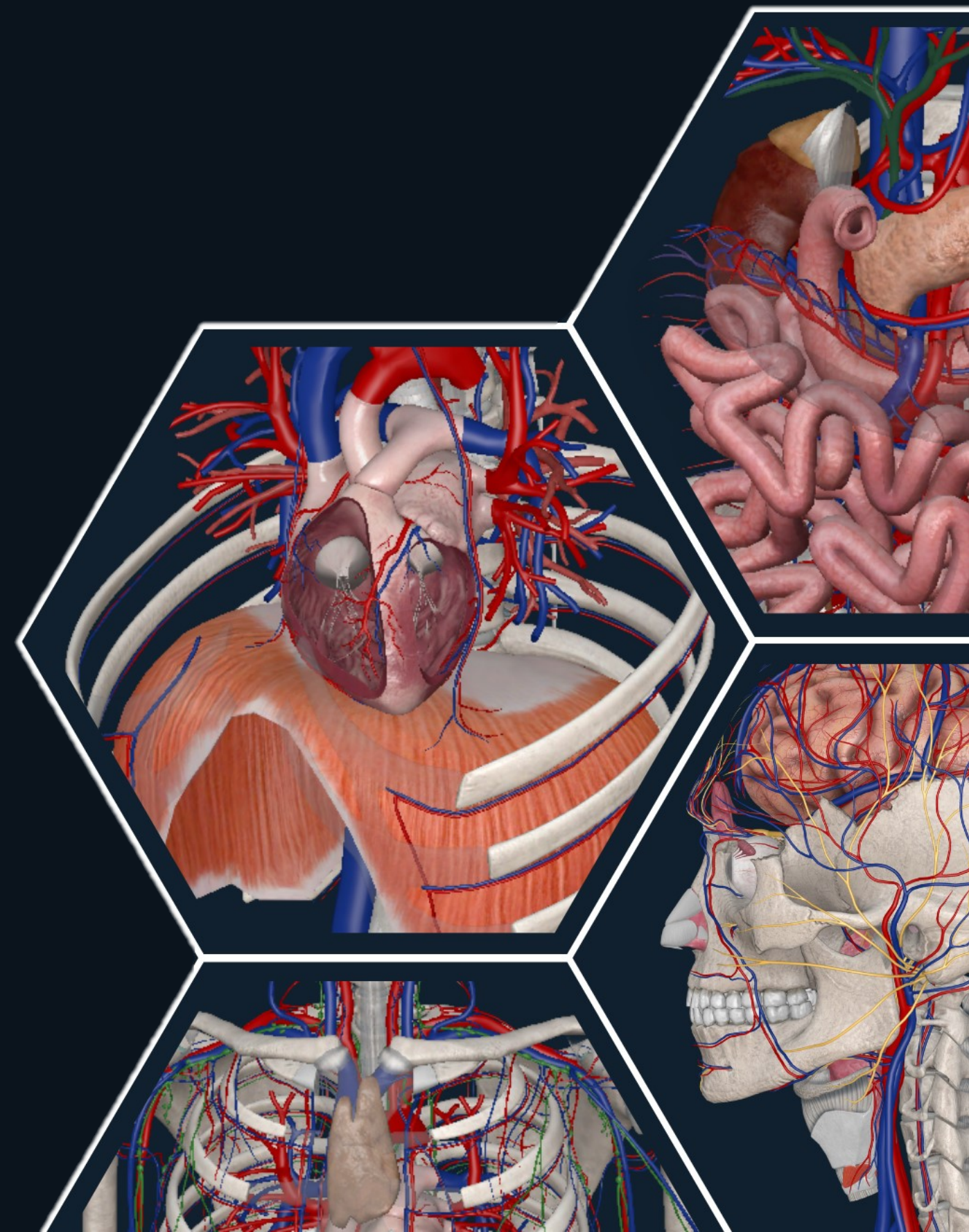


# 3D Organon XR User Manual Anatomy for Standalone & PC VR Headsets

**Available for:**

**Standalone VR headset:** Meta Quest 2 | Meta Quest 3/3s | Meta Quest Pro | Pico Neo 3 Pro | Pico 4E | Pico 4 Ultra E | HTC Vive Focus 3 | HTC XR Elite | Apple Vision Pro

**PC VR Headsets:** HTC Vive Pro/Pro 2/Pro Eye | HTC Vive Cosmos and Windows MR headsets



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# Installation Instructions & Recommended System Specifications

- For Standalone VR Headsets: [Click here](#)

## 3D Organon XR

### Installation Instructions For Standalone VR Headsets



**Supported headsets:** Meta Quest 2/3 | Meta Quest Pro | VIVE XR Elite | VIVE Focus 3 | Pico 4E | Pico Neo 3 Pro



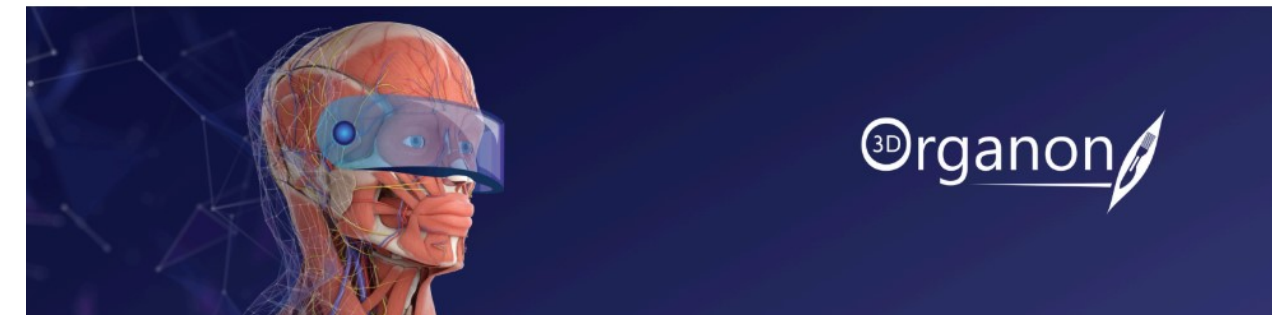
- For PC VR Headsets: [Click here](#)

## 3D Organon XR

### Installation Instructions For PC VR Headsets



**PC VR Headsets:** HTC Vive Pro/Pro 2/Pro Eye | HTC Vive Cosmos | and Windows MR headsets like HP Reverb G2  
**Standalone VR headset (connected to a PC):** Meta Quest 2 | Meta Quest 3 | Meta Quest Pro | Pico Neo 3 Pro | Pico 4/4E | HTC Vive Focus 3



# 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).

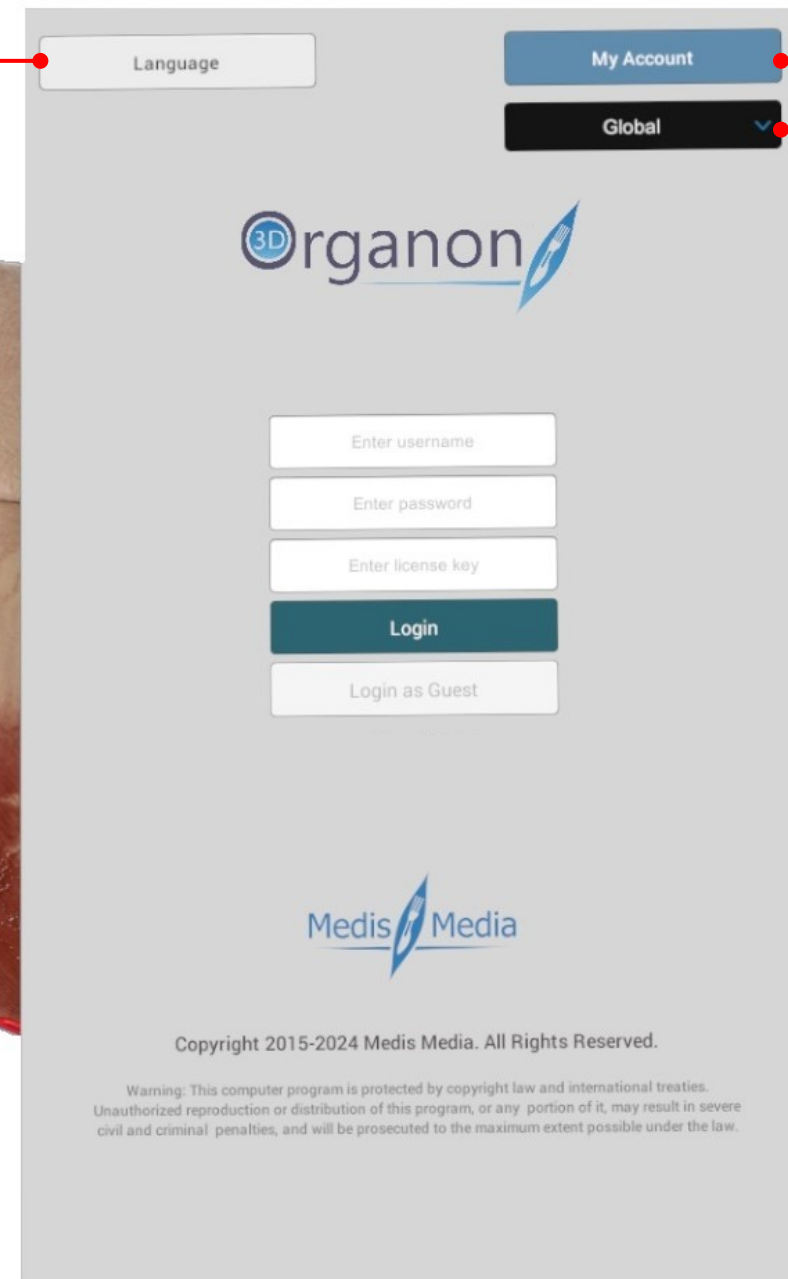
To add more languages, just click the **Cloud icon**. The default languages are English and Latin.

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"/>

Italiano		<input checked="" type="radio"/>	<input type="radio"/>
----------	--	----------------------------------	-----------------------

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



## 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.

## Global

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



# 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](mailto:prosupport@3dorganon.com)

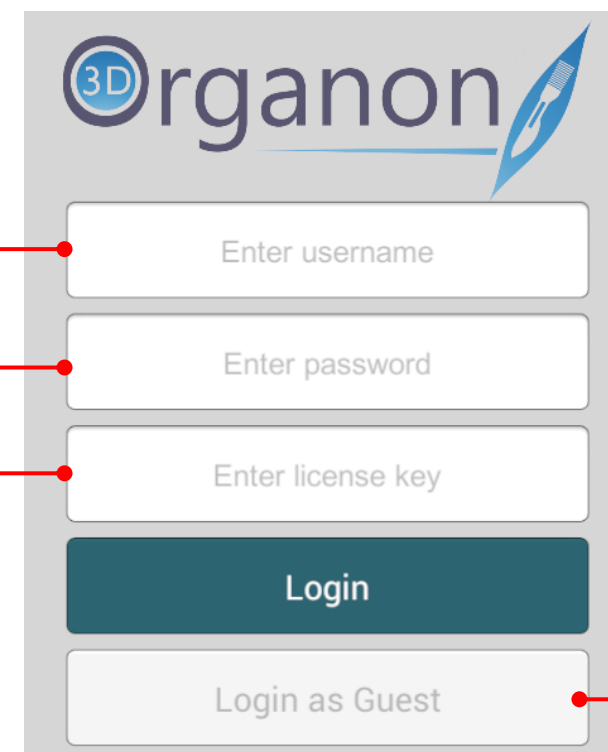
If you **already have a Trial or Subscription** then:

- 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.

## 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](mailto:support@3dorganon.com) if you experience any difficulties logging in.

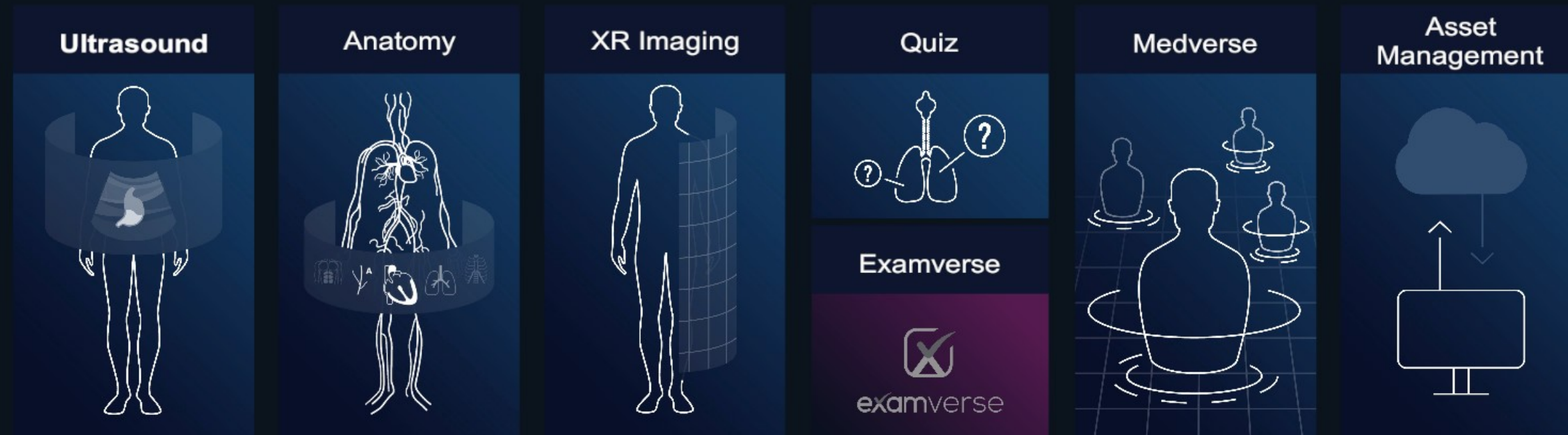


## Guest Mode

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:

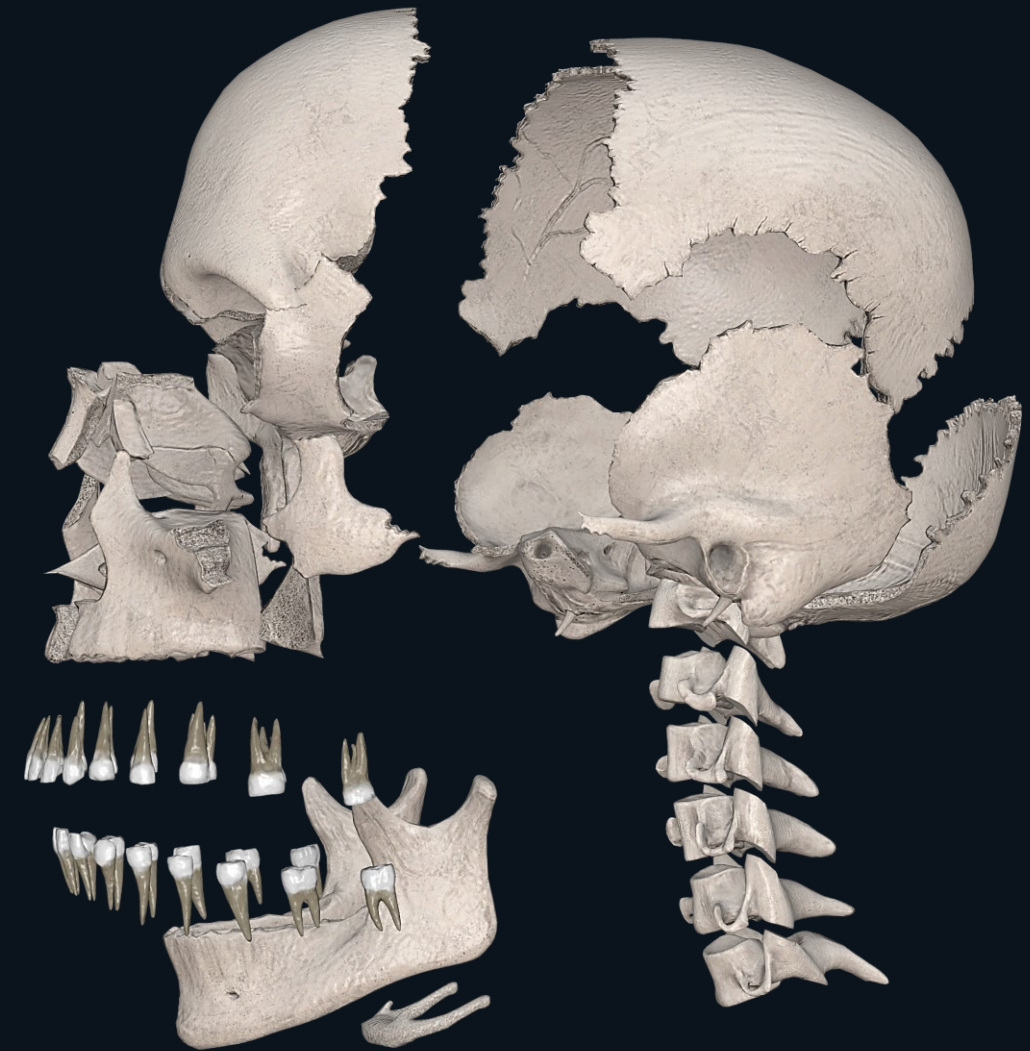
- **Ultrasound**
- **Anatomy**
- **XR Imaging**
- **Quiz / Assessment module**
- **Examverse**
- **Medverse**
- **Asset Management**





