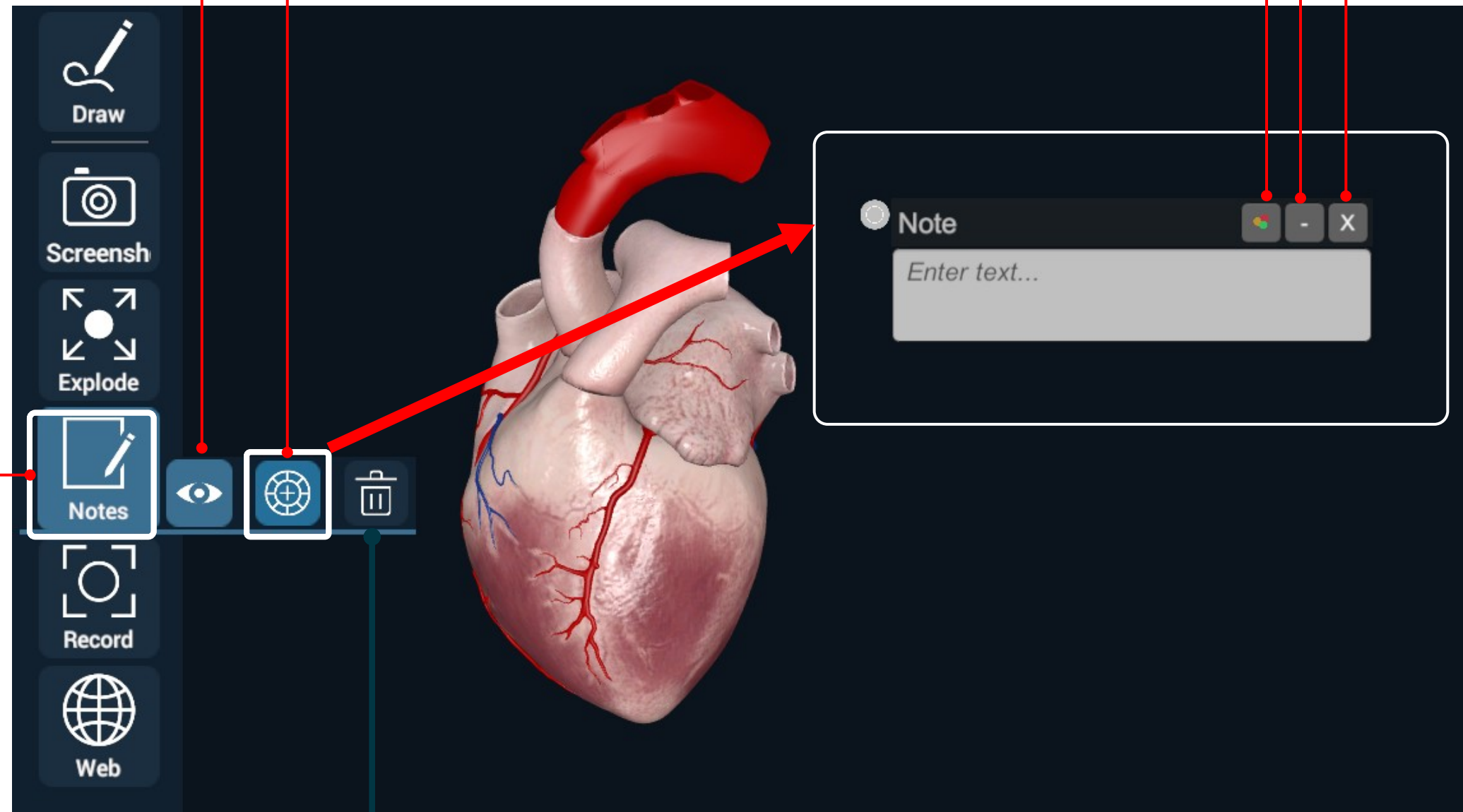
To watch the pieces fit back together, click/tap the reset icon.

Notes

Click on the 'Note' icon from the 'Tools' section on the left side panel, if you want to add Notes.
For Desktop: By holding the left mouse button, you will be able to move the Note box to your desired position.

Hide and Unhide your notes.

Click here to **add a new Note**.



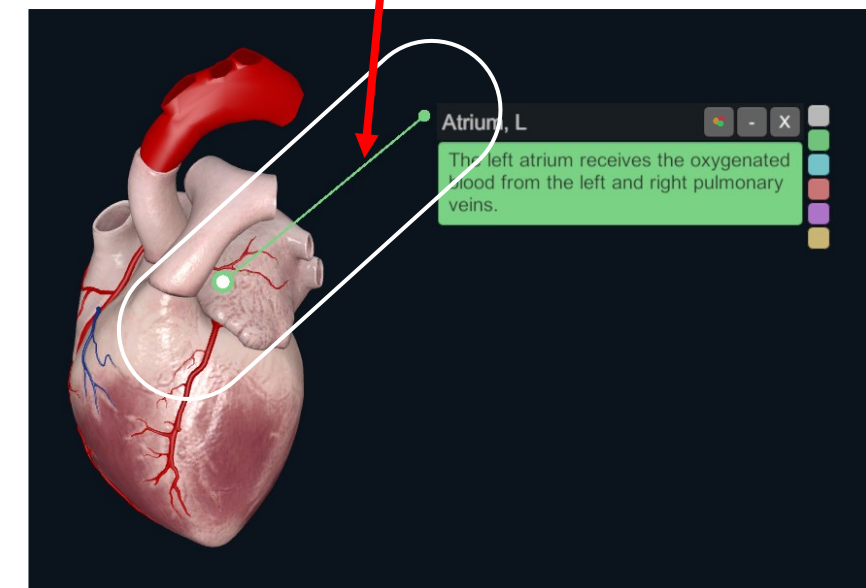
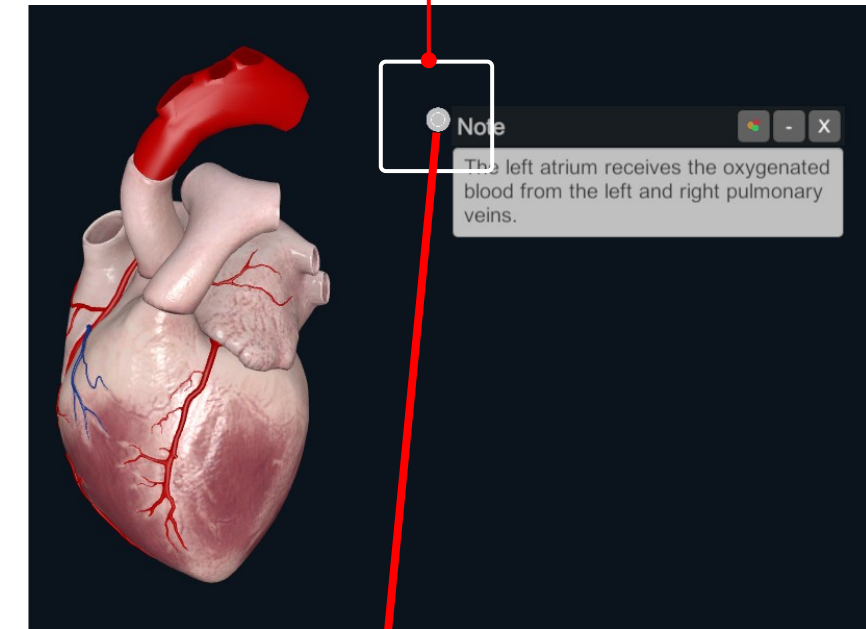
Change the color of the infobox.

Minimize the info box.

Close the infobox.

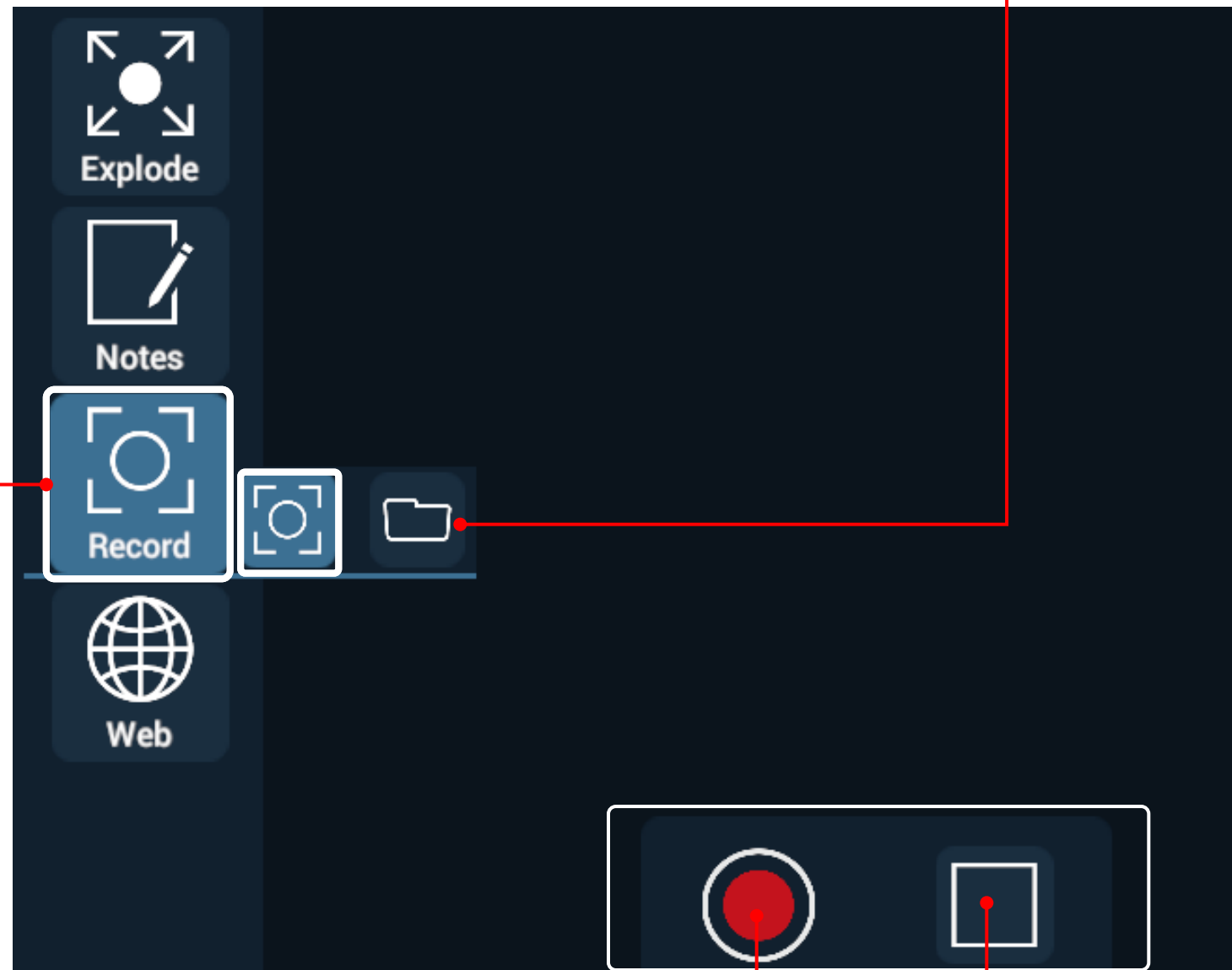
Clear all of the Notes already inserted.

Press and hold the circular button, then drag it to the desired location on the 3D Model, to indicate an Anatomical structure that is associated to your 'Note'.



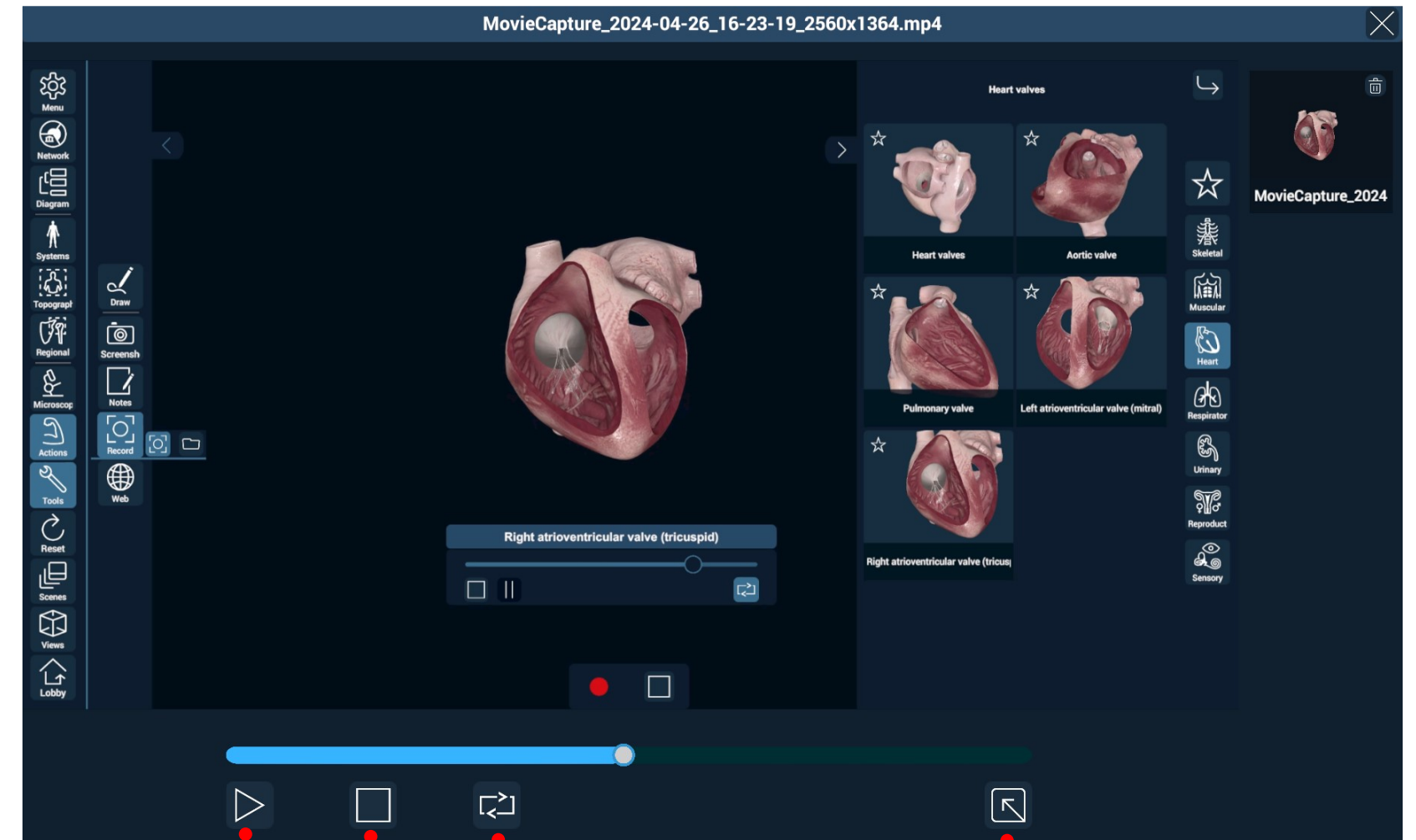
Record

Click on the 'Record' icon from the 'Tools' section on the left side panel. Record your screen action or lecture to use for sharing and editing. The recorded files are saved into the 3D Organon library.