# Anatomy

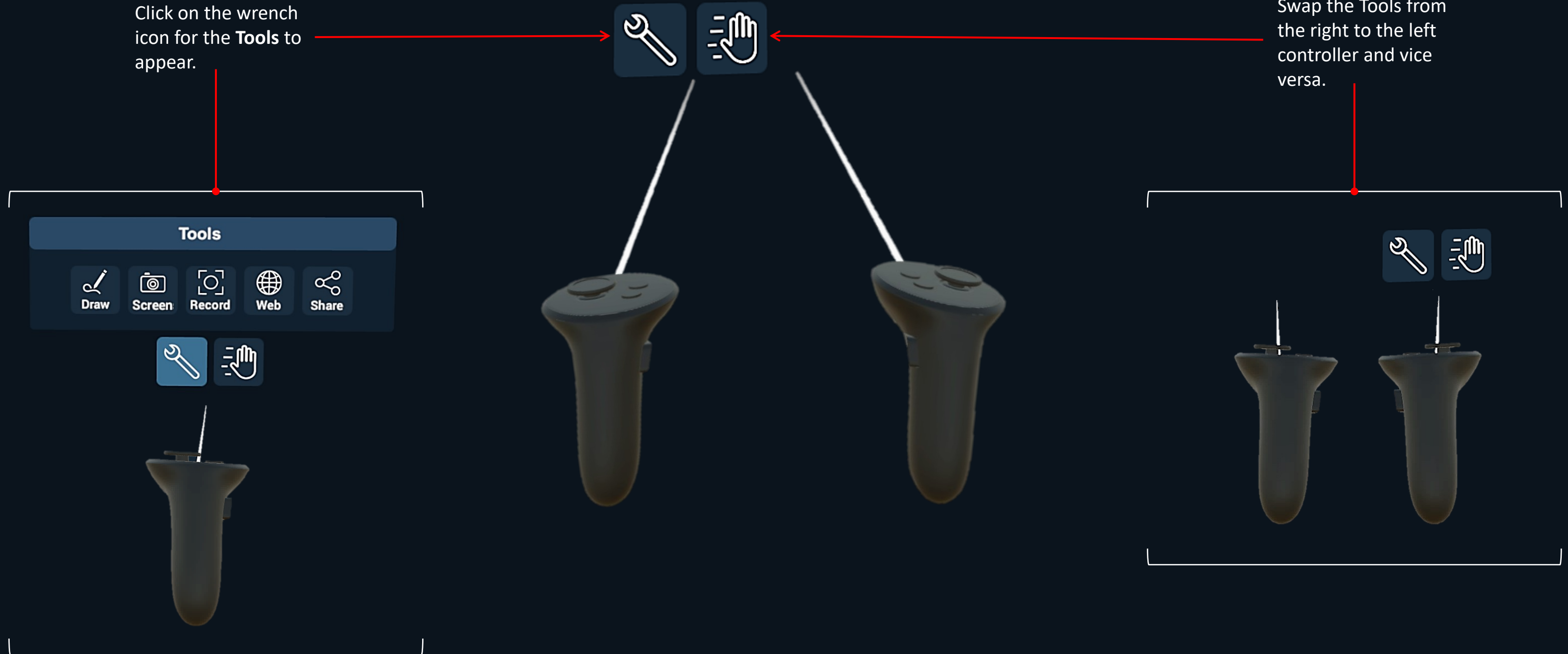
---



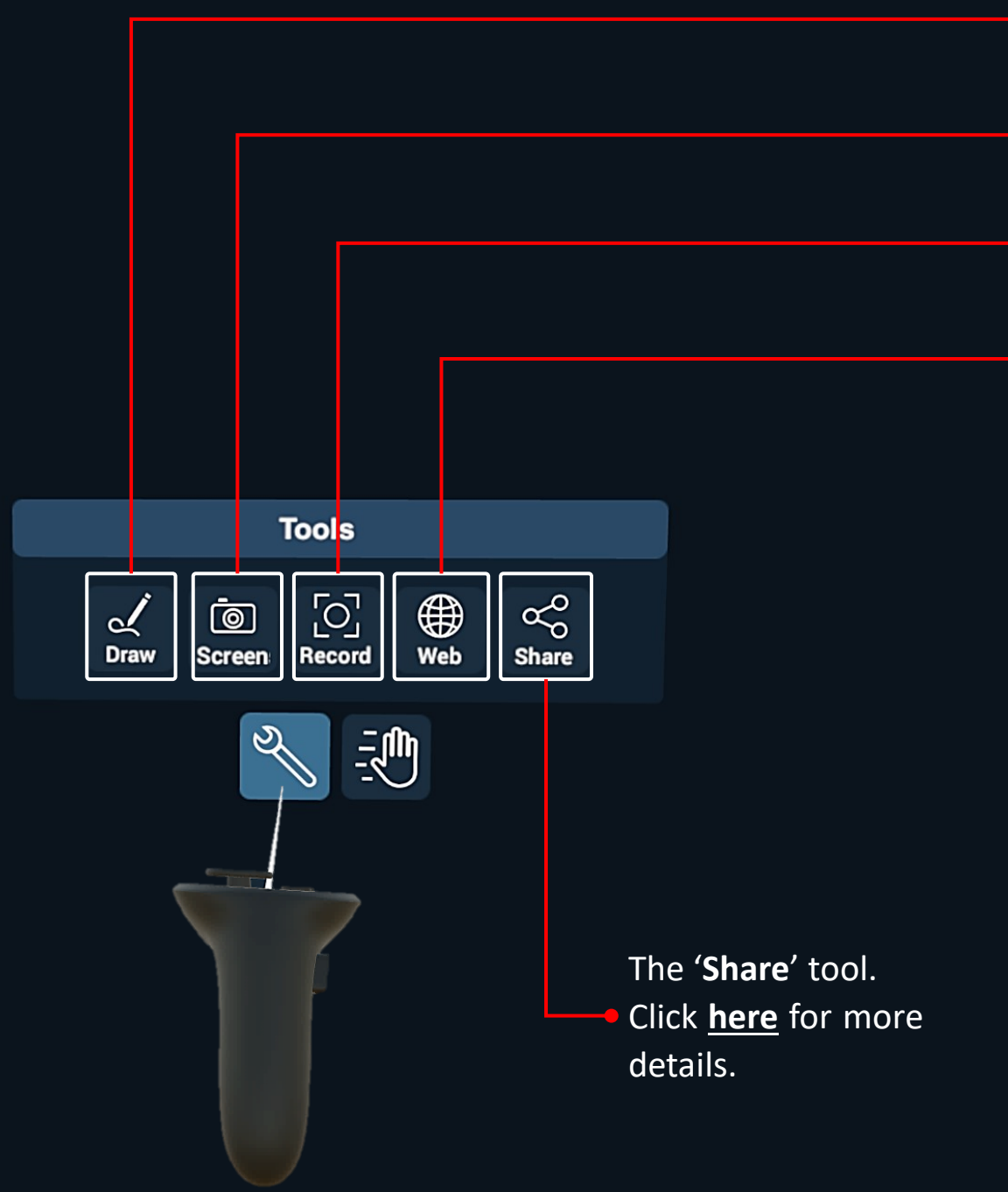
# VR Controllers

Click on the wrench icon for the **Tools** to appear.

Swap the Tools from the right to the left controller and vice versa.







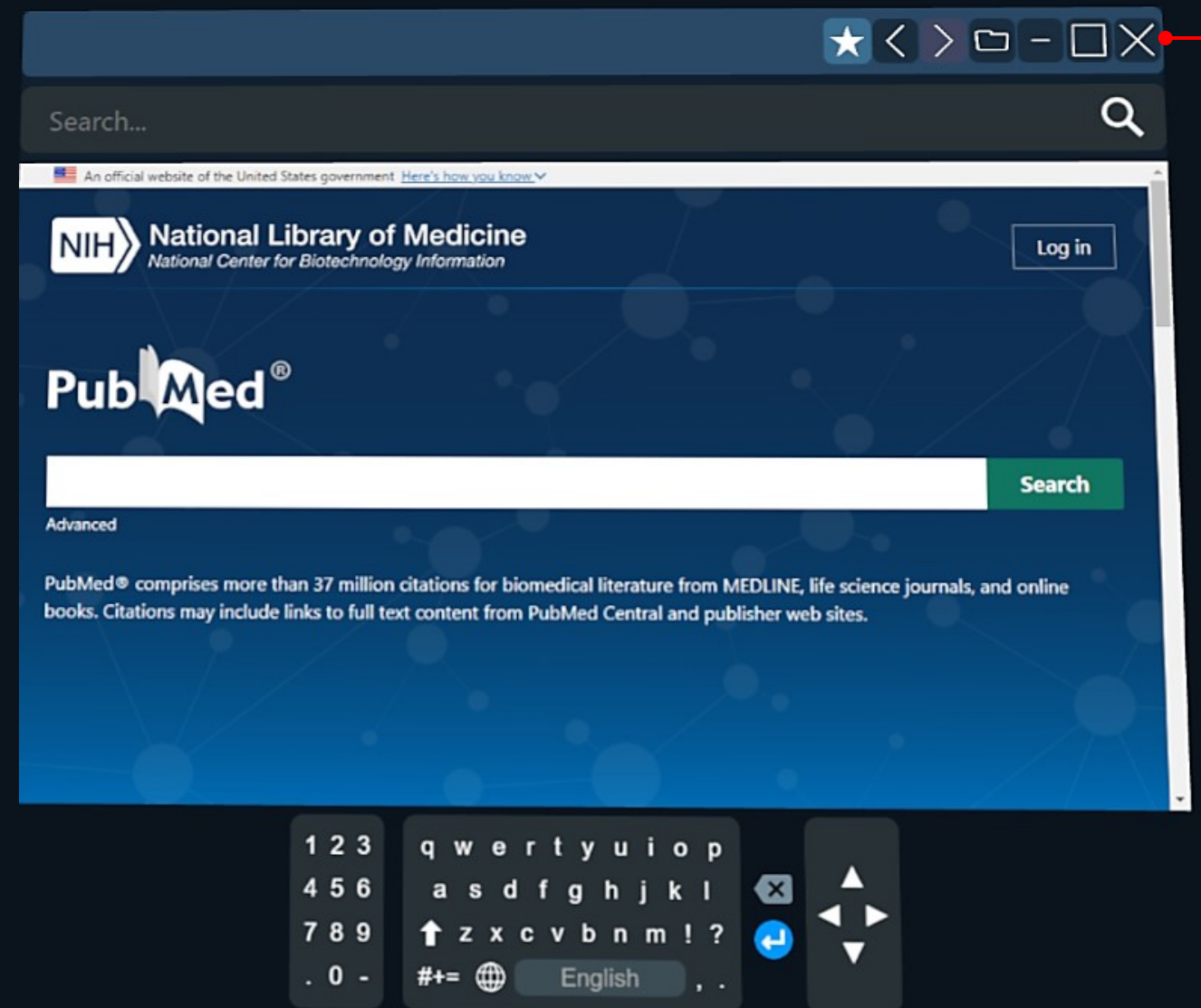
Click on the 'Draw' icon if you want to draw on top of the present scene view. Click [here](#) for more details.

**PC VR:** To take a screenshot, click the 'Screenshot' icon. A pop-up message will display the path to your screenshot. Navigate to the Pictures folder in File Explorer on your PC to find it.

The 'Record' tool. Click [here](#) for more details.

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

The 'Share' tool.  
Click [here](#) for more details.



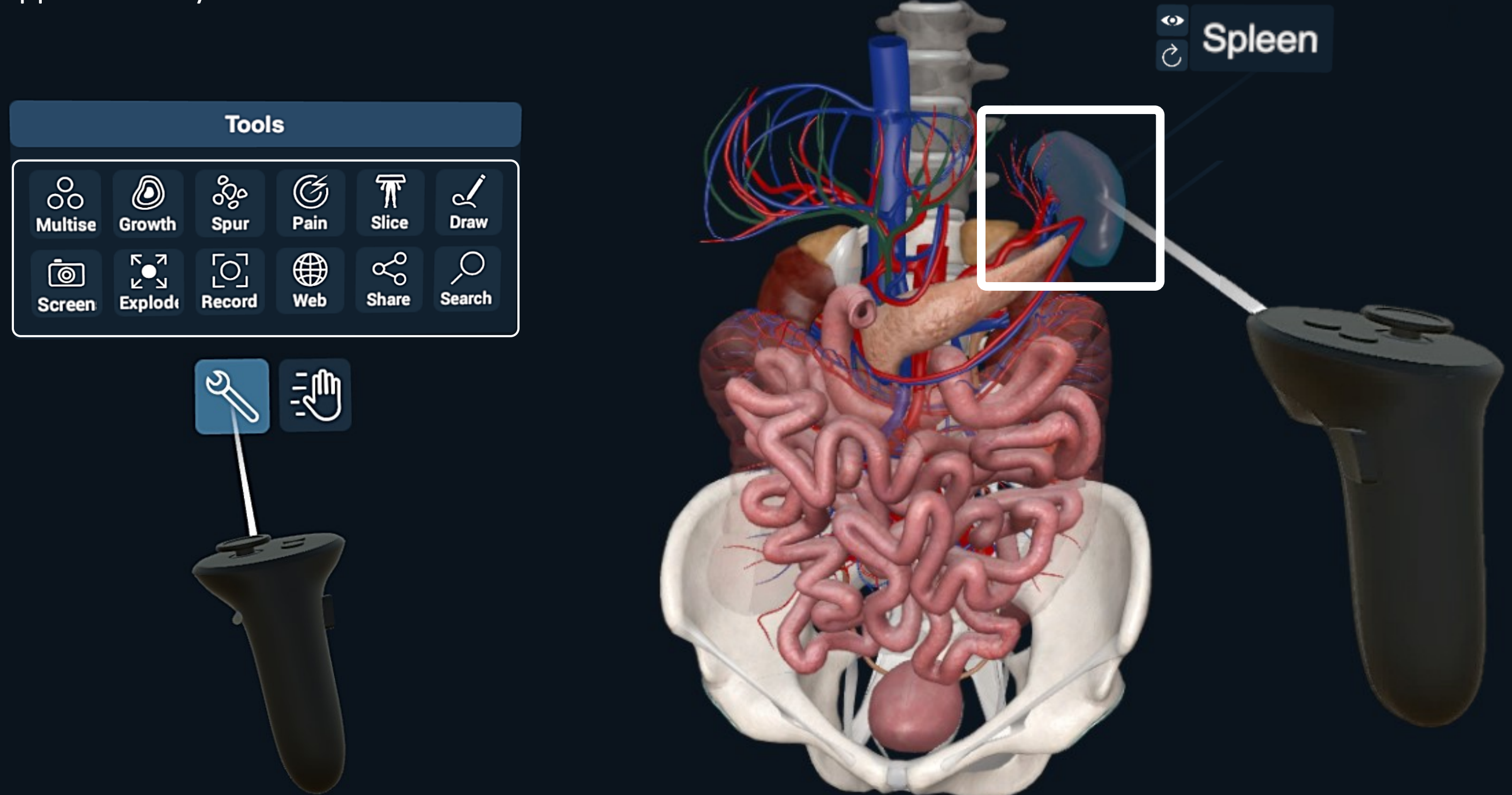
Make bookmarks to help you remember the websites you visited.

Bookmark folder.

Webpage reference (<https://pubmed.ncbi.nlm.nih.gov/>) is copyrighted by PubMed

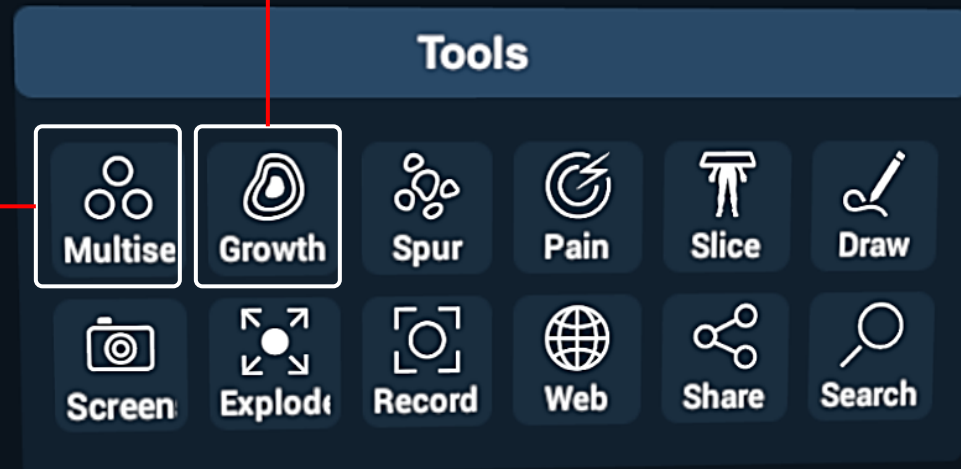
# Tools

- Additional Tools will appear when you click on a structure.





## ☐ Multiselect & Growth



To read more about Multiselect please click [here](#).



Click on the 'Growth' icon from the 'Tools' section.