Click here to start recording

Click here to stop recording

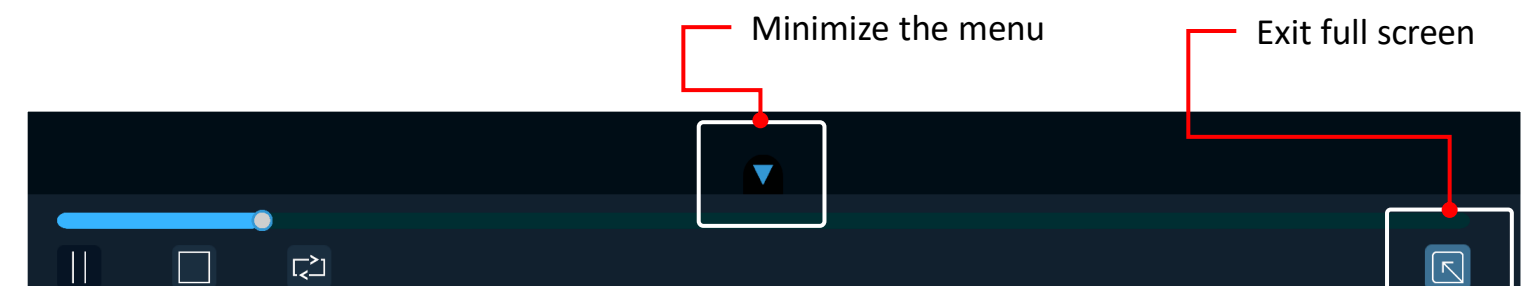


Play

Stop

Loop

Full screen

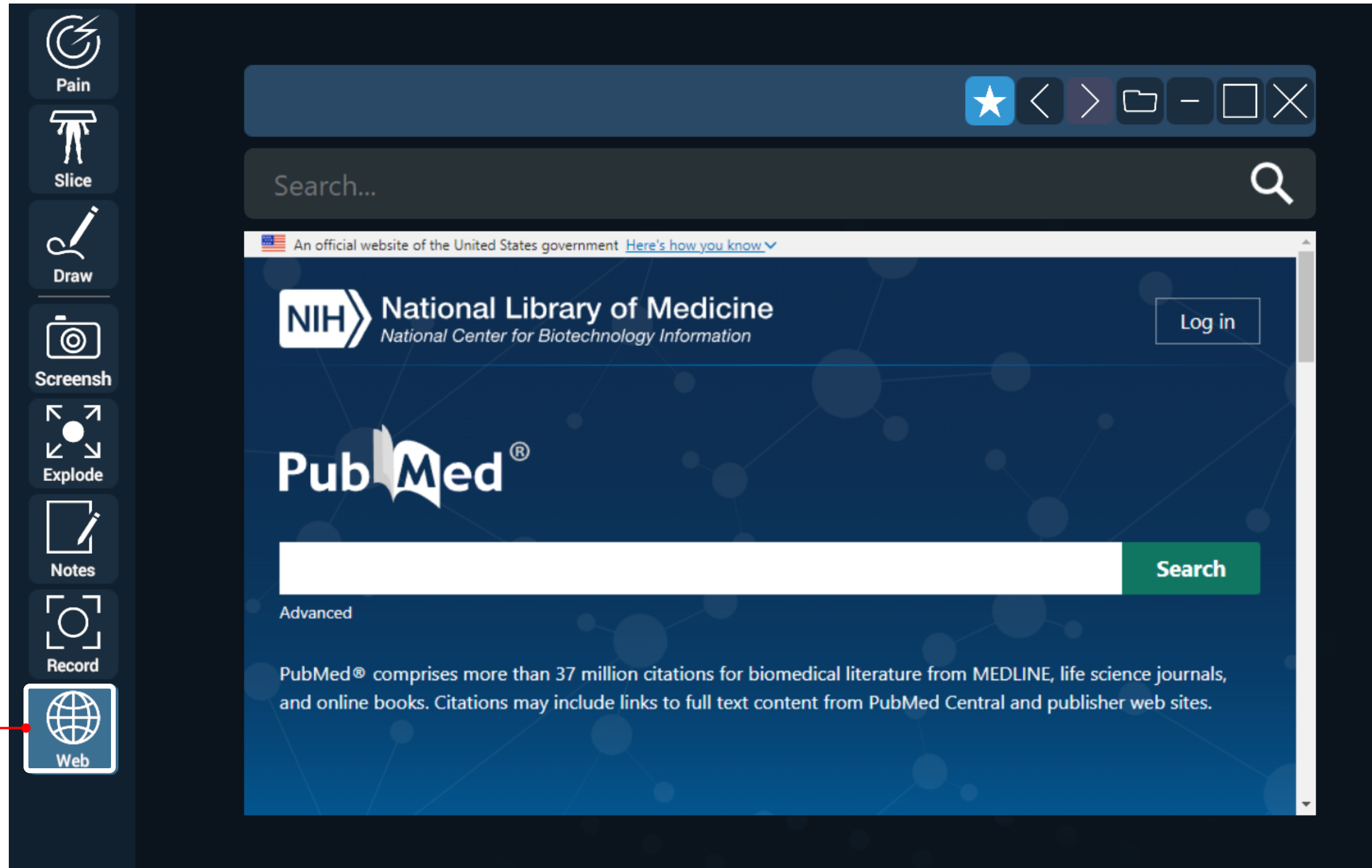


Minimize the menu

Exit full screen

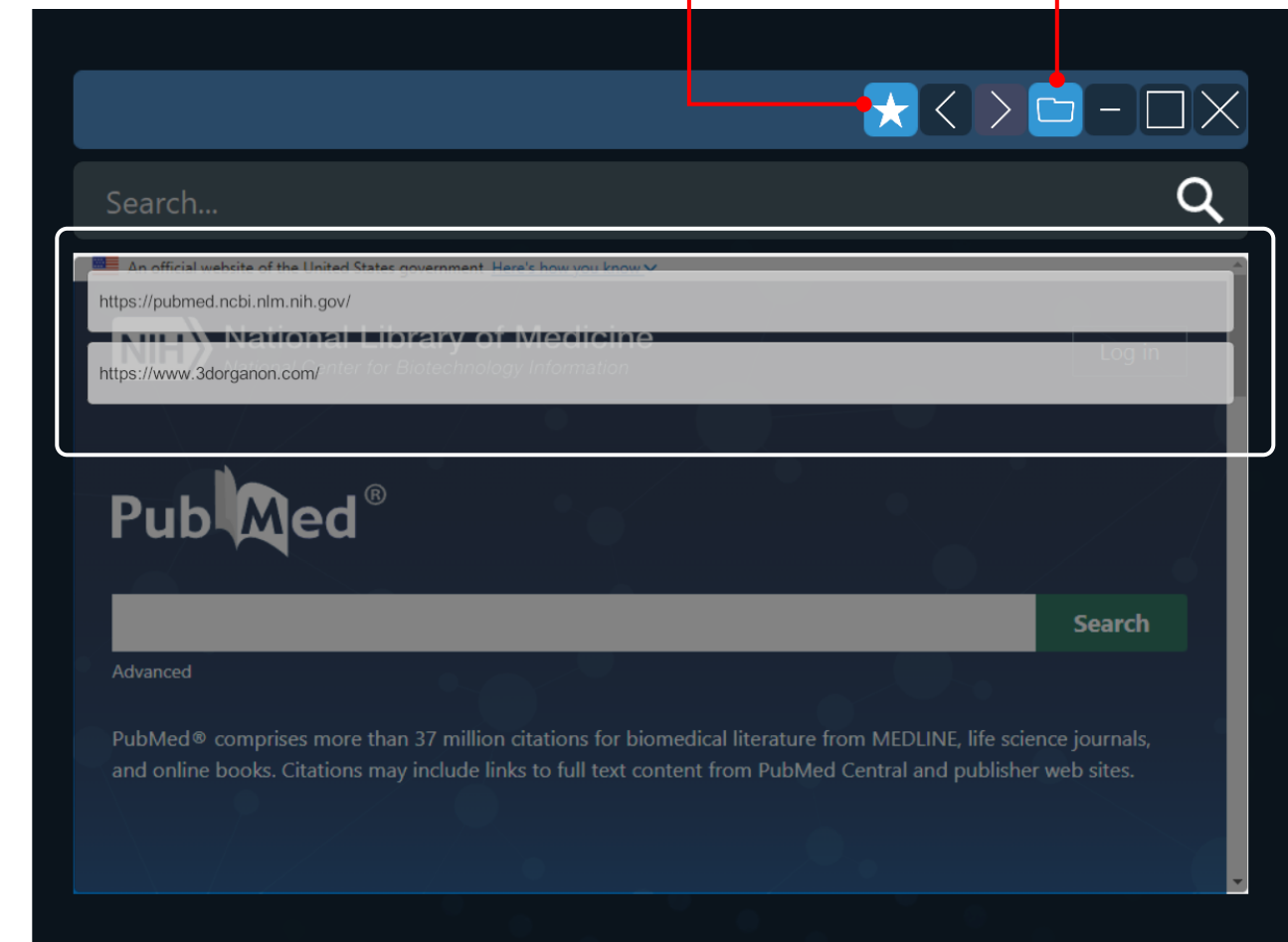
Web

To access and explore the vast resources the Web has to offer, click on the 'Web' icon.



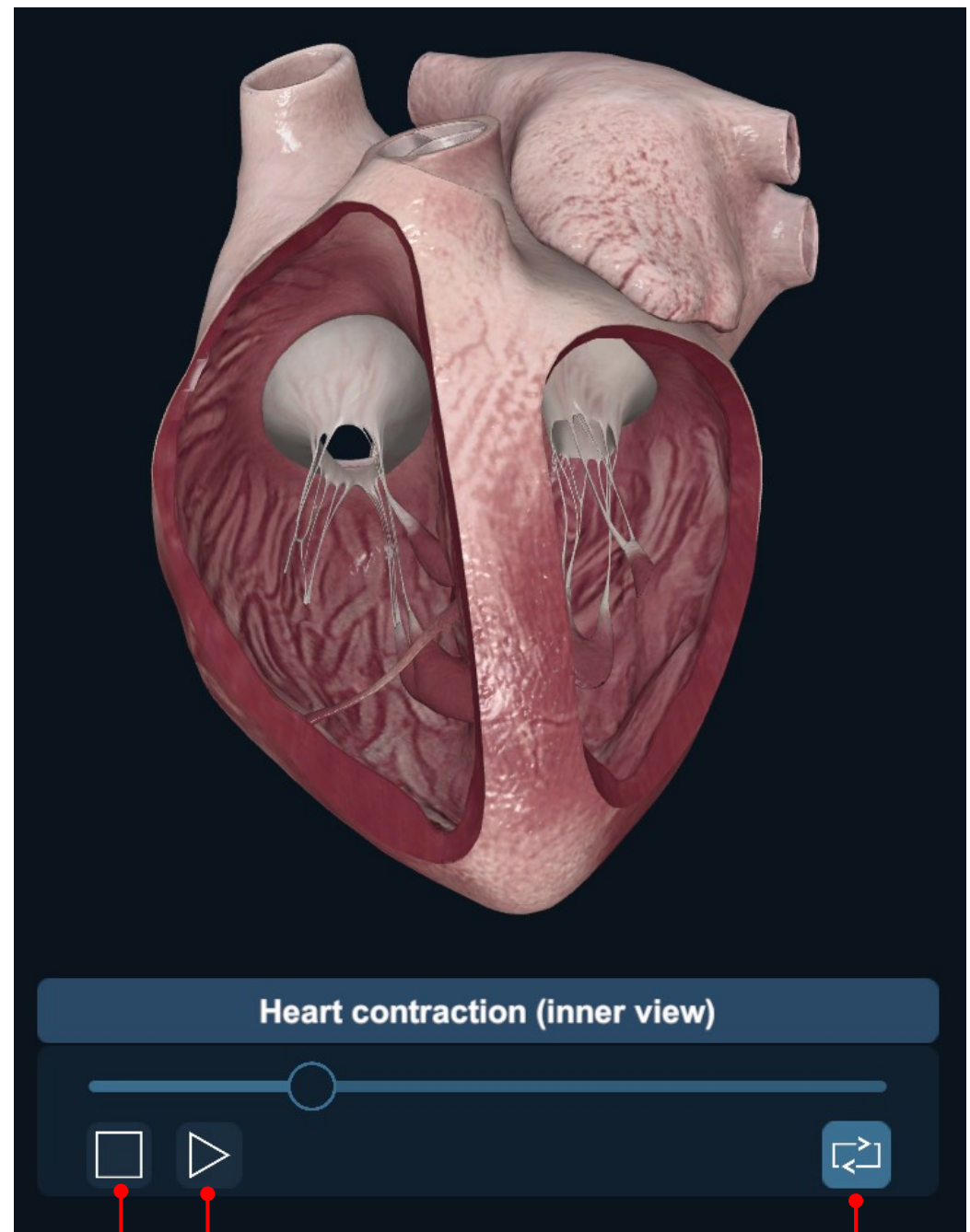
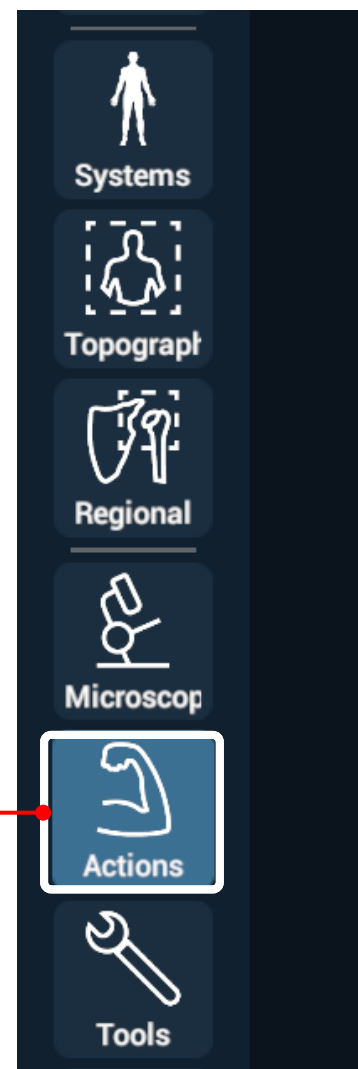
Make bookmarks to help you remember the websites you visited.

Bookmark folder.



Select and Play an Action

The Actions module includes animations of joints, muscles, and other organs. Animations of the Skeletal system and Connective tissues are included for free in Guest mode. All other animations require an active 3D Organon license.