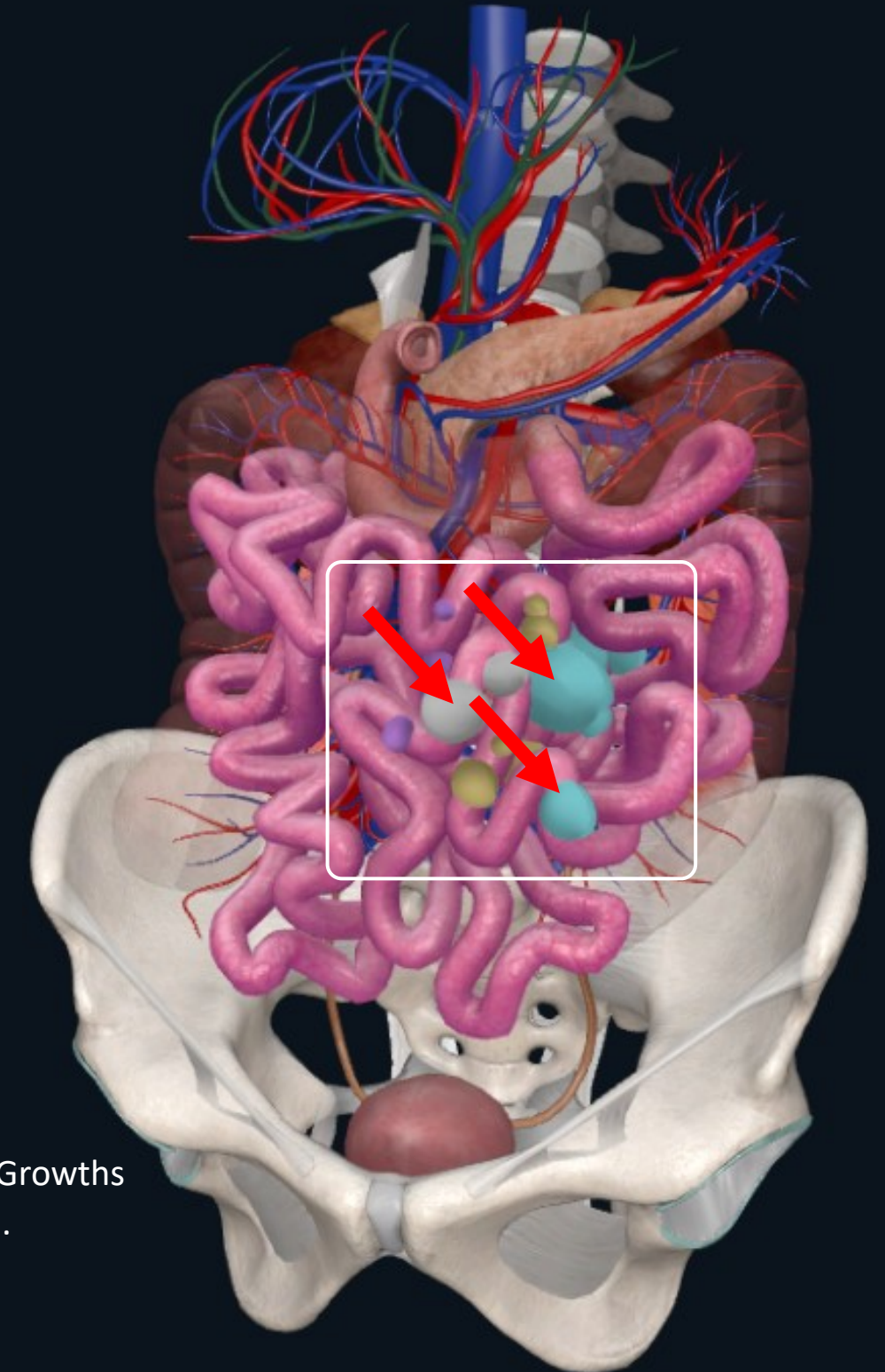
Choose the point and place the Growth by clicking and pressing on the Grip button of your controller.

Choose the color and size of the Growth you want to place.

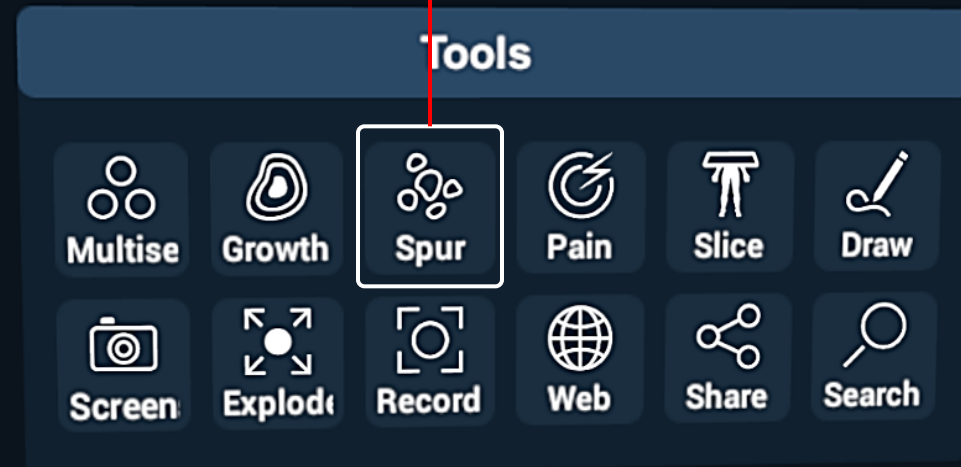


Hide and Unhide Growths.

Clear all of the Growths already inserted.

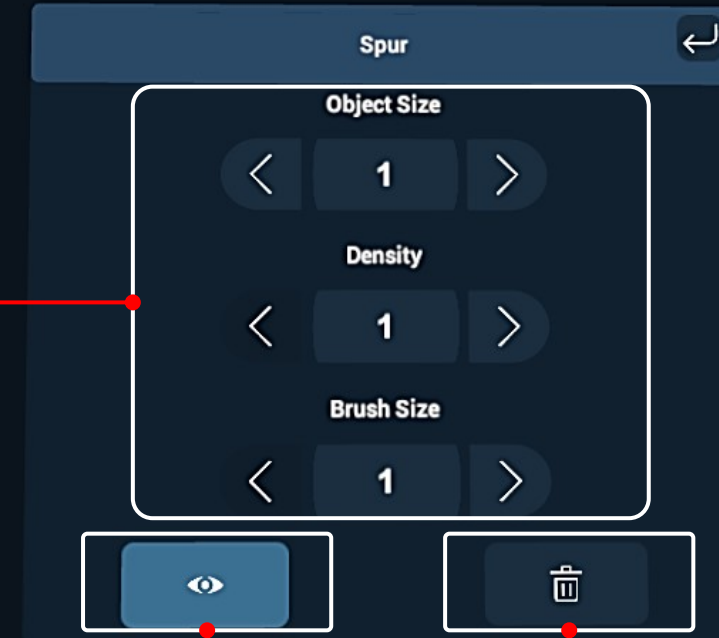


## Spur



Click on the 'Spur' icon from the 'Tools' section.  
Choose the point and place the Spur by clicking and pressing on the Grip button of your controller.

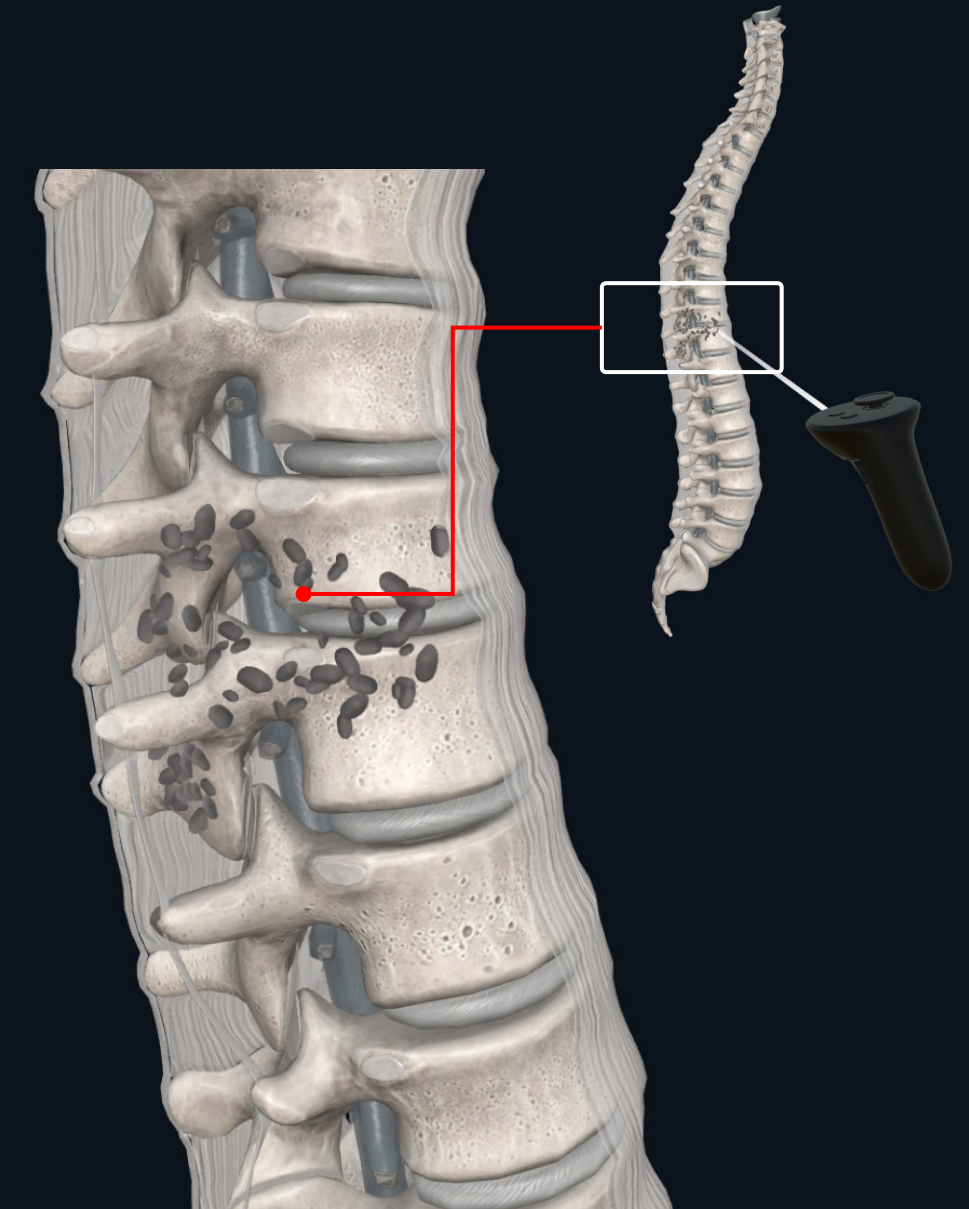
The 'Object Size' icon defines the size of Spurs. The 'Density' icon defines the number of Spurs placed. The 'Brush Size' icon defines the area of spurs placed.



Hide and Unhide Spurs.

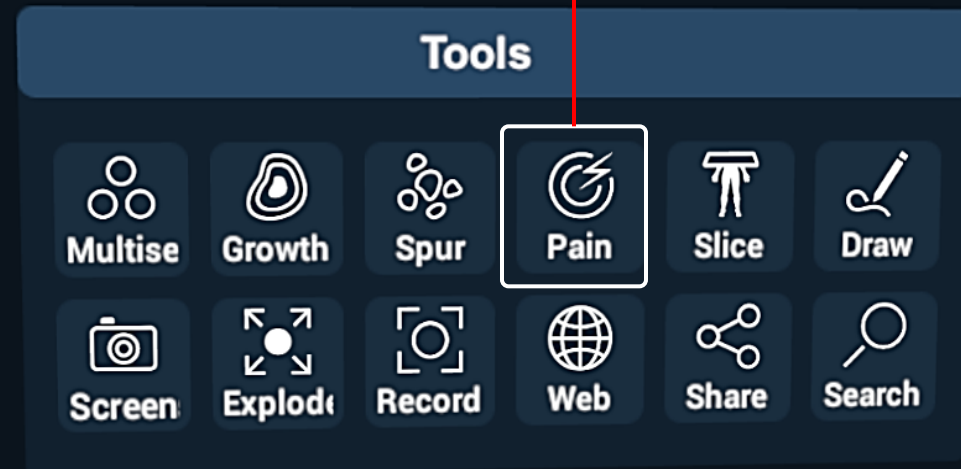


Clear all of the Spurs already inserted.



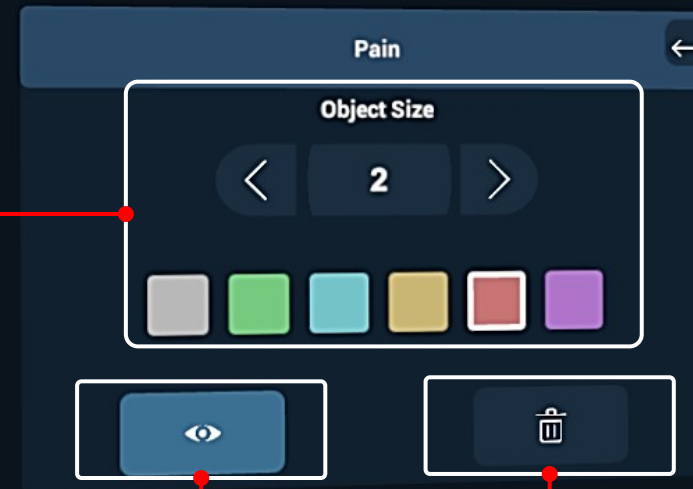


## □ Pain



Click on the 'Pain' icon from the 'Tools' section.  
Choose the point and place Pain by clicking and pressing on the Grip button of your controller.

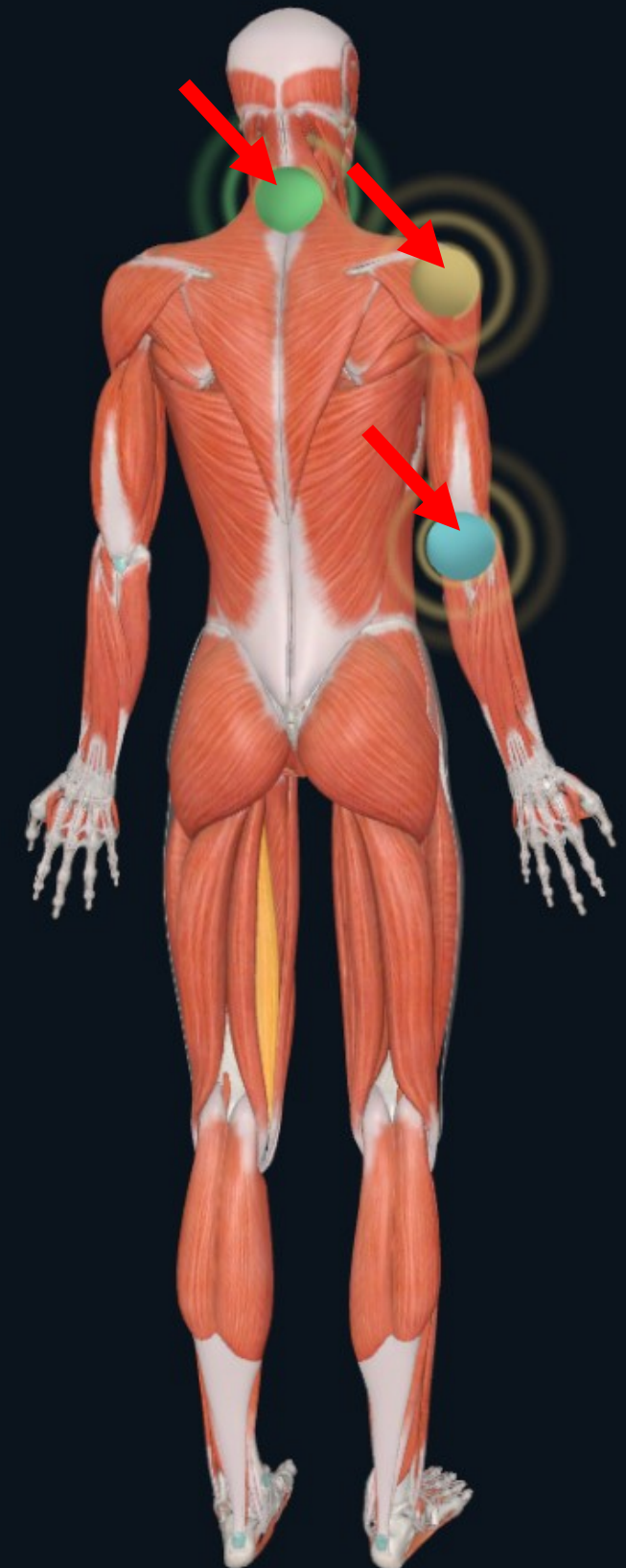
Choose the color and size of Pain you want to indicate.



Hide and Unhide Pain.

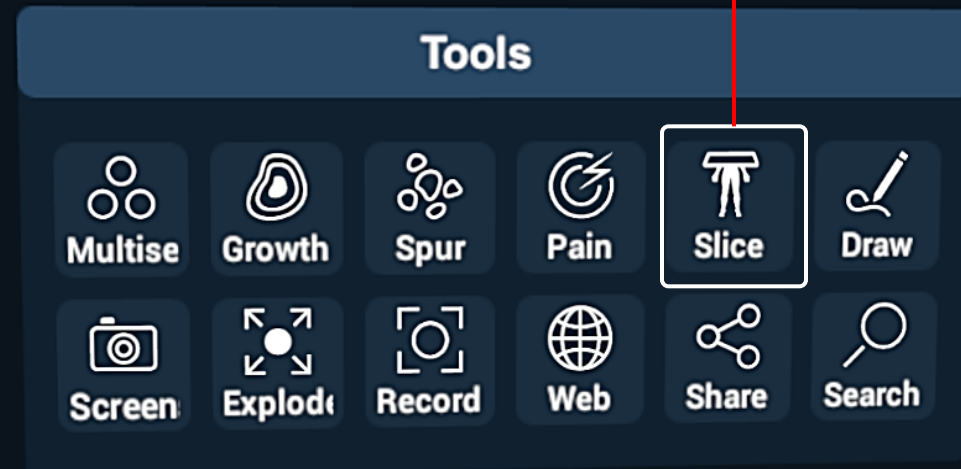


Clear all of the Pain signs already inserted.



## ☐ Slice

Click on the 'Slice' icon from the 'Tools' section for real-time sectioning of the 3D model. For Coronal, Transverse and Sagittal sectioning. The Slicing plane can be moved by holding the Grip button.