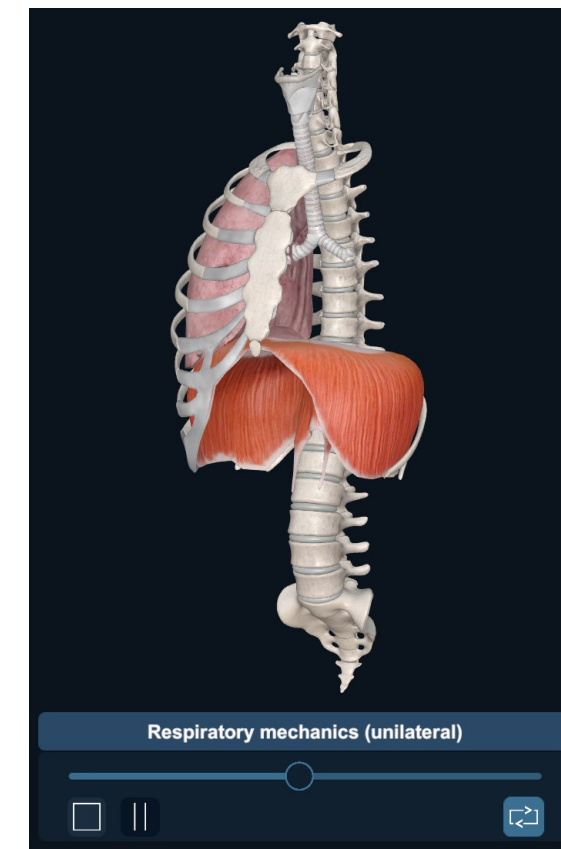
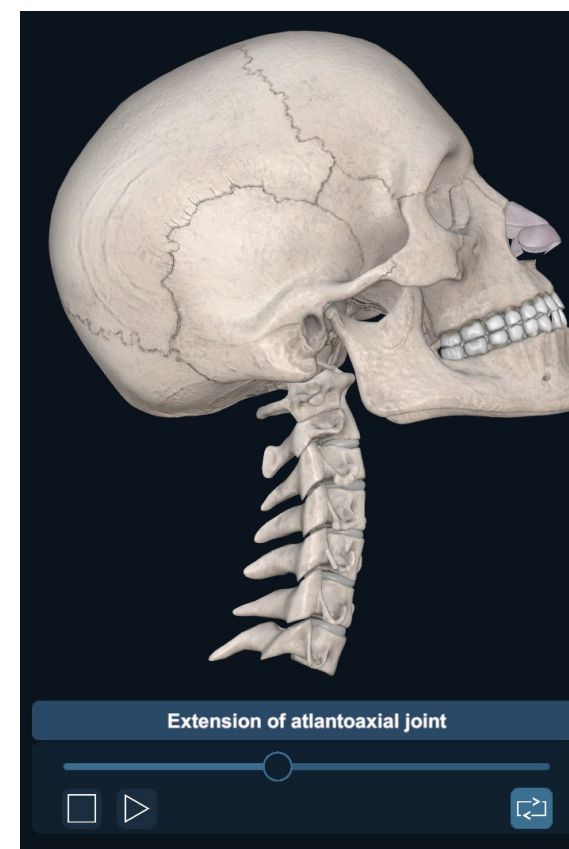
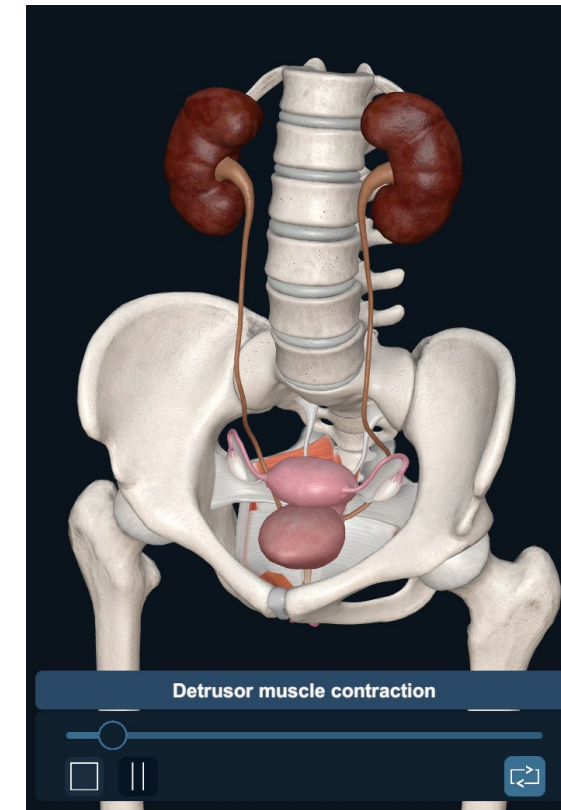


Stop

Play

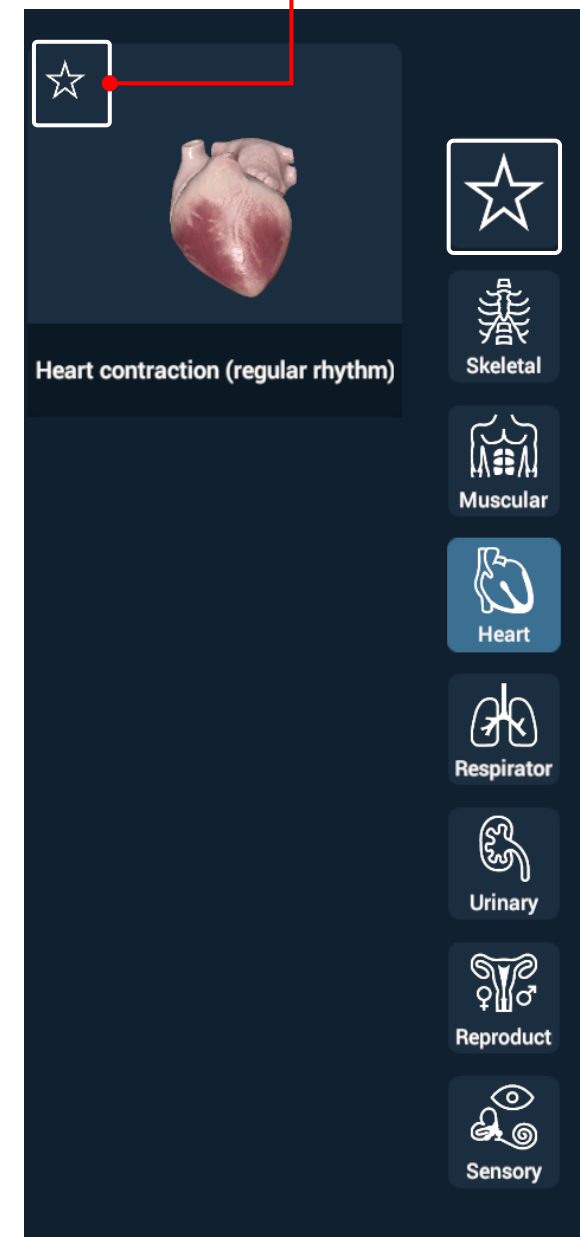
Loop

Examples



Favorites List

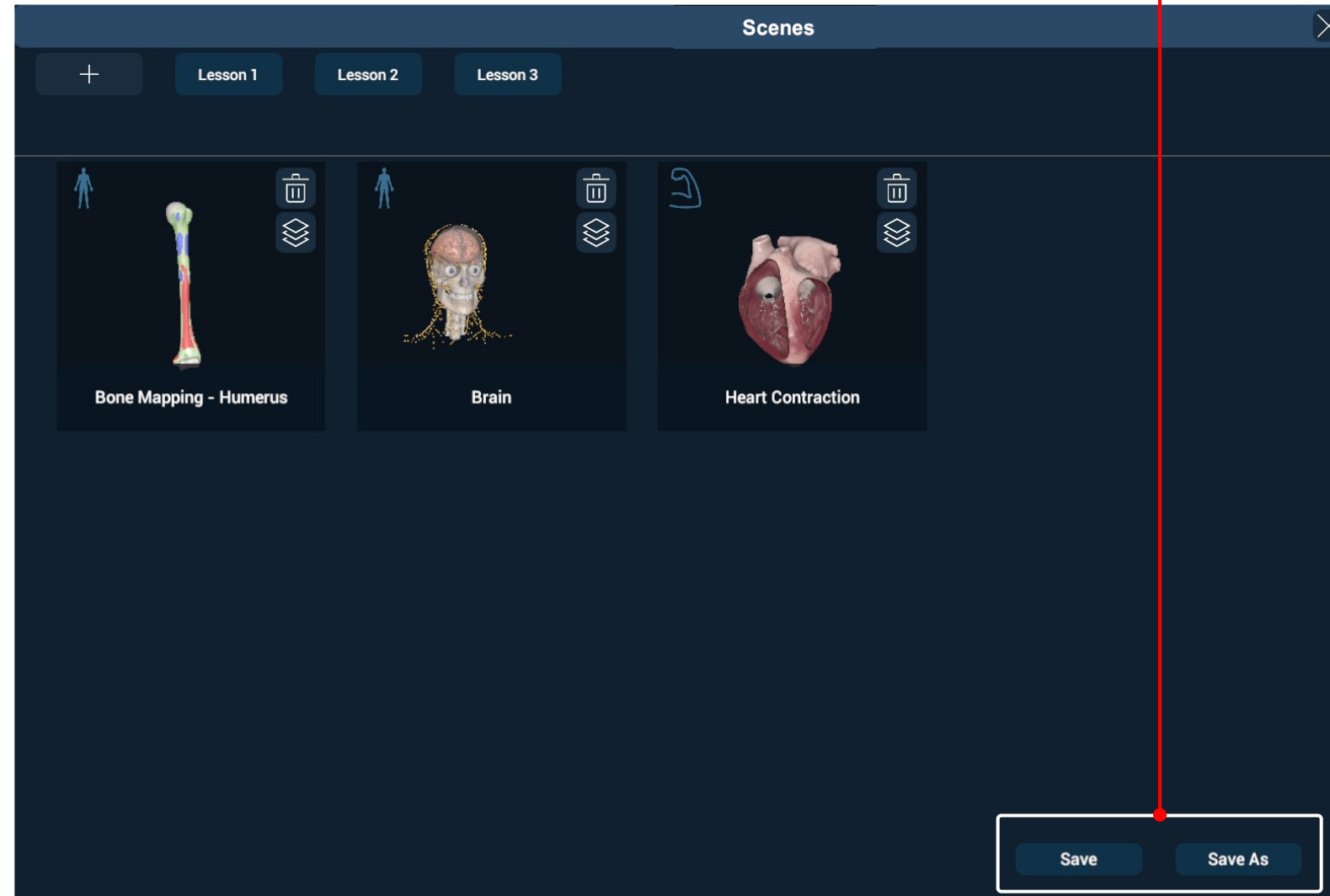
To include a tile in your custom Favorites list, click on the 'Star' icon.



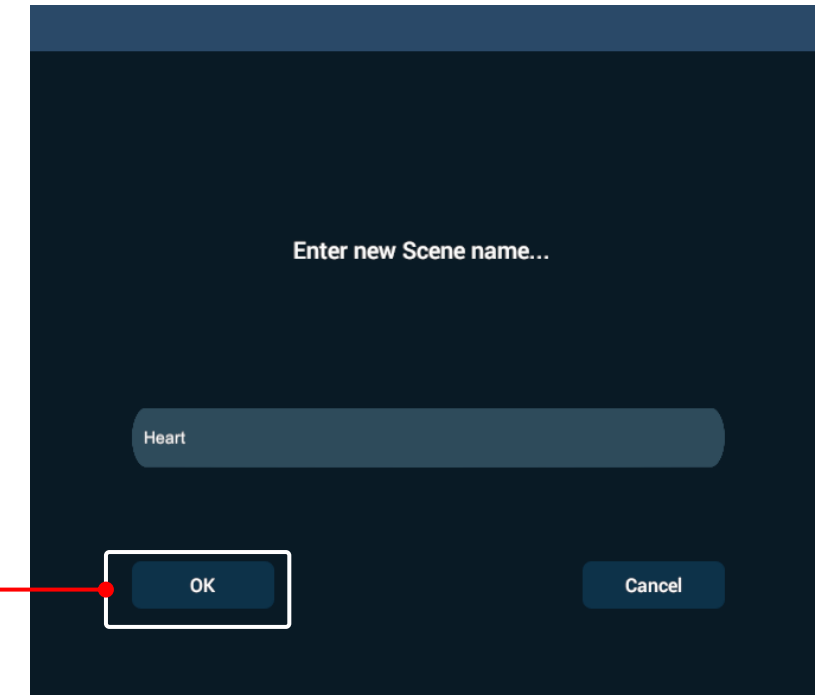
How to save your Scene

To Save your current custom scene, click on the 'Scenes' icon on the left side panel.