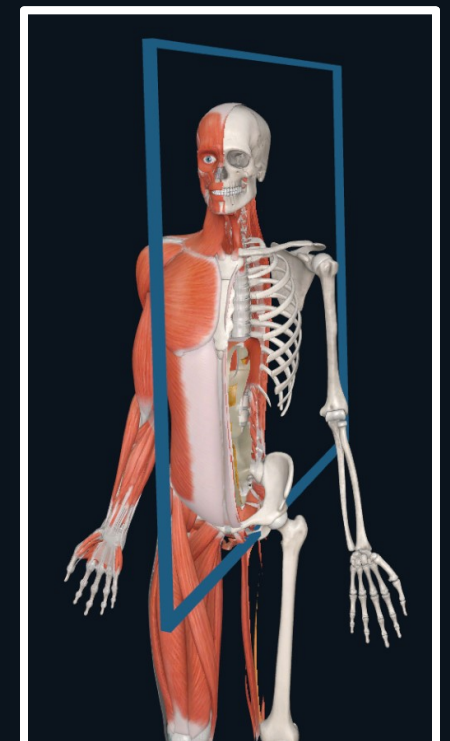
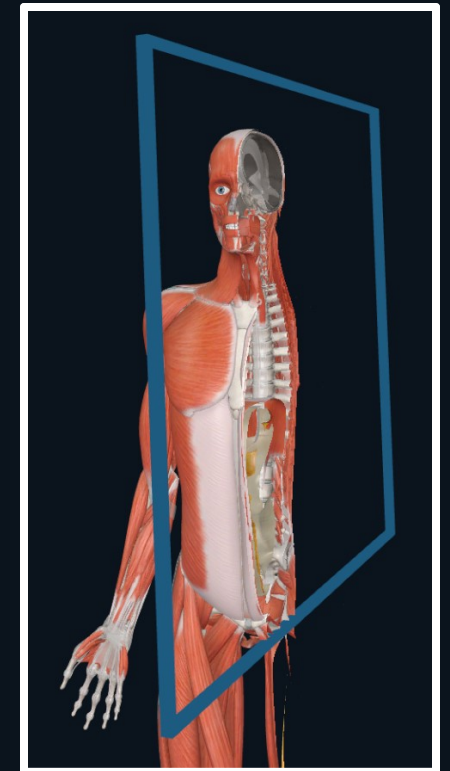
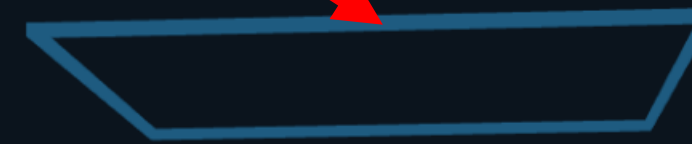
The 'Slice tissue filter' option box includes buttons for adding and removing body systems in your Scene view.



Hide and Unhide the section that was sliced.

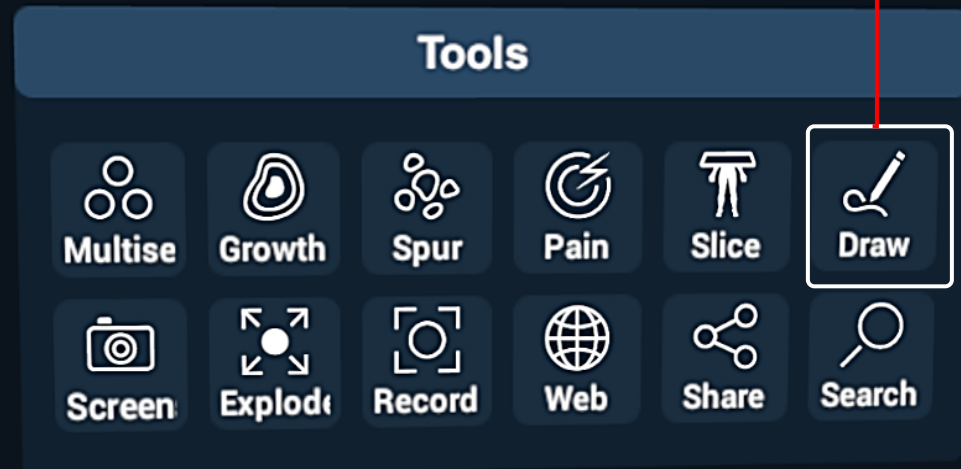
Reset the model.

Slicing plane



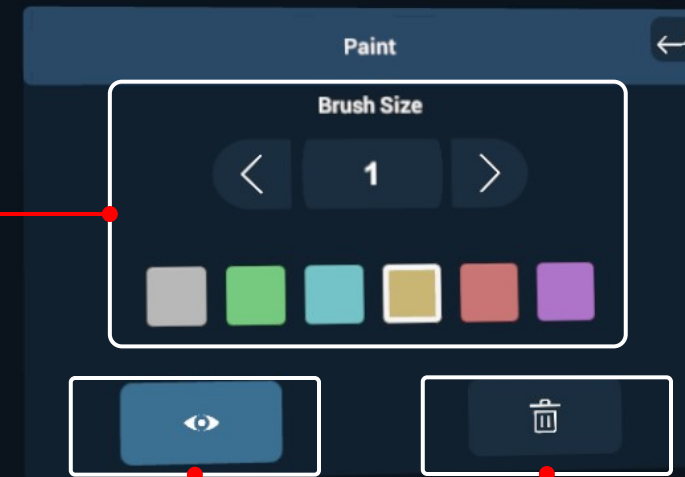


## □ Drawing Tool



Click on the 'Draw' icon from the 'Tools' selection, if you want to draw on top of the present scene view. Start drawing by clicking and pressing on the Grip button of your controller.

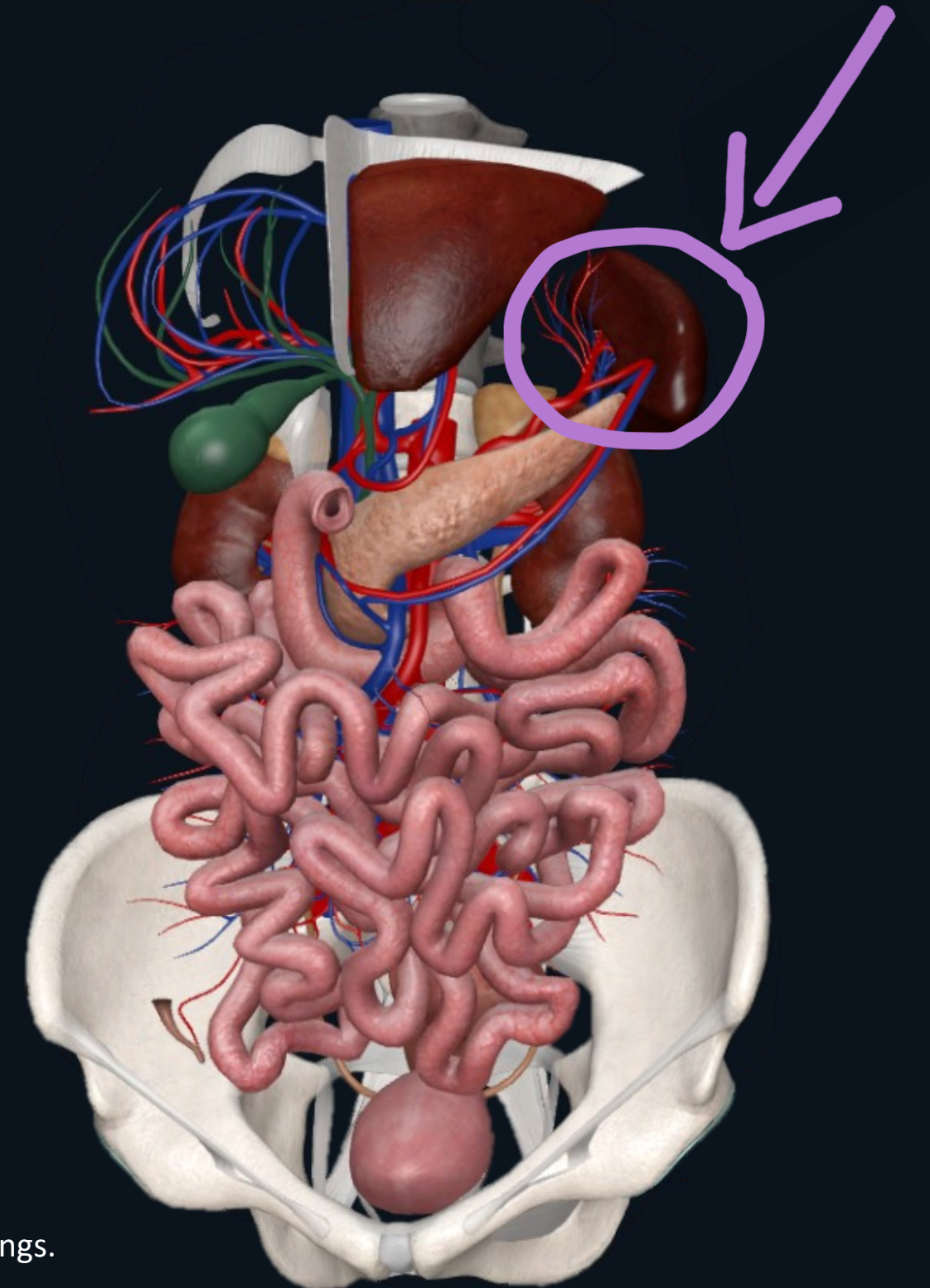
It is possible to adjust the thickness and color of the line.



Hide and Unhide your drawings.

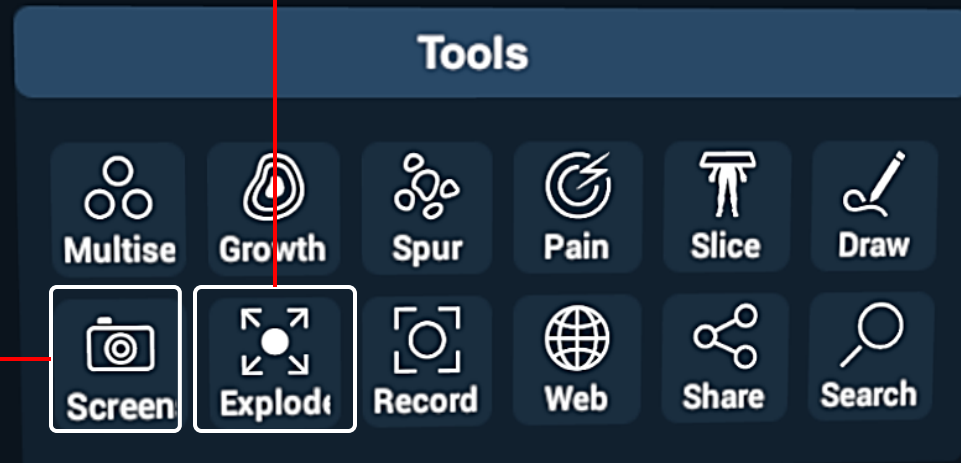


Clear all of your drawings.





## ❑ Screenshots & Explode

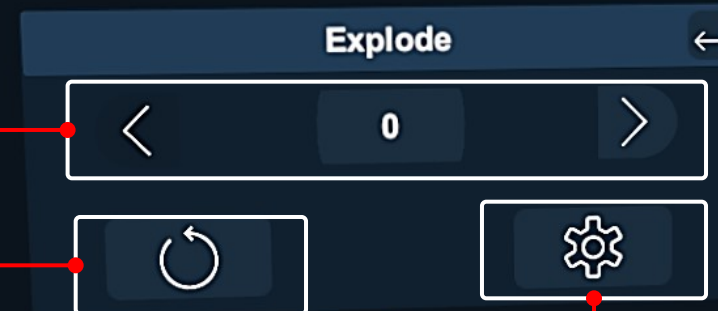


To read more about how to take Screenshots please click [here](#).



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.

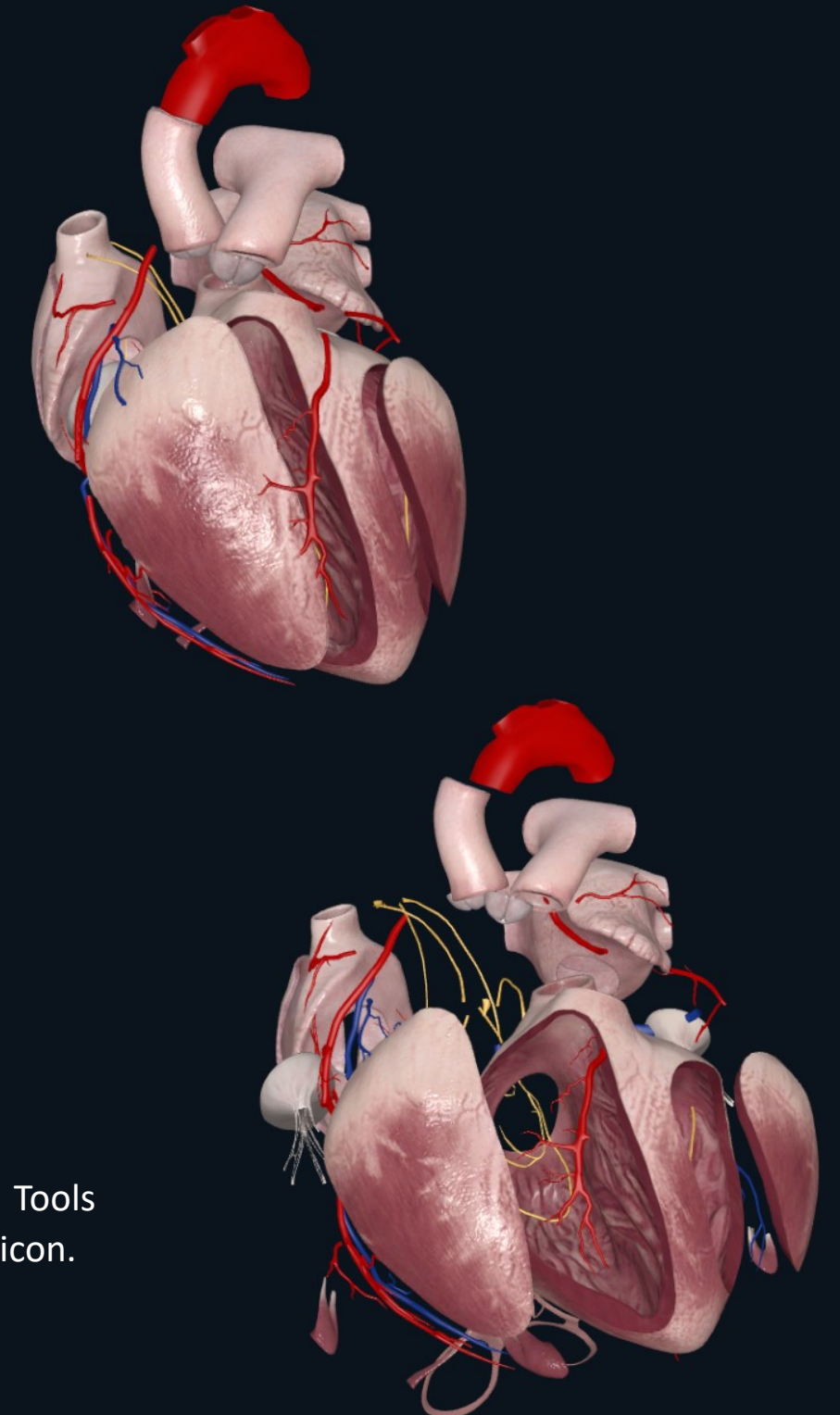
To observe how the parts of a body system expand from one another, click the left or right arrow to adjust the scale.



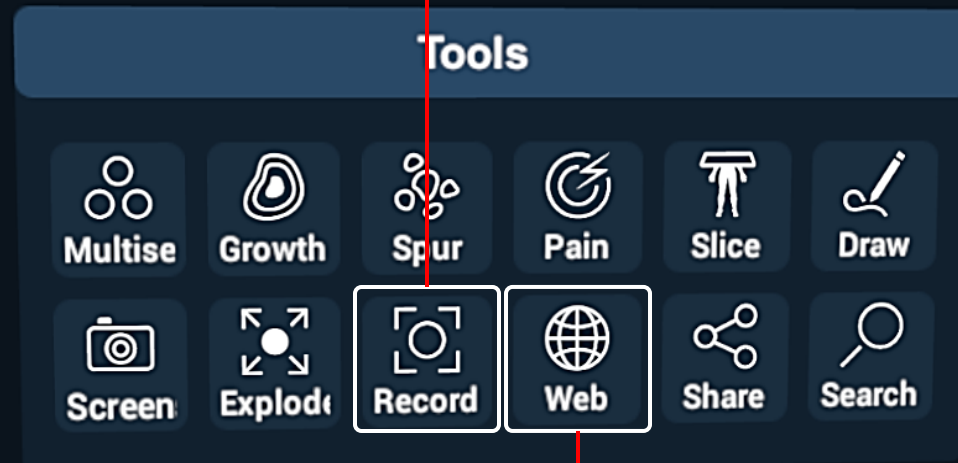
To watch the pieces fit back together, click the reset icon.



Go back to the Tools by clicking this icon.



## Record & Web

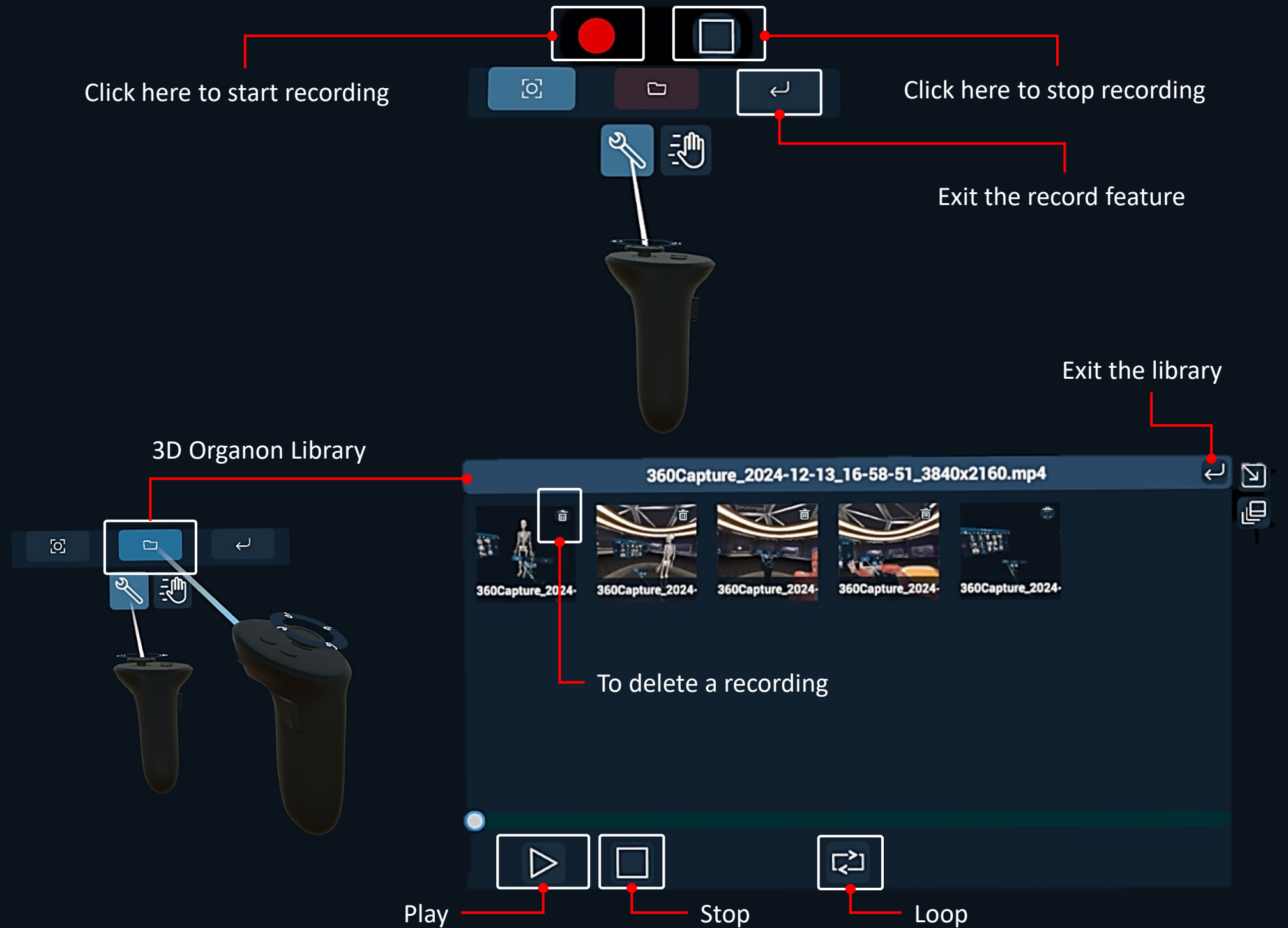


To read more about how to use the Web please click [here](#).

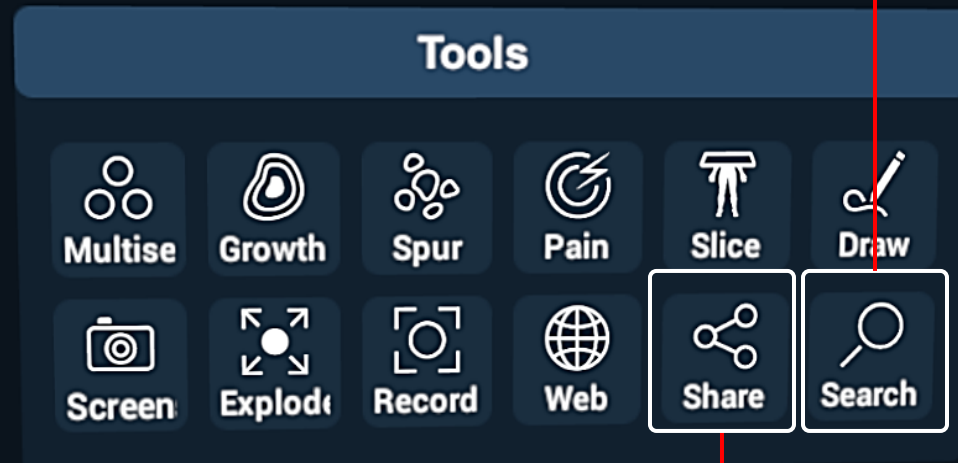


Click the 'Record' icon in the 'Tools' section to capture your screen actions or lecture for sharing and editing purposes. The recorded files are automatically saved in the 3D Organon library.

- Please note that only **PC VR headsets** can access these files by navigating to the following path: C:\Users...\AppData\LocalLow\Medis Media Pty Ltd\3D Organon VR Anatomy Enterprise\CaptureVR
- To play the captured video, use the **Movies & TV app** on Windows.



## Search



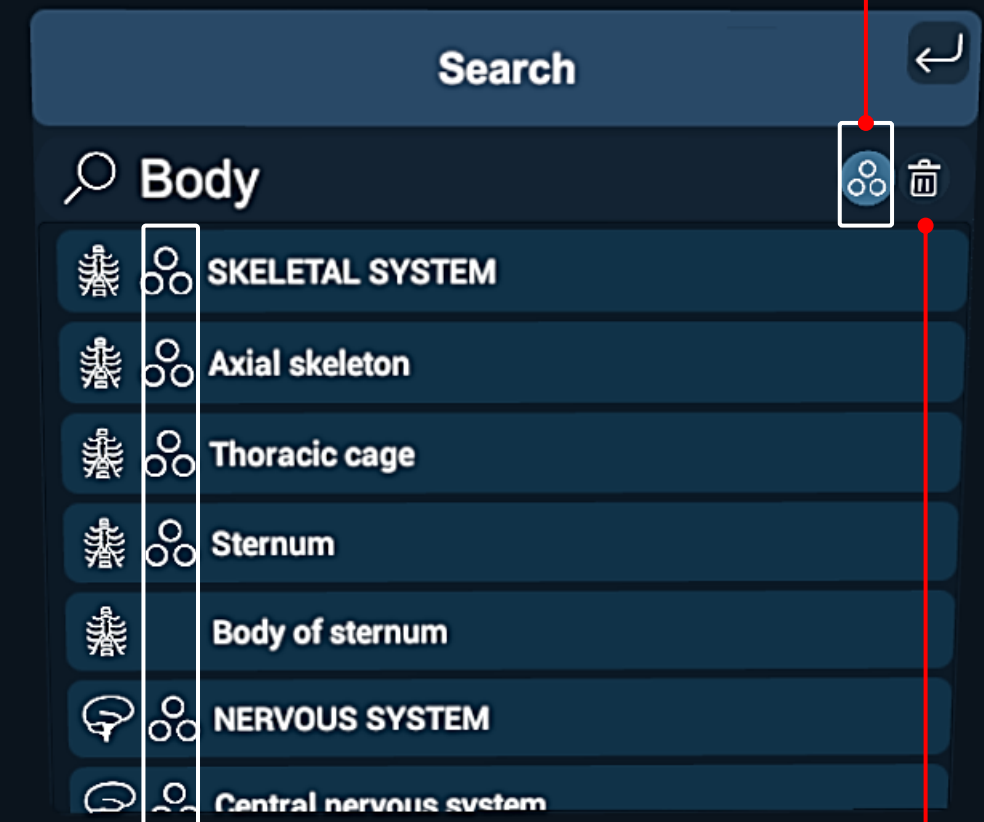
To read more about how to Share a scene please click [here](#).



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 autopopulate recommendations of the different systems that are related to the pre-configured scenes of popular anatomy views

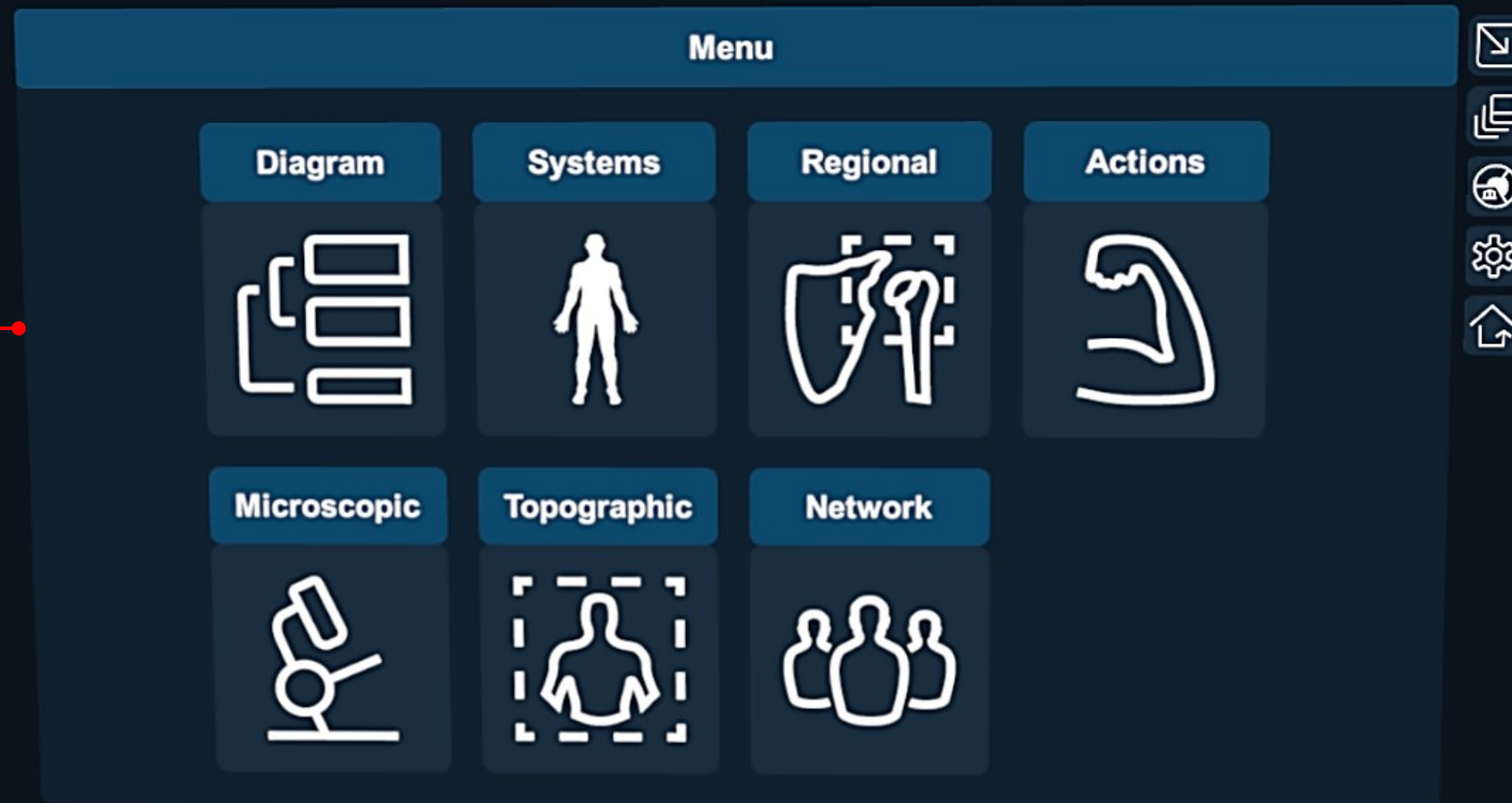


You can erase what you've written by clicking on the delete icon.



- Turn your head to the left to locate the 'Menu'.

In the 'Menu', you can choose between the Diagram, Body Systems, Regional Anatomy, Body Actions, Microscopic Anatomy, Topographic Anatomy and the Network/ Medverse.



To change the position of the Menu Panel, hover the pointer on the Menu bar, hold the trigger button and move the window at the desired location.



# Menu

- How to send the Menu to your controller for easy viewing.

The image shows a software interface with a 'Menu' header and seven categories: Diagram, Systems, Regional, Actions, Microscopic, Topographic, and Network. A controller is shown with callouts to various icons: a square with a right-pointing arrow, a wrench, and a hand. A red line connects the square icon in the controller to the square icon in the software menu. Another red line connects the wrench icon in the controller to the wrench icon in the software interface. A third red line connects the hand icon in the controller to the software interface.

Click on this icon and send the whole Main Menu to your left controller.

For easy viewing, click on this icon to fold or unfold the 'Main Menu' panel.

Click on the wrench icon for the 'Tools' to appear.

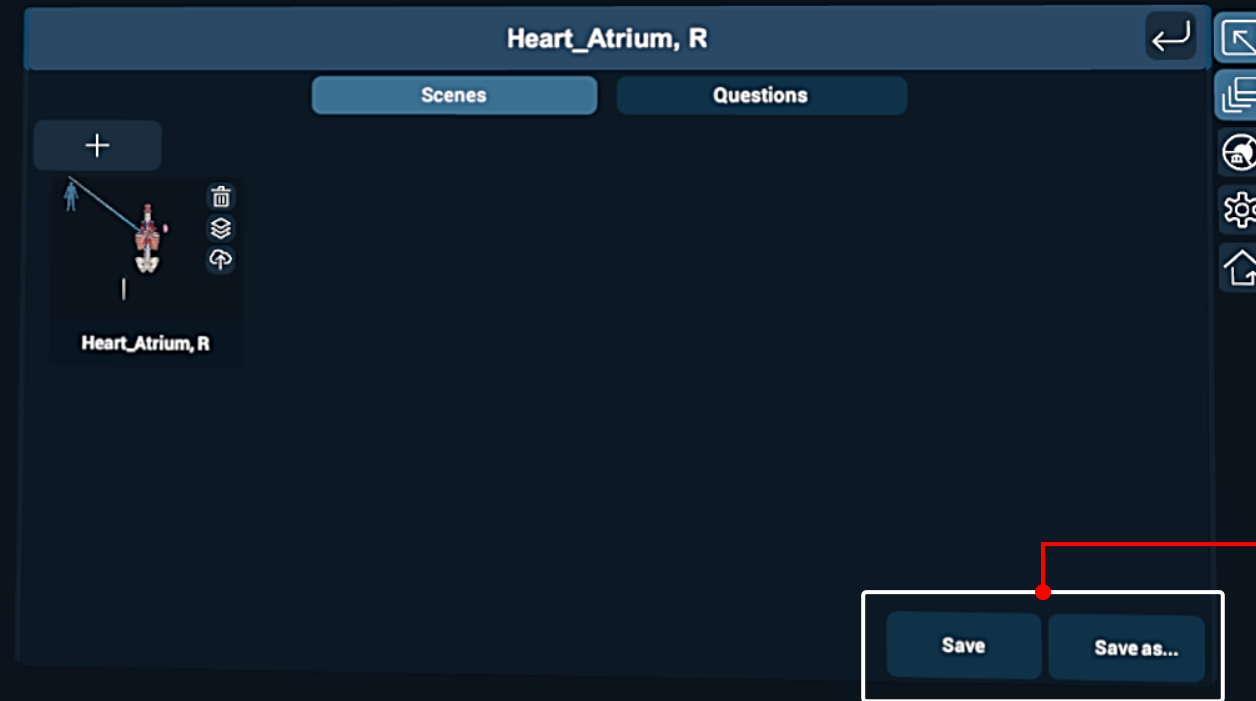
Swap the Main Menu or the Tools from the right to the left controller and vice versa.

## Scenes

How to save your Scene.

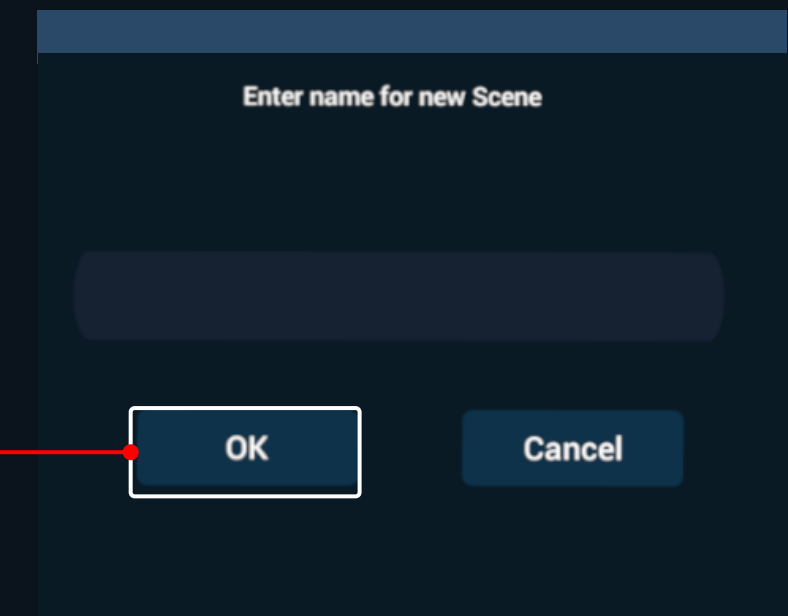


To Save your current custom scene, click on the 'Scenes' icon



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

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





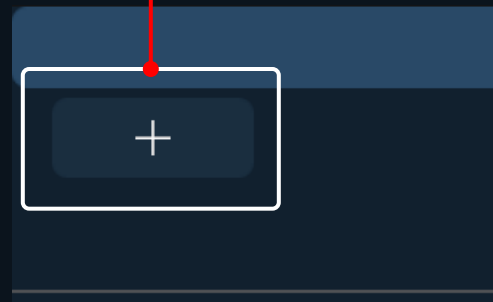
## Scenes

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 category name

Lesson 1

Enter a new Scene category name.