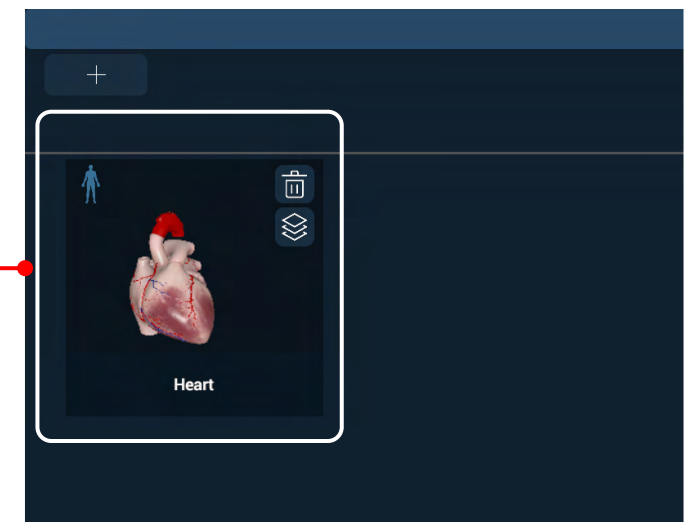
Click 'Save' or 'Save As' to name your Scene.



Select 'OK' and 'Submit' to confirm the selection of your Scene name.



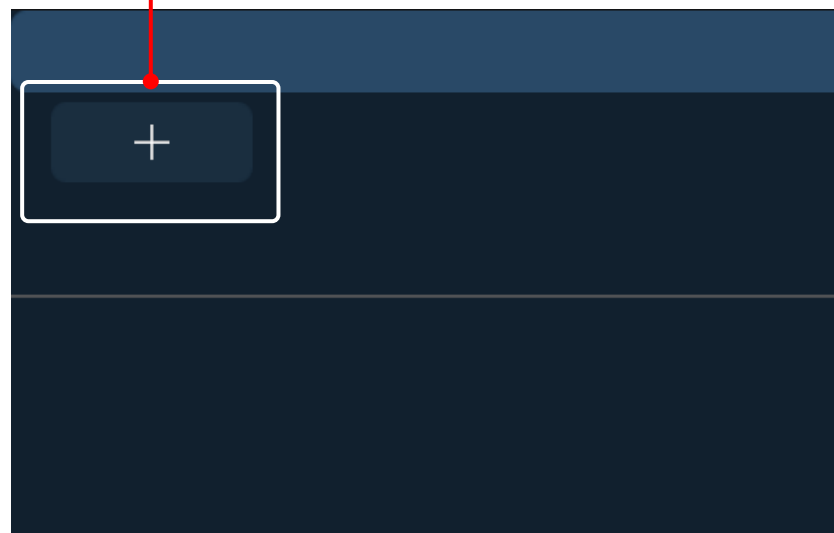
You can use the saved Scene as a reference for your work.



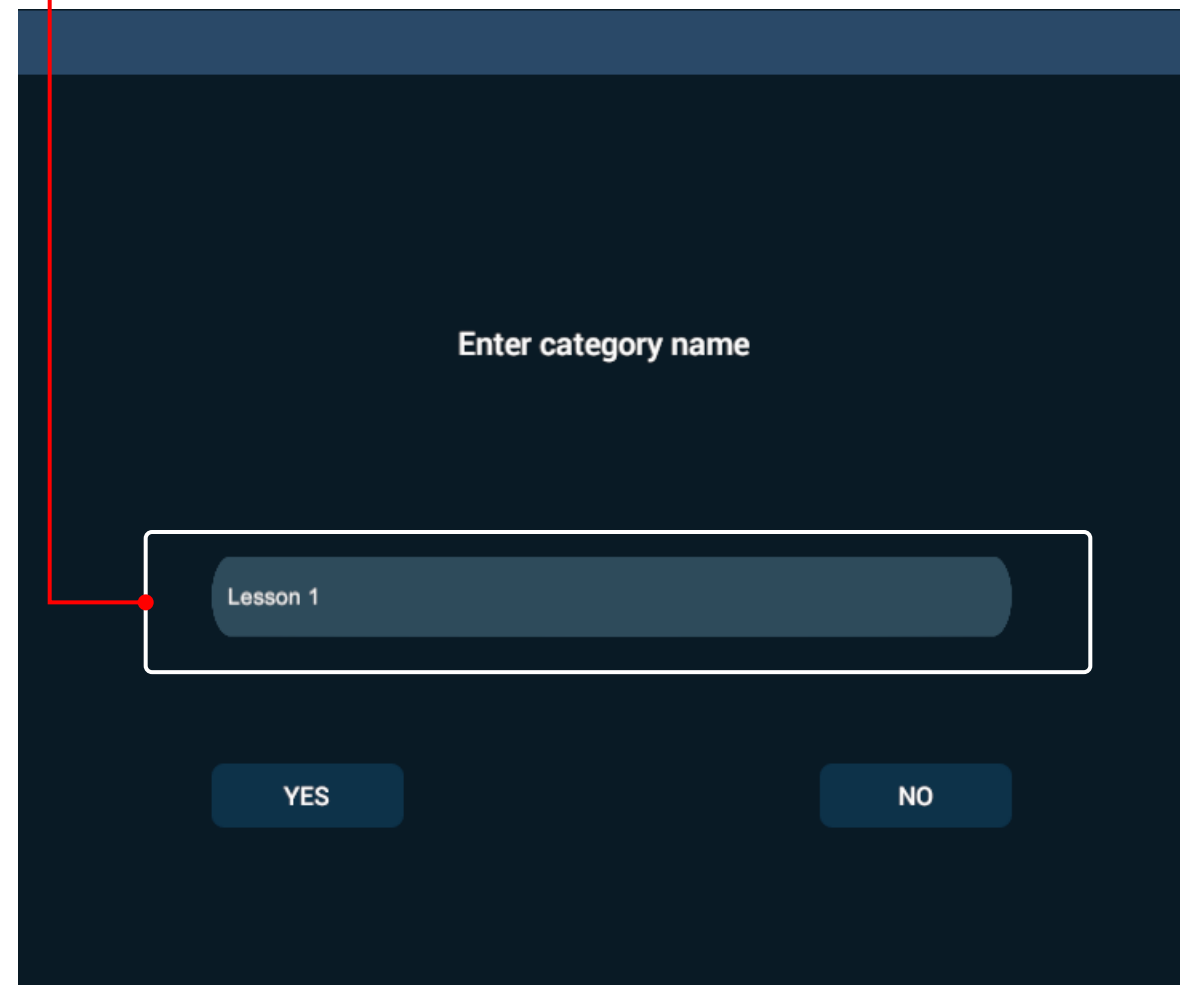
How to save your Scene Category

You may want to organize your saved scenes into separate folders.

Select the '+' sign to create a new Scene category.



Enter a new Scene category name.

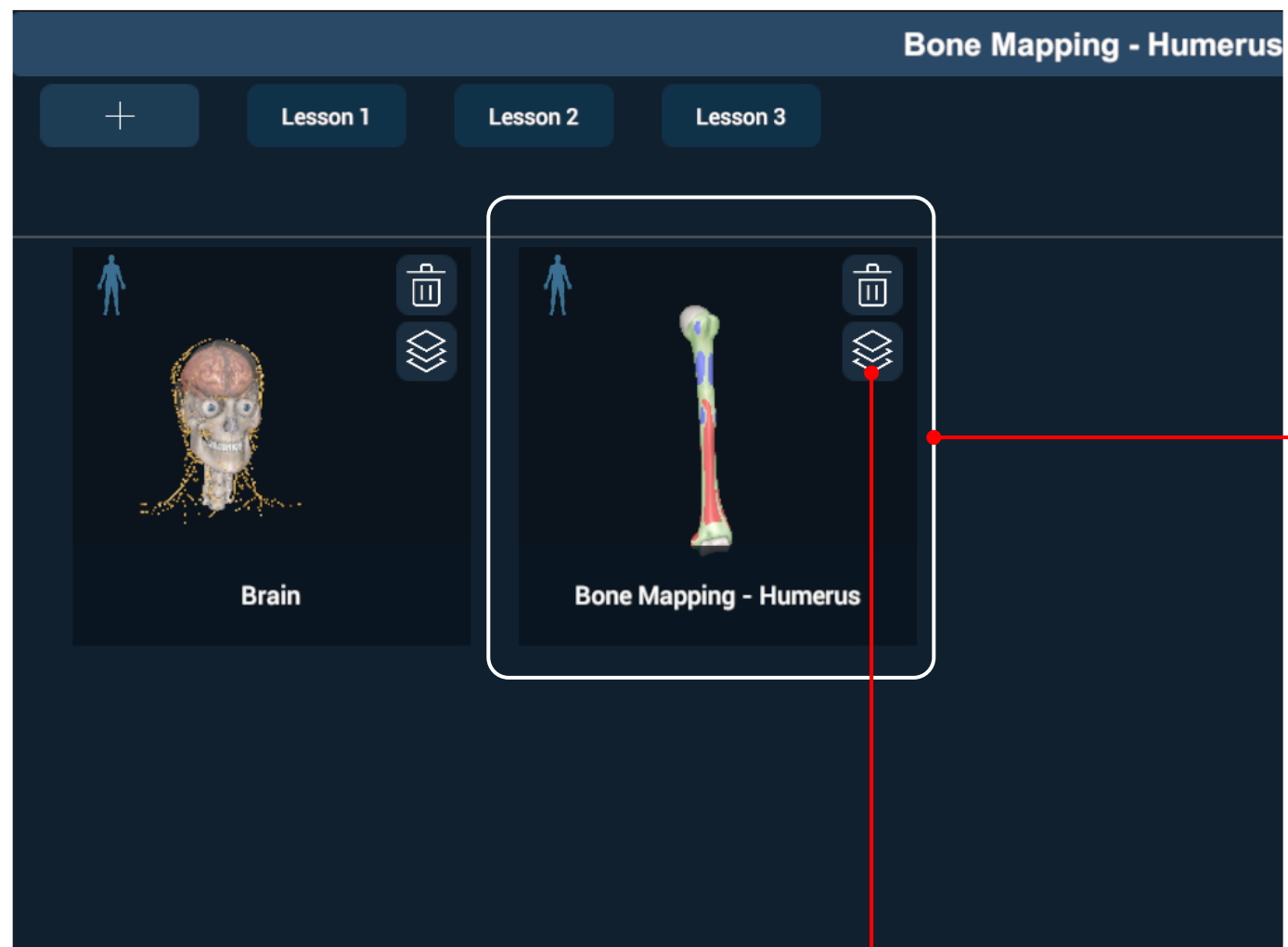


You can switch between Scene categories to deliver your lesson plans.



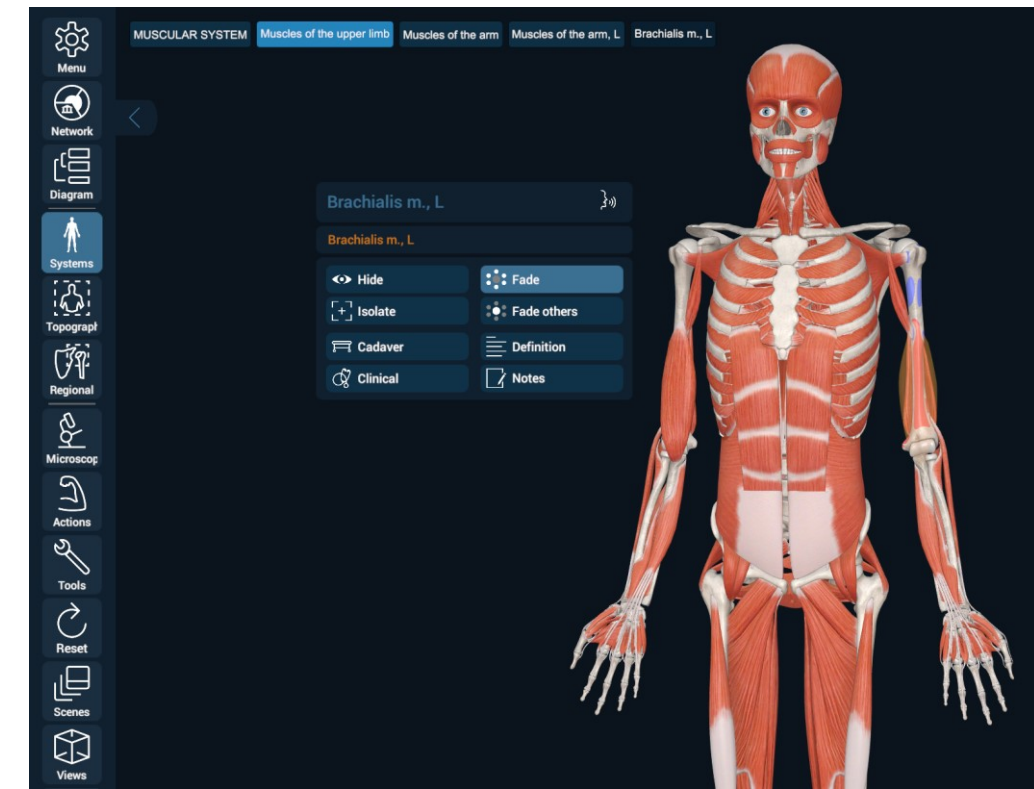
How to Open a New Scene

Once you've clicked on a Scene, anything that was previously saved will be available.

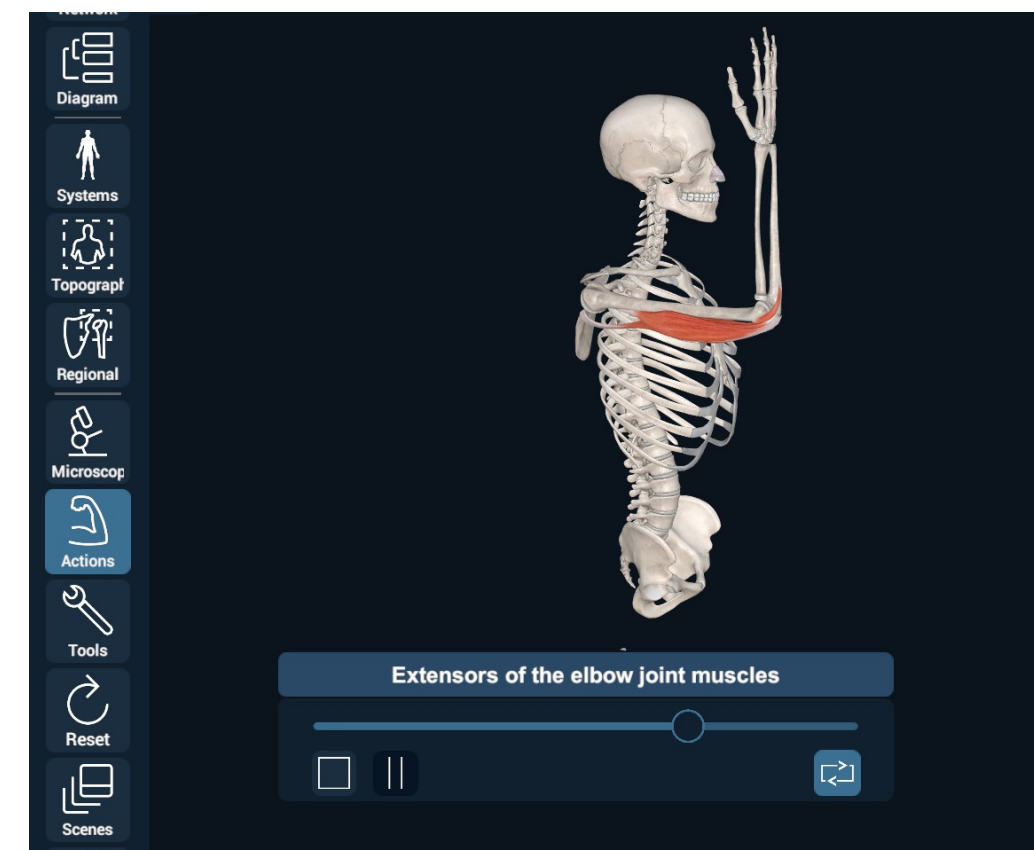


You can re-assign a Scene to a new Scene category.

Systems



Actions



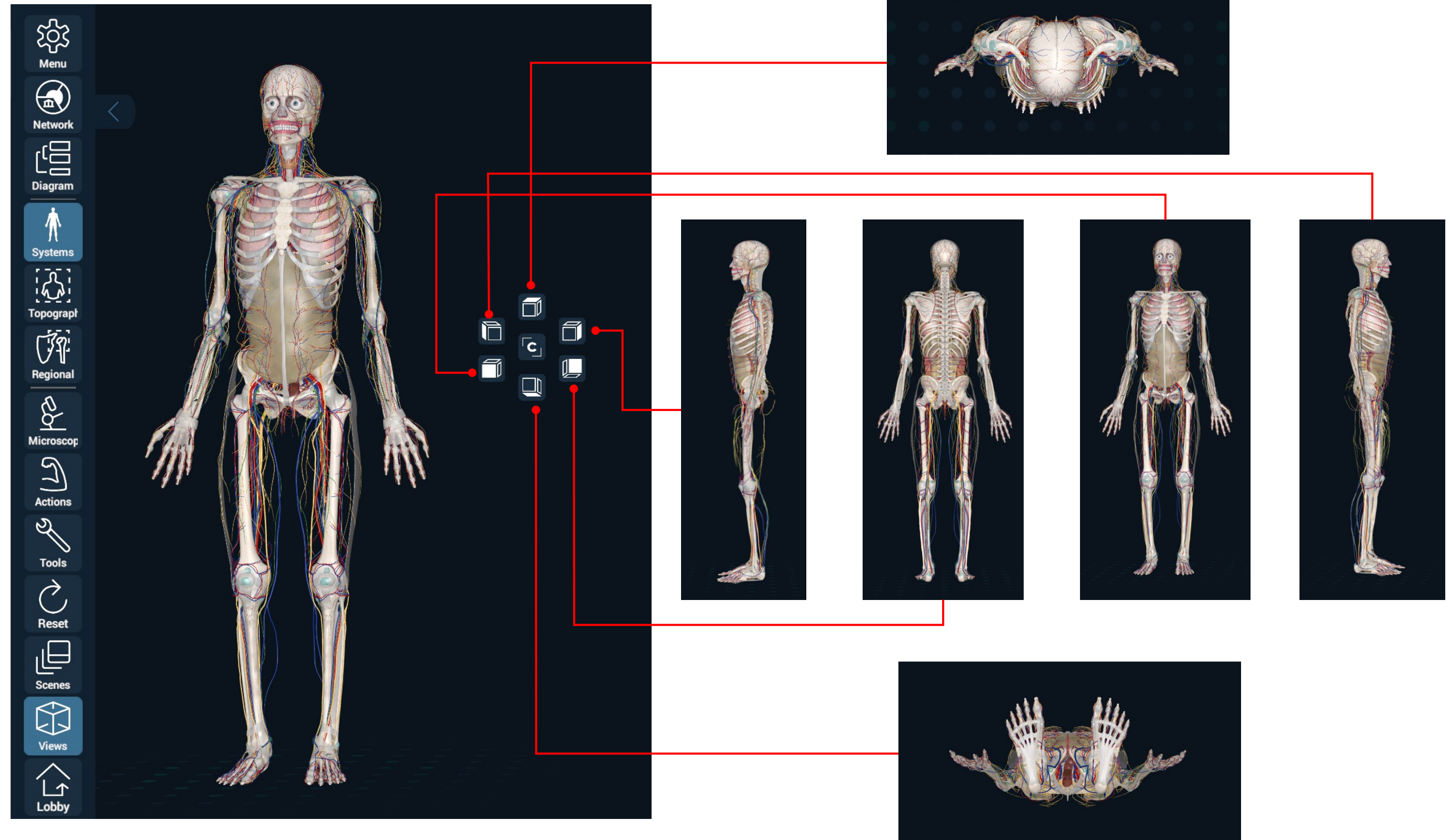
Views

Click on the **'Views'** icon on the bottom of the left side panel.

You can center the model in the scene view by actuating the **'C'** button option.

Select from the other available options to modify the view perspective of the model, e.g. superior, inferior, anterior, posterior, right lateral, and left lateral.

For Desktop: By clicking and holding the right or the left mouse buttons, you can reposition the "Views" icon to a desired location.