YES

NO

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

+

Lesson 1

Lesson 2

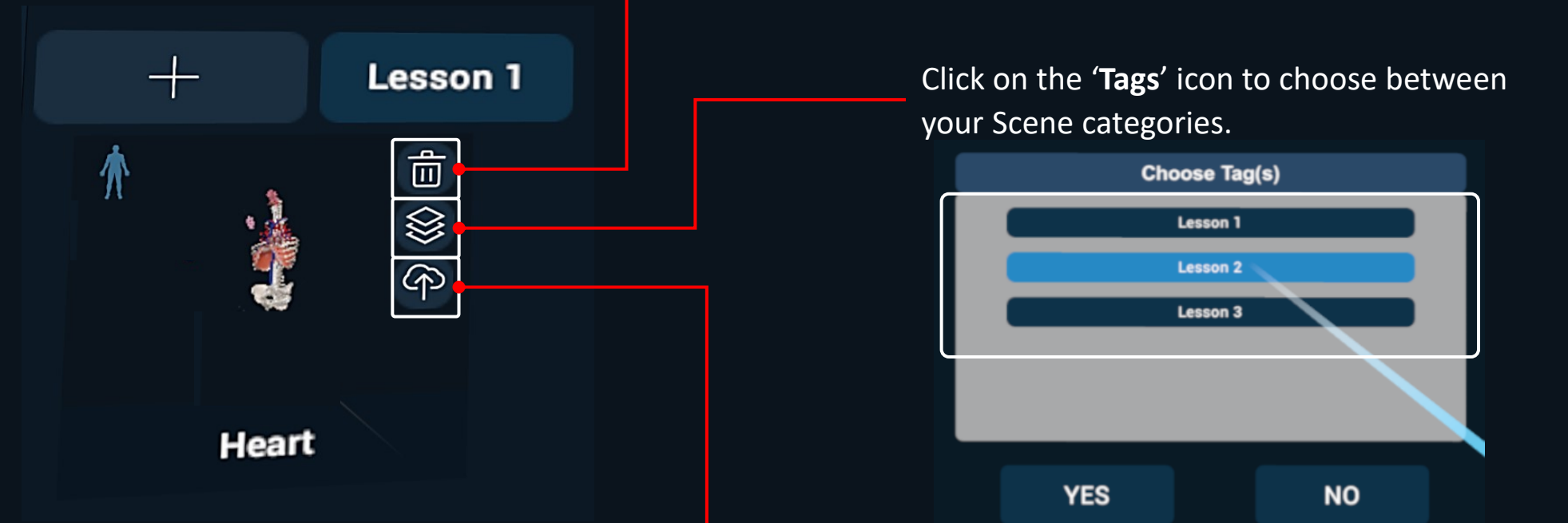
Lesson 3

## Scenes

### How to Open a New Scene

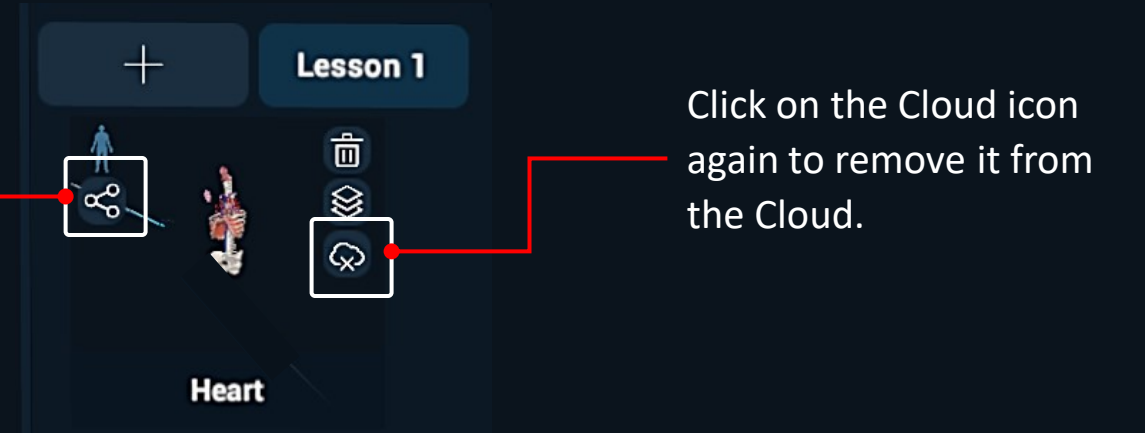


Once you've clicked on a Scene, anything that was previously saved will be available.



Click the 'Cloud' icon to upload the scene to the cloud. Once uploaded, you can share it directly from the cloud.

Read on the next slide how to Share a Scene.



## Scenes

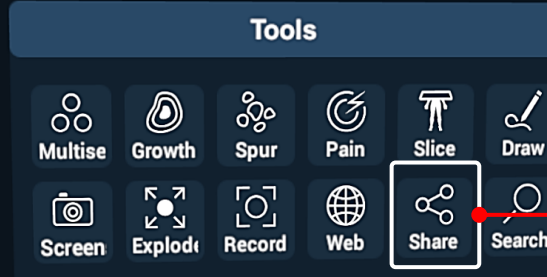
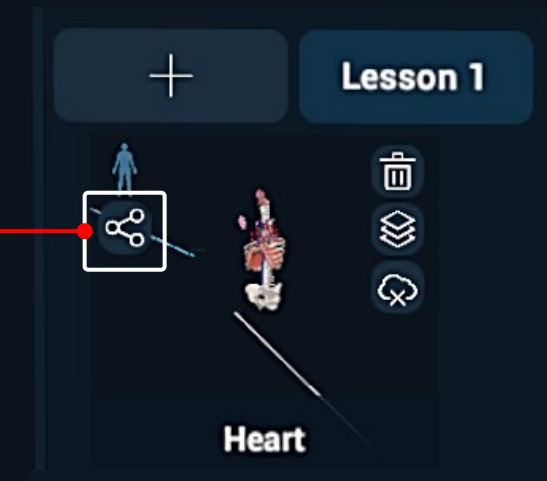
### How to Share a Scene



After uploading a **Scene to the Cloud**, click the 'Share' icon to share it with users who have an active 3D Organon license. A share key will be automatically generated and copied to your clipboard.

Click on the 'Share' icon

1



After clicking the Share icon, go to **Tools** and select **Share**

2



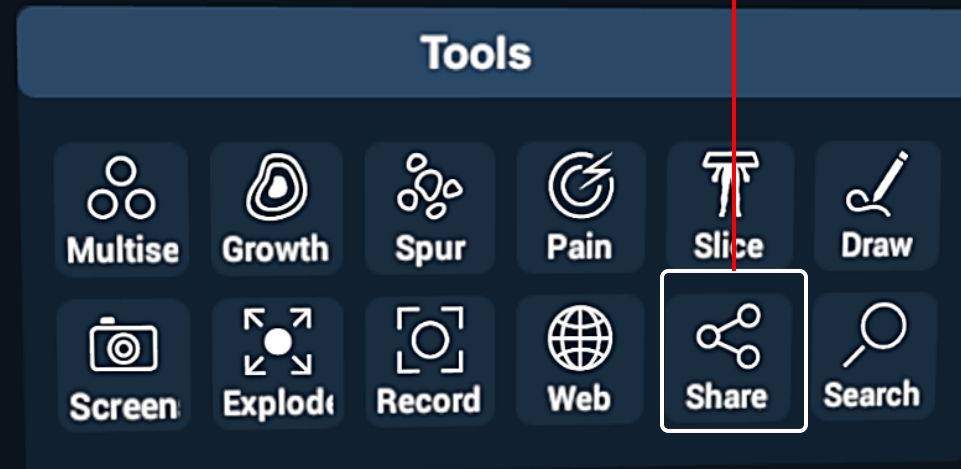
Click on the 'Paste' icon for the Share key to appear.

3

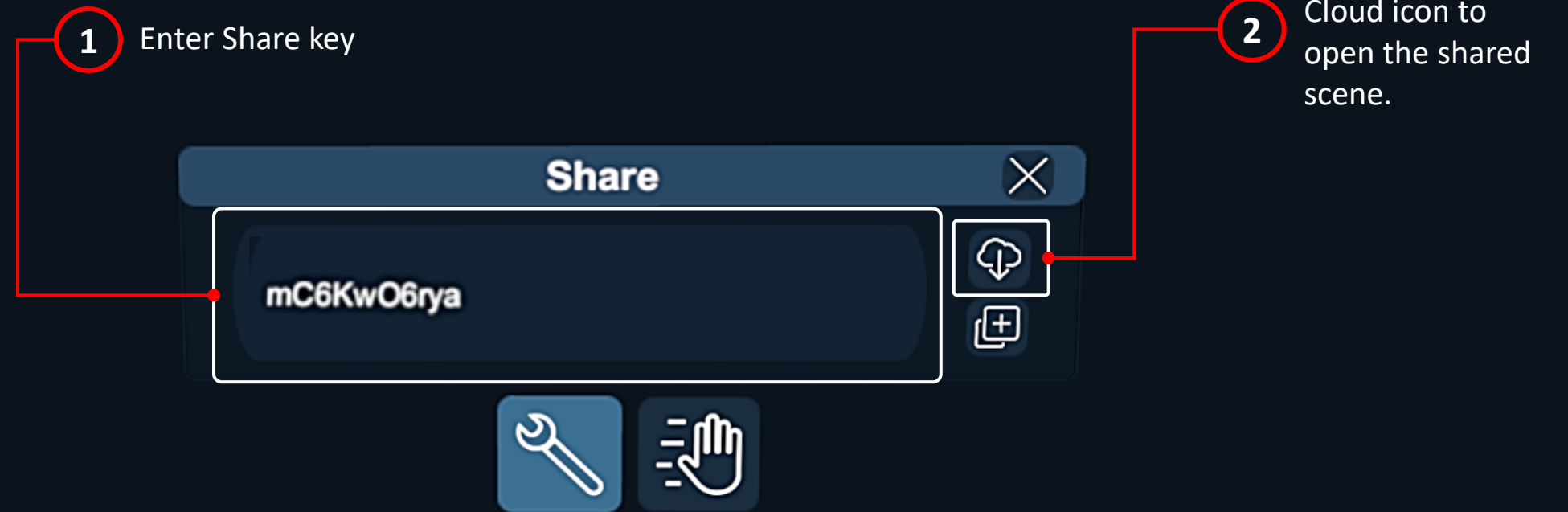




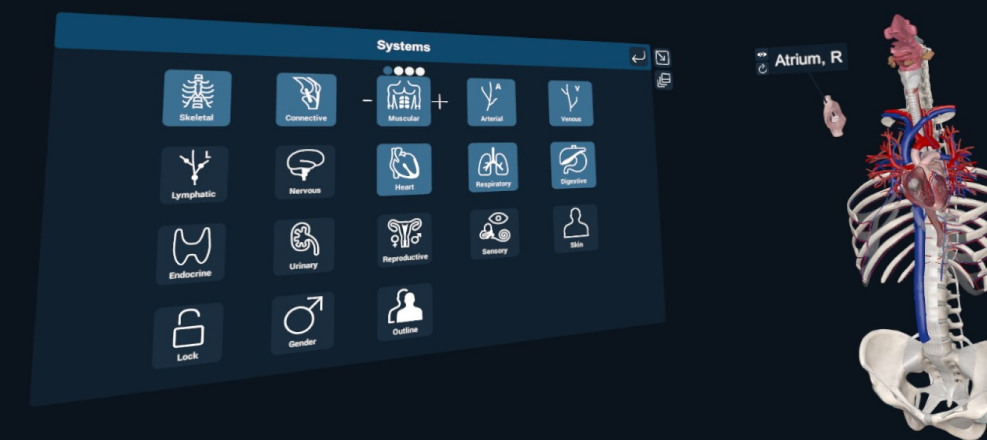
## How to open Shared scenes



Select the 'Share' icon located in the 'Tools' section, then input the provided Share key and click on the Cloud icon to open a shared scene. Click [here](#) to find out how to create a Share key.



All items saved by the user who provided the shared key will appear instantly.



## ❑ Questions

**Menu**

<b>Diagram</b> 	<b>Systems</b> 	<b>Regional</b> 	<b>Actions</b> 
<b>Microscopic</b> 	<b>Topographic</b> 	<b>Network</b> 	

Heart\_Atrium, R

Scenes Questions

Heart\_Atrium, R

Save Save as...

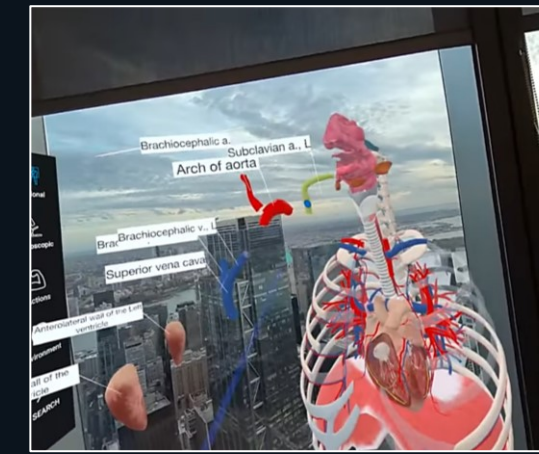
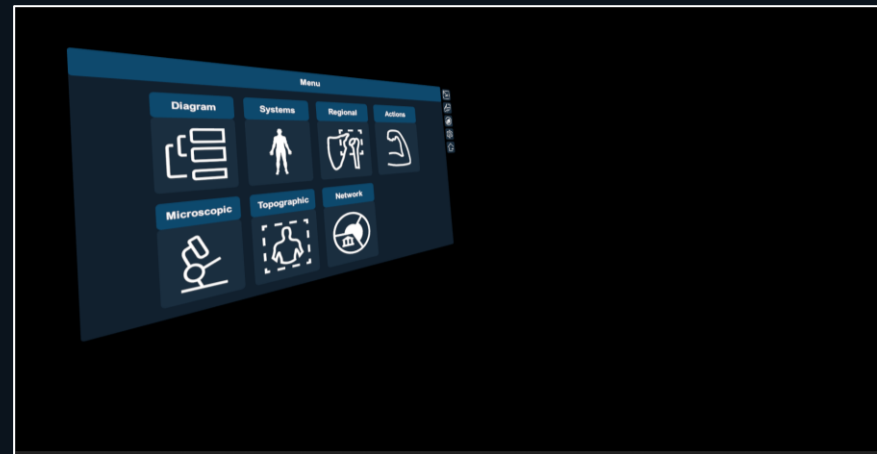
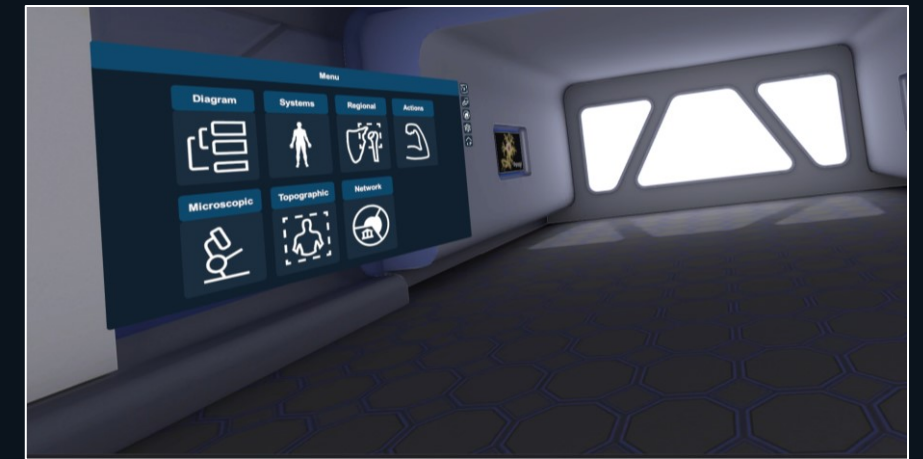
A license upgrade is needed to access this module. Please contact your network administrator or reach out to us at [prosupport@3dorganon.com](mailto:prosupport@3dorganon.com) for assistance.

Ok

A license upgrade is needed to access this module. Please contact your network administrator or reach out to us at [prosupport@3dorganon.com](mailto:prosupport@3dorganon.com) for assistance.

# Menu

- Switch between VR environments by pressing the 'Environment' icon.



**Mixed Reality Mode** for supported standalone VR devices. Click [here](#) for more information.



## ☐ Settings



### Options

You can also access our user manuals and FAQs for more information by clicking on the 'Help' button.

### Logout

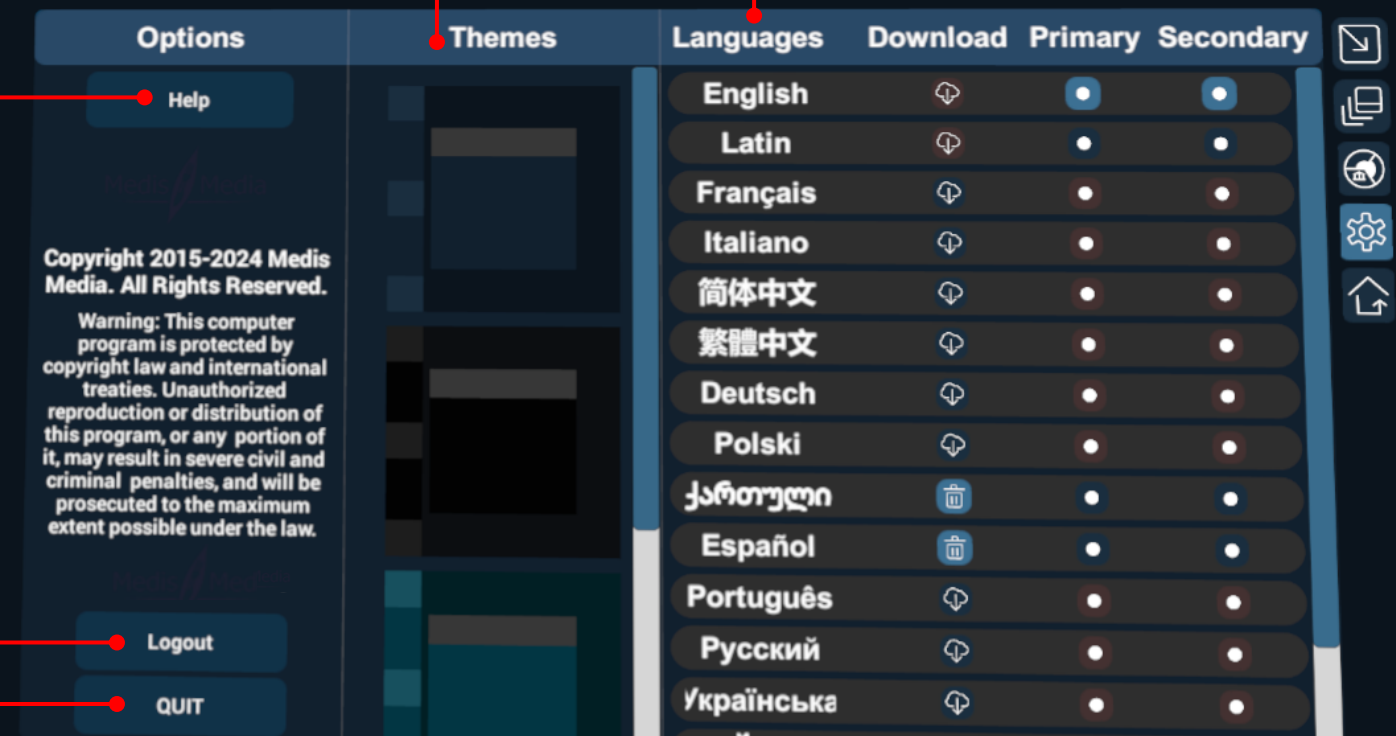
Press the 'Logout' button to shut down the app and remove your access credentials from autologin (recommended for public computers and libraries to avoid credentials from being stored in the device).