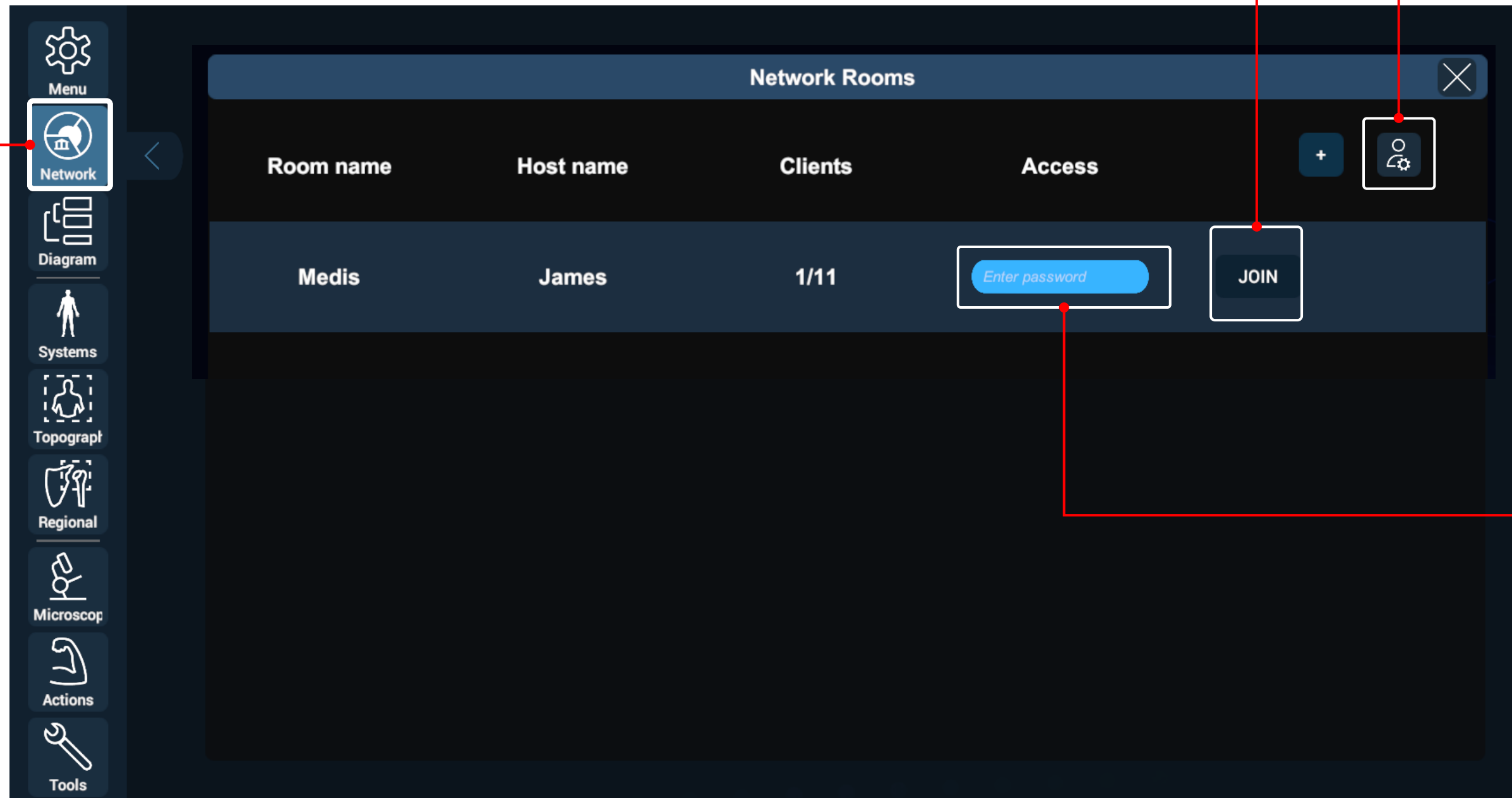
Owners of 3D Organon apps can join a multi-user anatomy training session, deployed by an owner of a Premium license or Institution.
You can also join a multi-user session in Guest mode.

Join a session

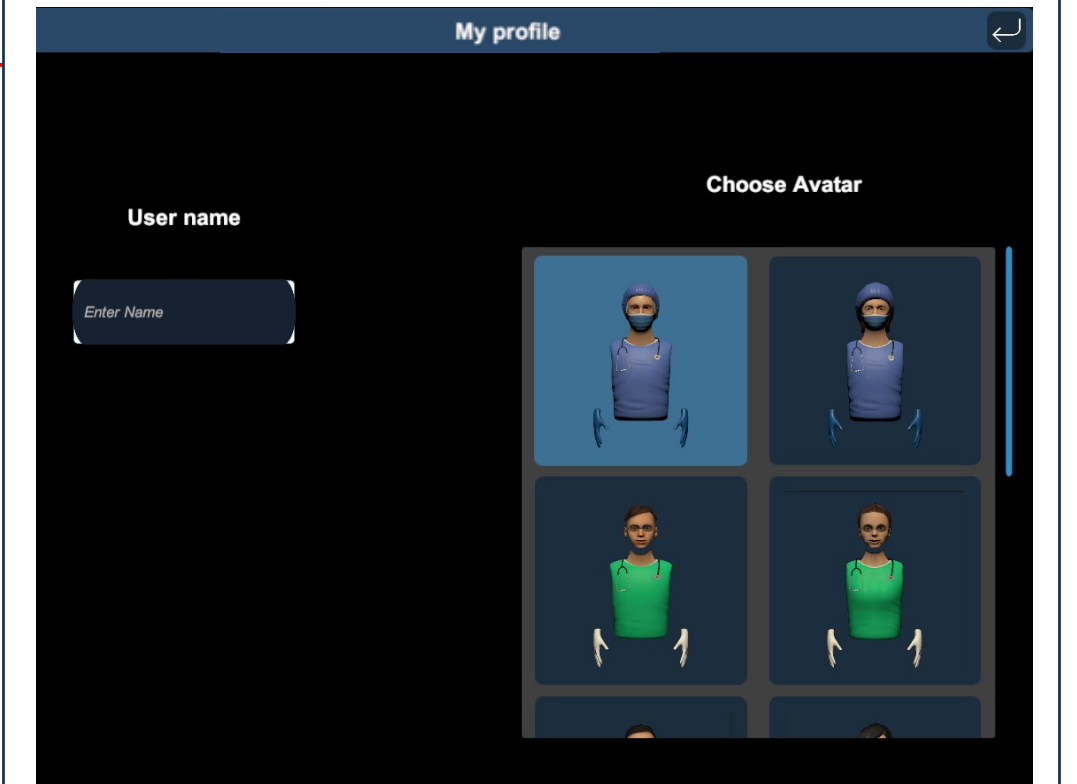
Click on the 'Network' icon on the left side panel.

Select from the list of the available rooms and press 'JOIN'.

You can follow the session as presented by the tutor and communicate using voice and text chat functions.



Click on the 'Profile' icon if you want to change your Username and Avatar.

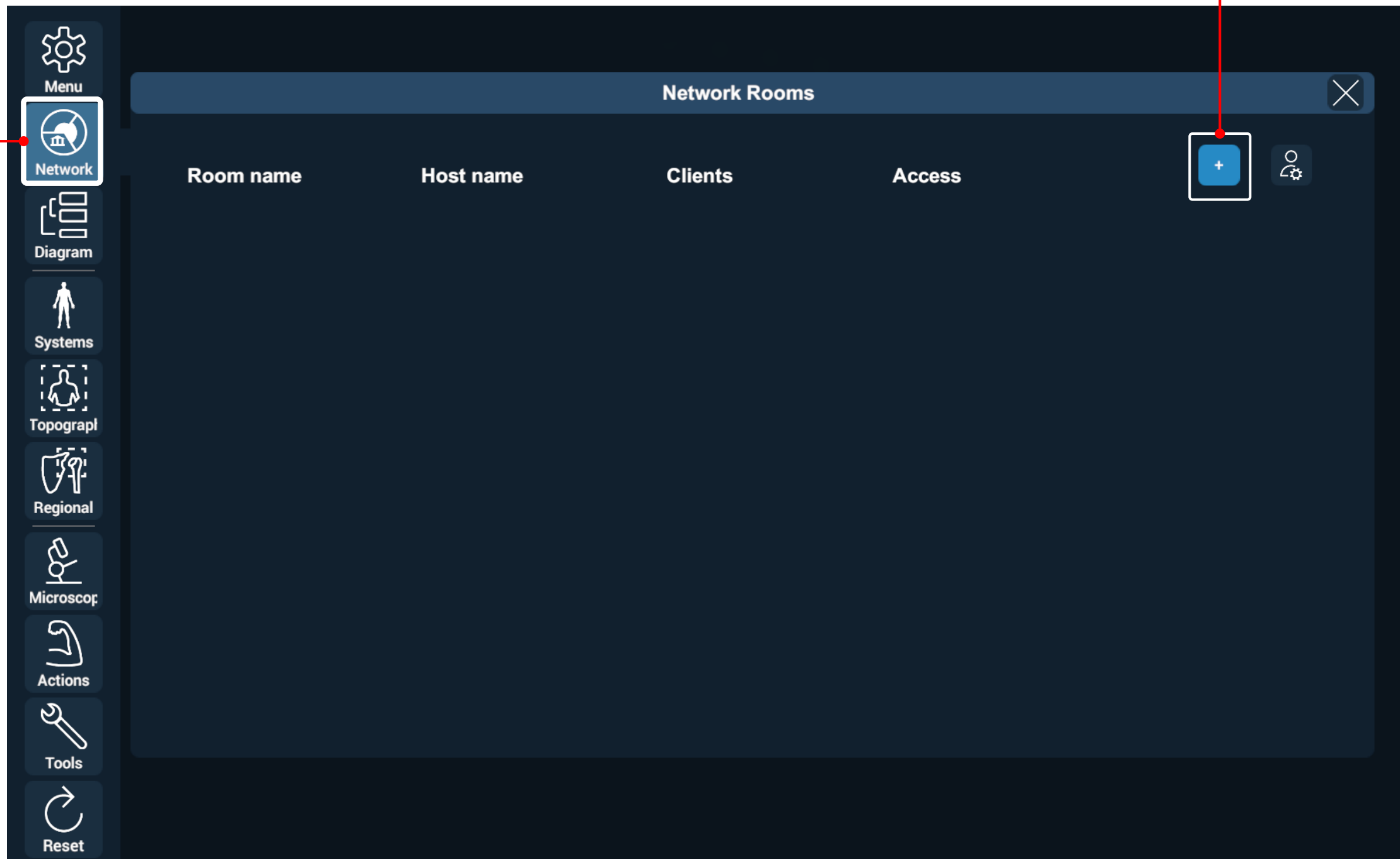


If a password is required to join a particular room, please contact your institution/instructor.