### 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.

Themes Blue (default), Black, Green, White

Users can download additional languages.



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

# Menu

❑ Back to the Lobby

**Menu**

<b>Diagram</b> 	<b>Systems</b> 	<b>Regional</b> 	<b>Actions</b> 
<b>Microscopic</b> 	<b>Topographic</b> 	<b>Network</b> 	

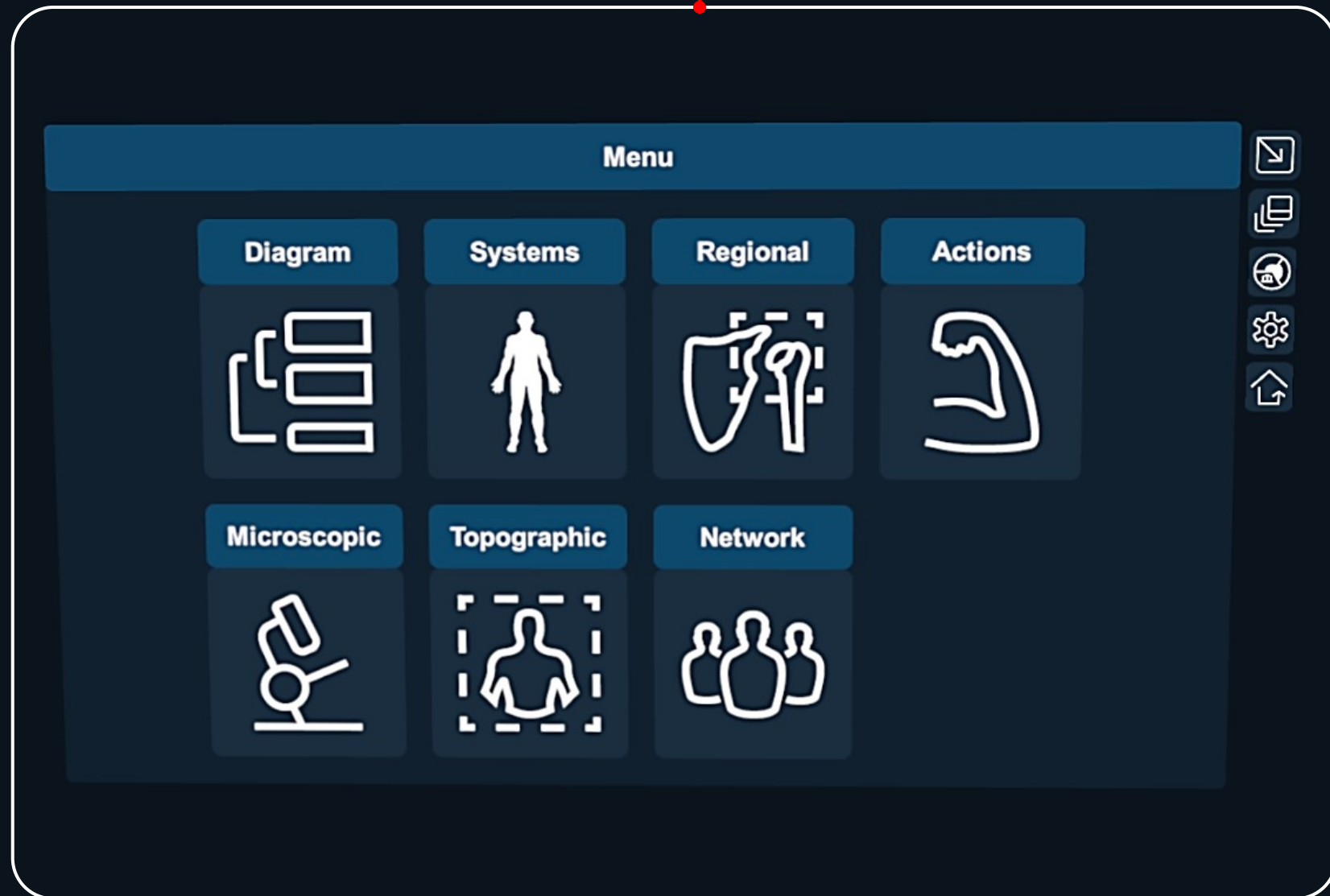
Navigation icons: Home (highlighted), Settings, Help, Copy, Close

Exit to Lobby?

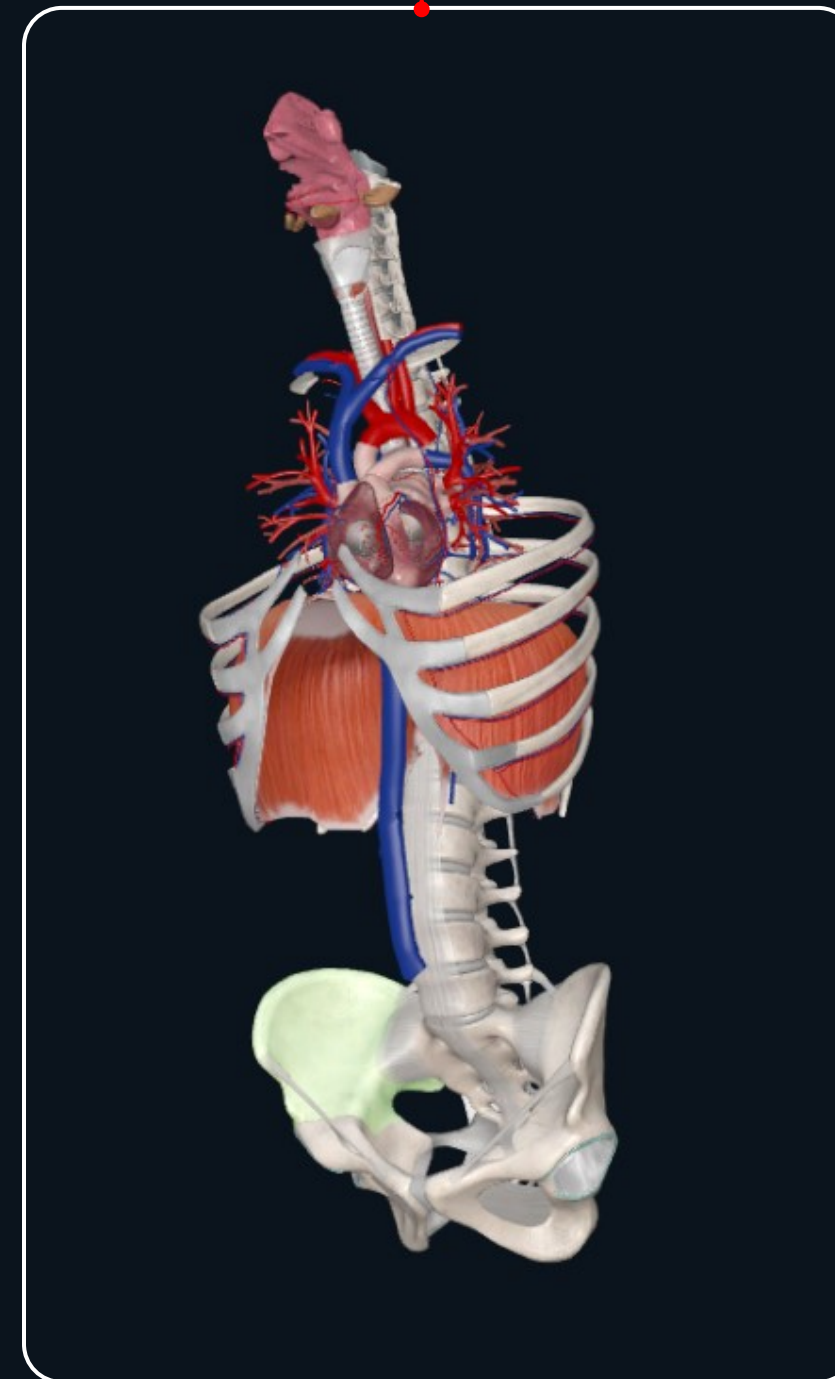
YES NO

<b>Ultrasound</b> 	<b>Anatomy</b> 	<b>XR Imaging</b> 	<b>Quiz</b>  Examverse 	<b>Medverse</b> 	<b>Asset Management</b> 
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Menu



Scene View



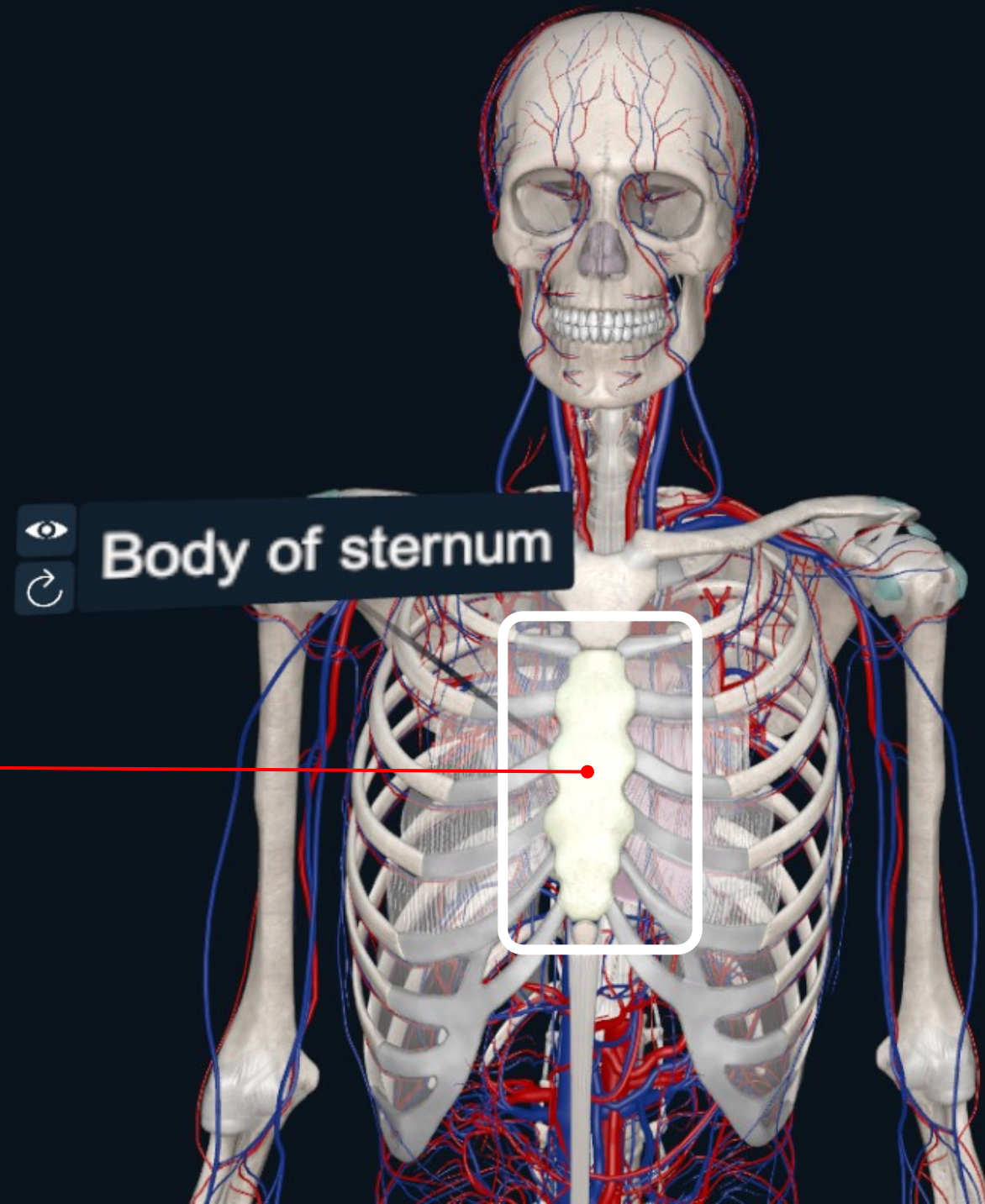
In the **Options** box, you can find different functions to operate with the selected anatomical structure





## Options box

By selecting an anatomical structure with the trigger button, the Options Box appears on the right side of the user's view field.



Body of sternum

Body of sternum

Hide Fade others

Fade Flags

Cadaver Notes

Clinical Reset

Definition

Landmarks Parts Surfaces

OI Segments

To change the position of the Options box, hover the pointer on the top of the window, hold the trigger button and move it at the desired location.

On the first box you can view the name of the selected structure.

To listen to anatomical terminology per selected structure, press the 'Sound' icon.

On the second box the second language choice appears (default: Latin terminology).

On the third box you can operate different functions on the selected structure.