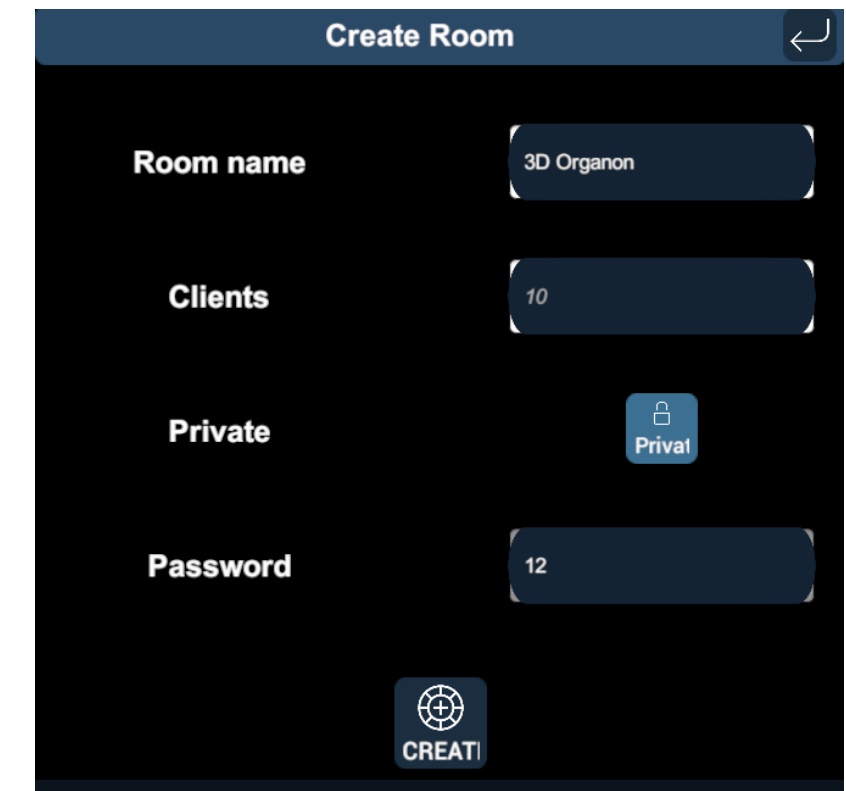
Owners of the Premium edition are also able to create virtual rooms and host remote delivery training sessions. Other users with access to the internet can join a session from anywhere in the world.

Create a session

Click on the **'Network'** icon on the left side panel.
To create a room, click on the **'+'** button.

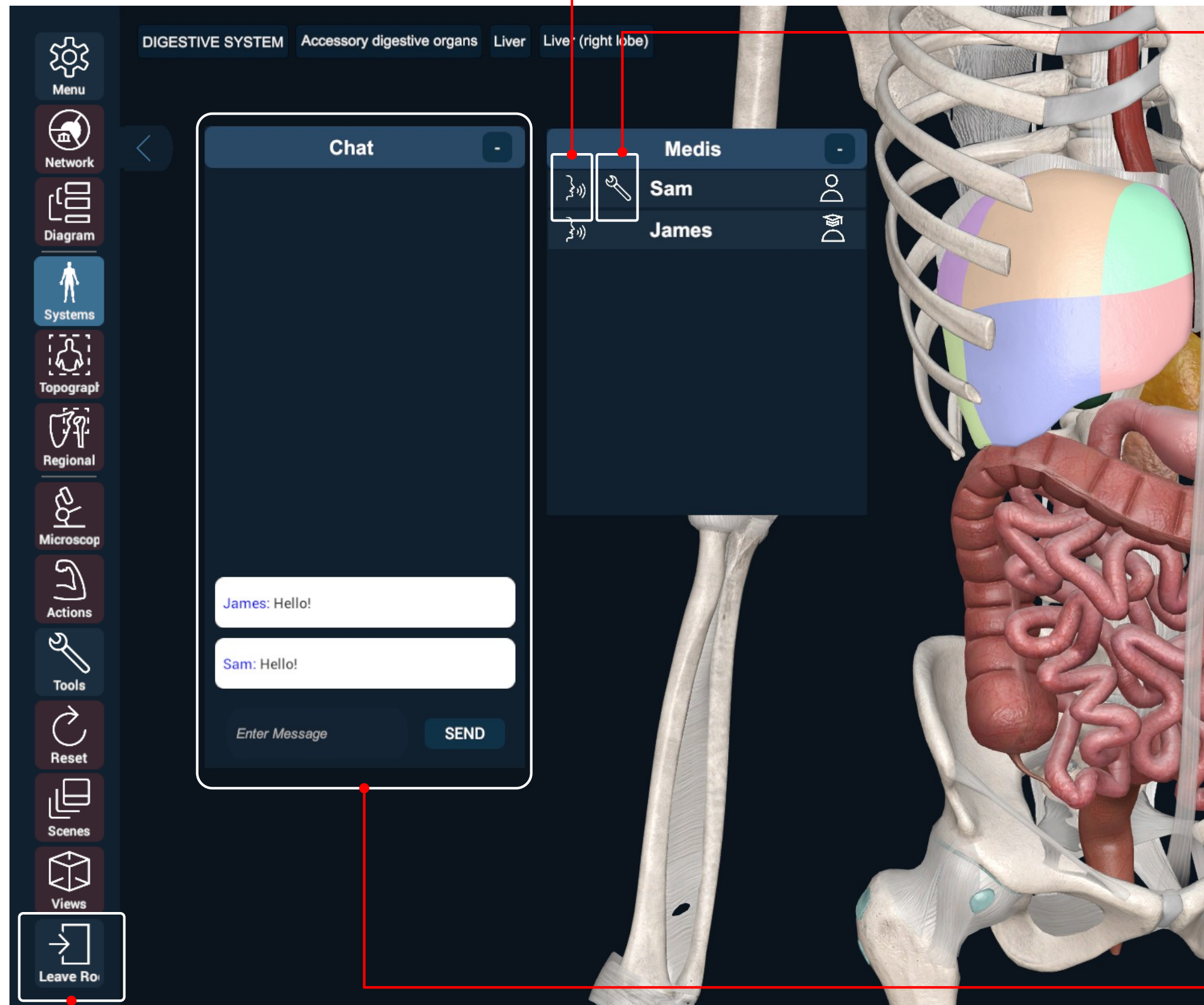


Enter the desired Room name, number of supported Clients, room visibility (Private/Public), and an optional Password.
Press the **'CREATE SESSION'** button to initiate your session.



Remote Delivery / Medverse

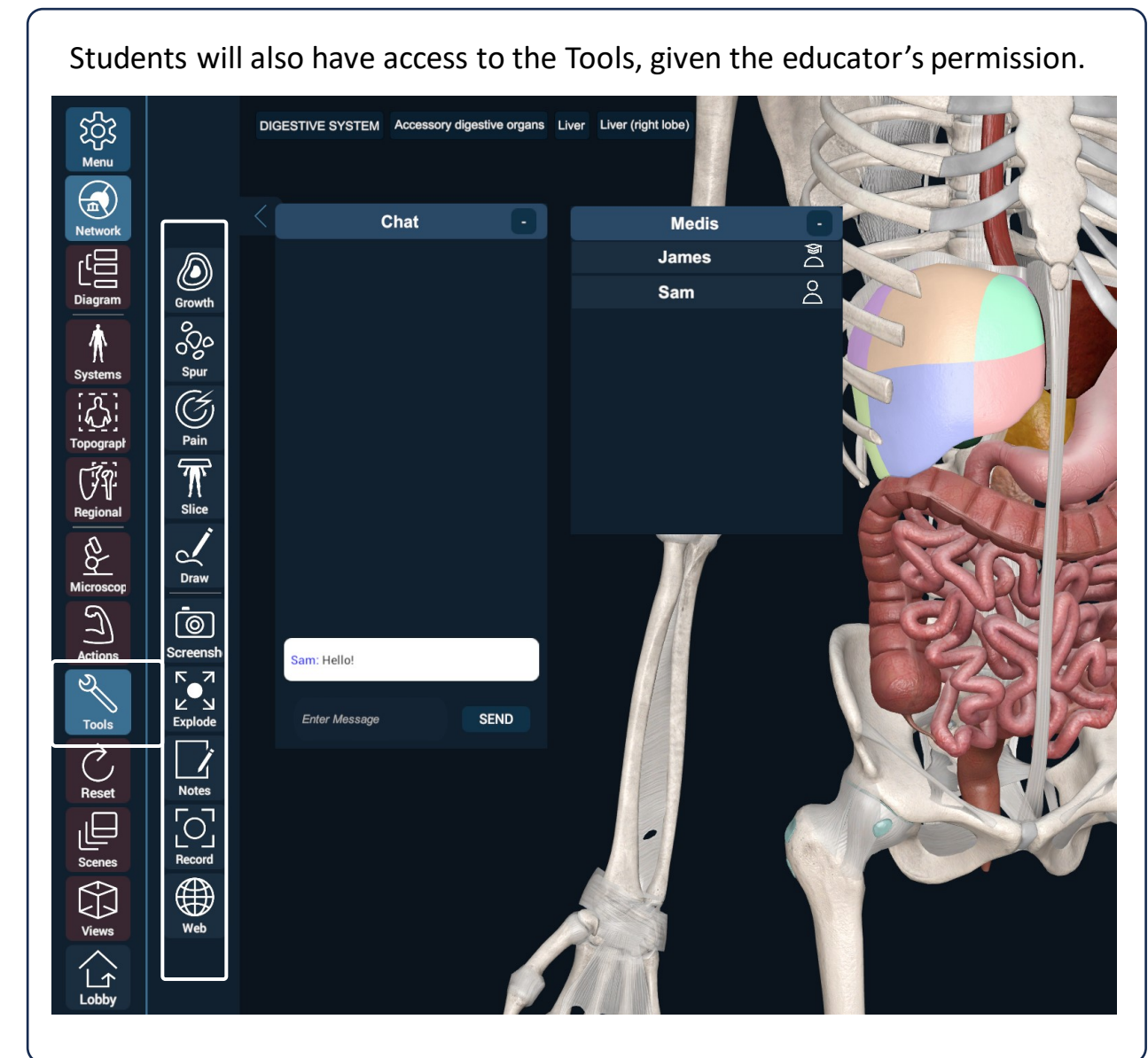
Inside the virtual room



Only the user with the Premium license that created the Room can:
Mute/unmute users by clicking on the 'Microphone' icon on the left of each username/Participant.
Click on the 'Wrench' icon and give access to the Tools.

To exit the room, press the 'Lobby' button

Students will also have access to the Tools, given the educator's permission.



Users can type messages and ask questions in the chat room.

To exit the room and return to the Lobby, press the 'Leave Room' button.

Network Services Documentation

By default, the multi-user function in 3D Organon Anatomy uses three essential services. These services include 3D models, voice chat, and text chat synchronization across users and educators in a virtual anatomy training session.

Ensure you allow the following ports and protocols for full access to 3D Organon networking services:

TCP: 843, 943, 4520, 4530-4532, 4540, 9090-9092

UDP: 5055-5058

Please ensure you allow traffic to and from the following domains:

license.3dorganon.com

def.3dorganon.com

download.3dorganon.com

Chinese clients need to white-list the following domain on their local network:

license-cn.3dorganon.com

Please ensure these ports are open in your router/firewall AND the firewall in your operating system (e.g., Windows firewall).

In case you are experiencing problems with either of these services, please contact the IT helpdesk in your institution. They will know your network infrastructure requirements and have access to modify firewall settings.

For any questions or feedback, please contact our Local Distributor
or reach us at: support@3dorganon.com

Check out our **Help Center** for more information about 3D Organon, at any time!