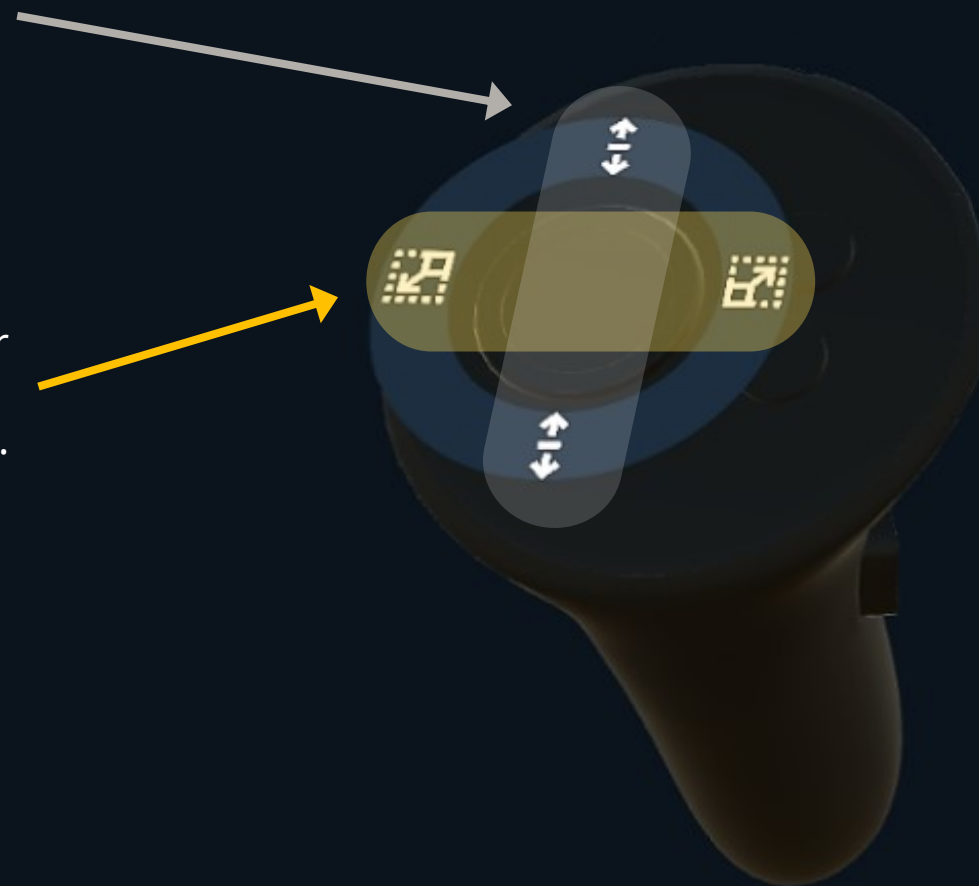
Mapping options

## The Controllers

Interface options with Thumbstick / Touchpad

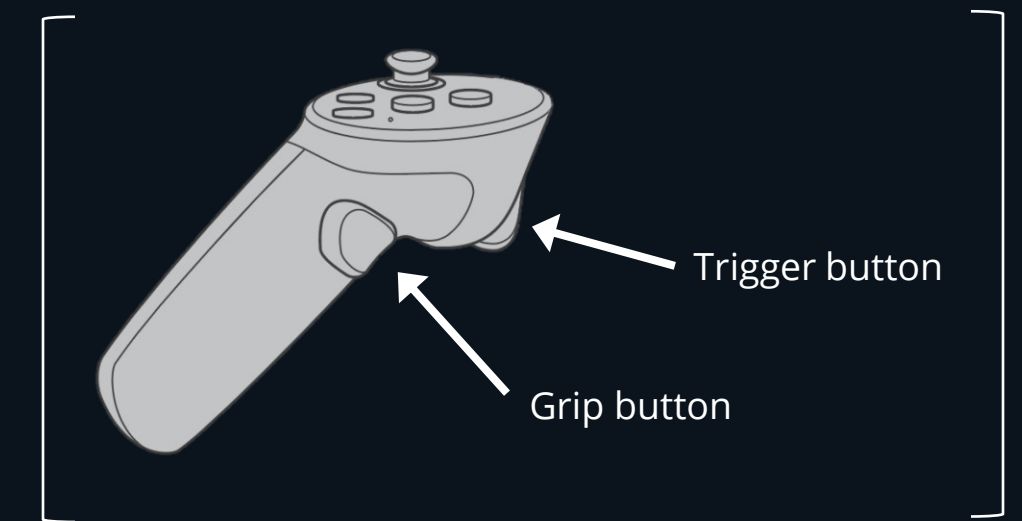
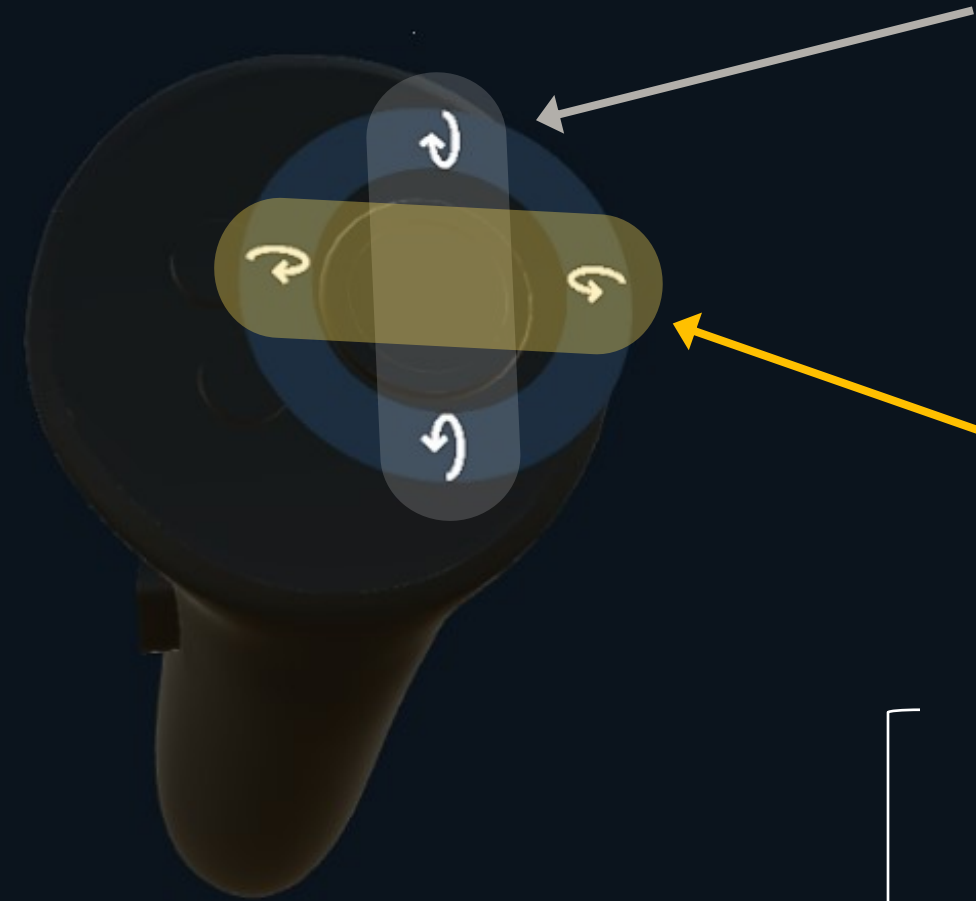
**Up or Down** movement of the whole model (Pan).

**Scaling** the model larger or smaller.



Model rotation across the **Vertical** axis.

Model rotation across the **Horizontal** axis.



# Get Started with 3D Organon XR

## Hand gestures For Standalone headsets that support hand tracking.

When hand tracking is enabled in your headset settings, your headset will automatically switch between using your controllers and your hands whenever you pick up or put down the controllers.

### Left hand

**Up or Down** movement of the whole model (Pan).

**Scaling** the model larger or smaller.

The left hand section illustrates two primary gestures. The first, 'Up or Down', is used for panning the model; it is shown with a hand moving up and down, accompanied by a dashed box with arrows indicating the direction of movement. The second, 'Scaling', is used to adjust the model's size; it is shown with a hand moving towards and away from the model, accompanied by a dashed box with arrows indicating the scaling direction.

### Right Hand

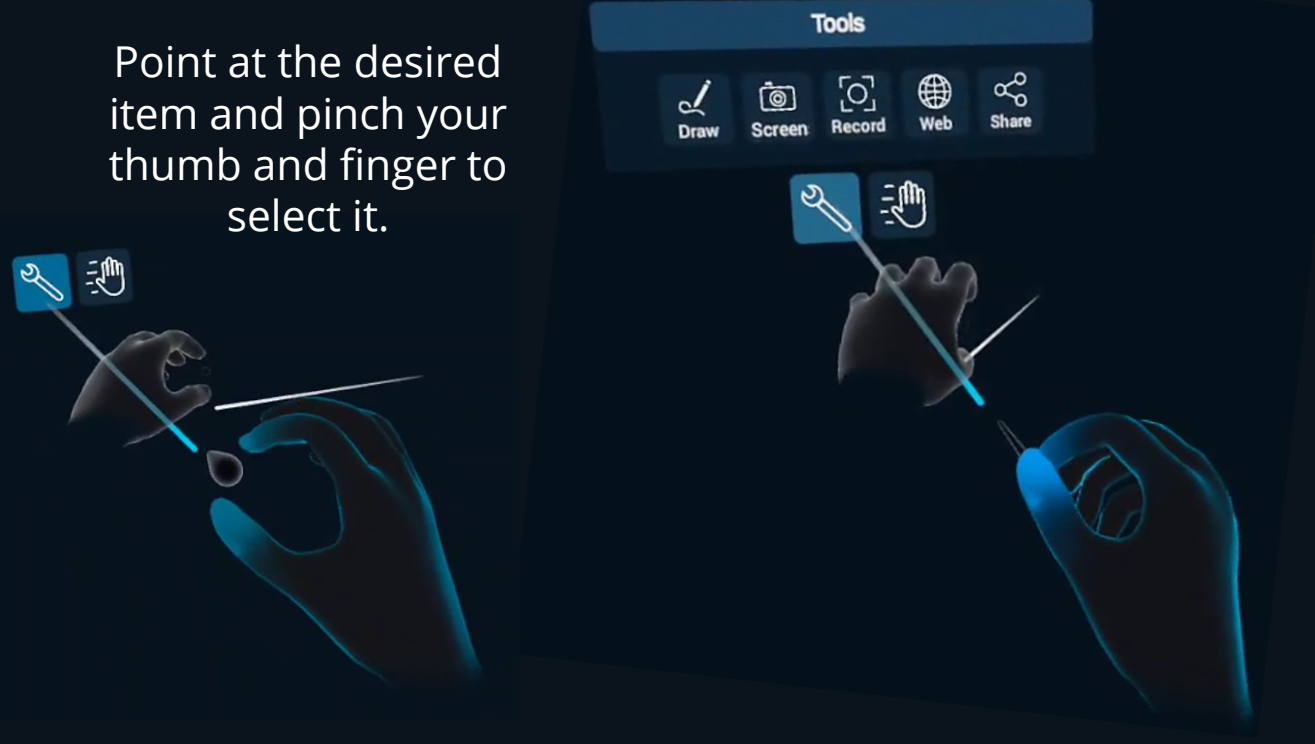
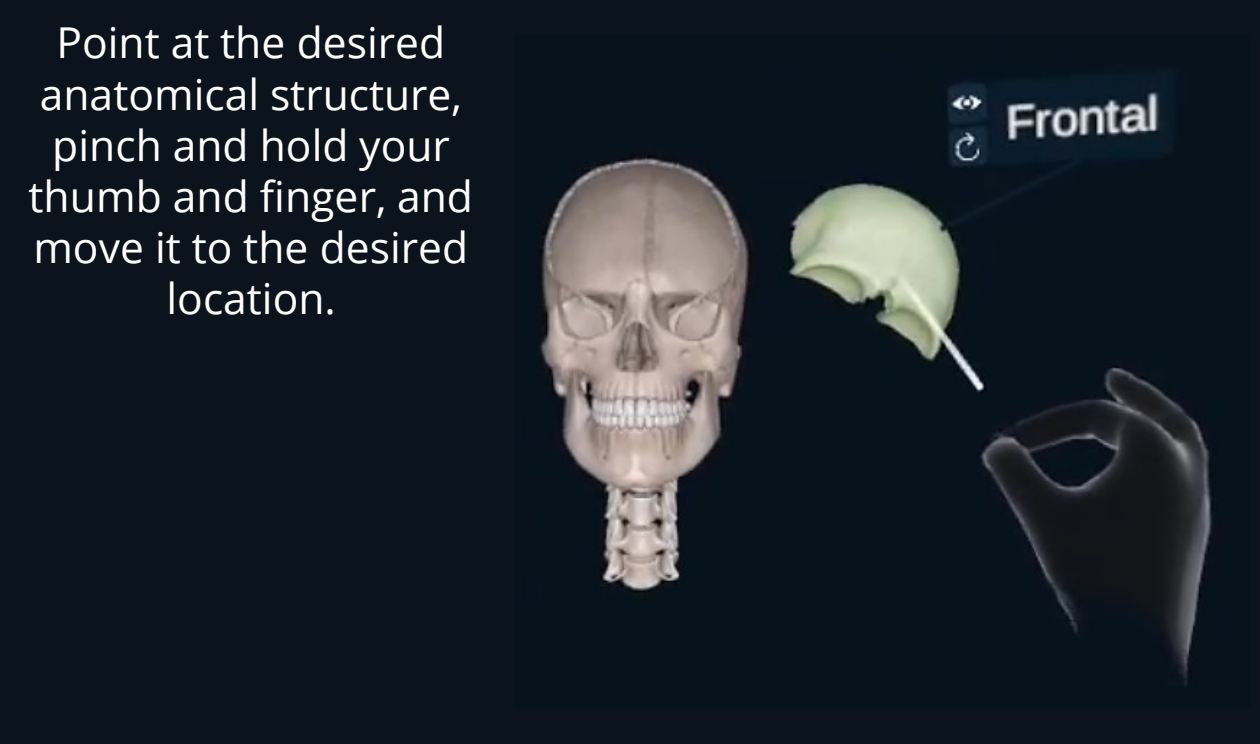
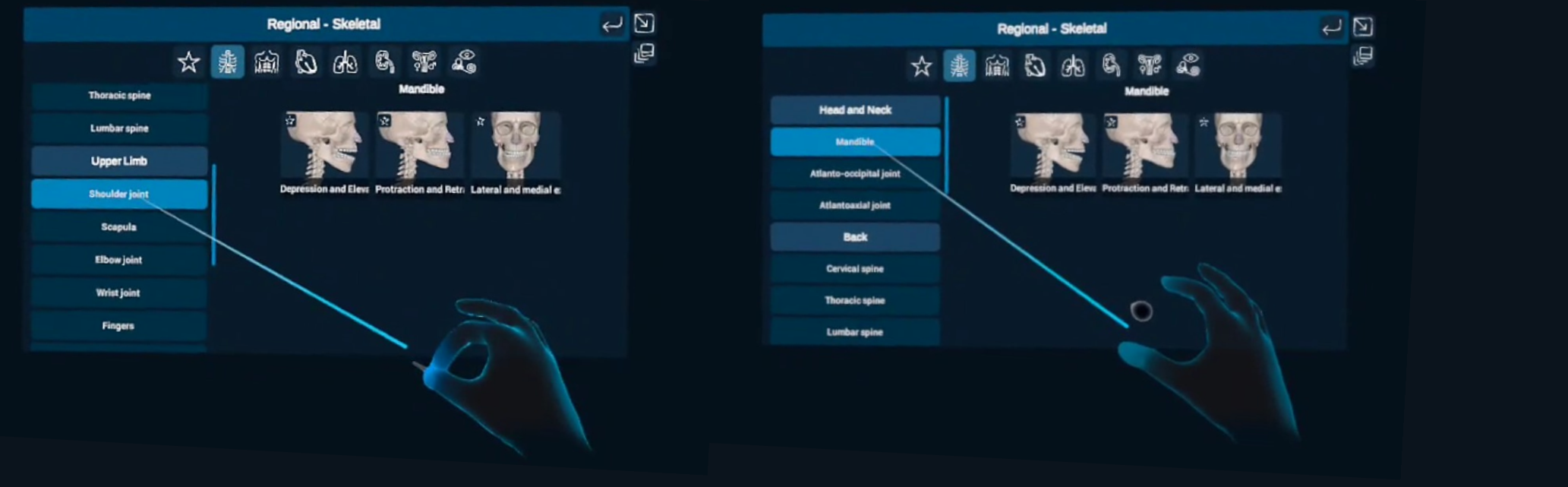
Model rotation across the **Vertical** axis.

Model rotation across the **Horizontal** axis.

The right hand section illustrates two primary gestures. The first, 'Model rotation across the Vertical axis', is shown with a hand moving in a circular motion around a vertical axis, accompanied by a dashed box with a curved arrow. The second, 'Model rotation across the Horizontal axis', is shown with a hand moving in a circular motion around a horizontal axis, accompanied by a dashed box with a curved arrow.



# Get Started with 3D Organon XR

Gestures	What it's used for	How to do it
Point and Pinch	Making selections, moving anatomical structures	<p>Point at the desired item and pinch your thumb and finger to select it.</p>  <p>Point at the desired anatomical structure, pinch and hold your thumb and finger, and move it to the desired location.</p> 
Pinch and Drag	Scrolling up, down, left, or right	<p>Pinch your fingers together, move your hand up, down, left, or right to scroll, and release when finished.</p> 

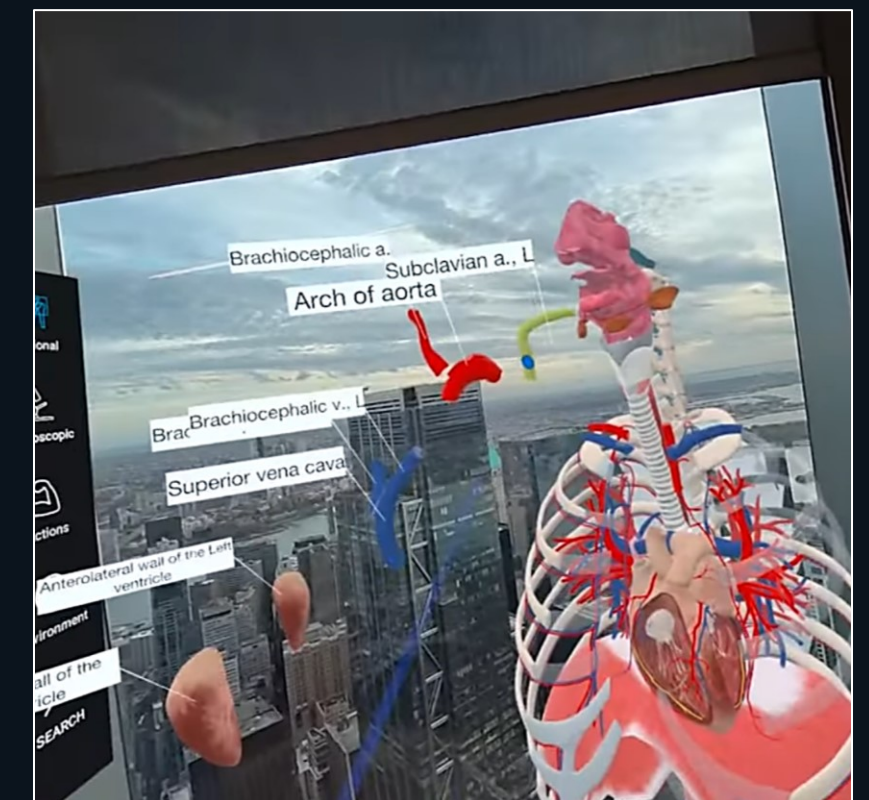
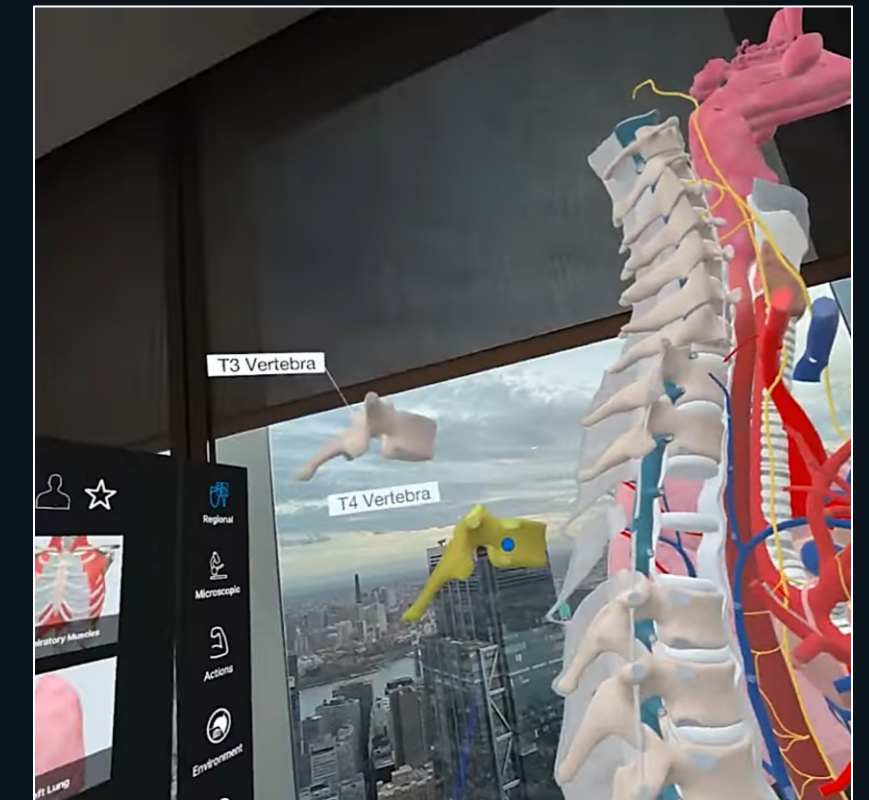
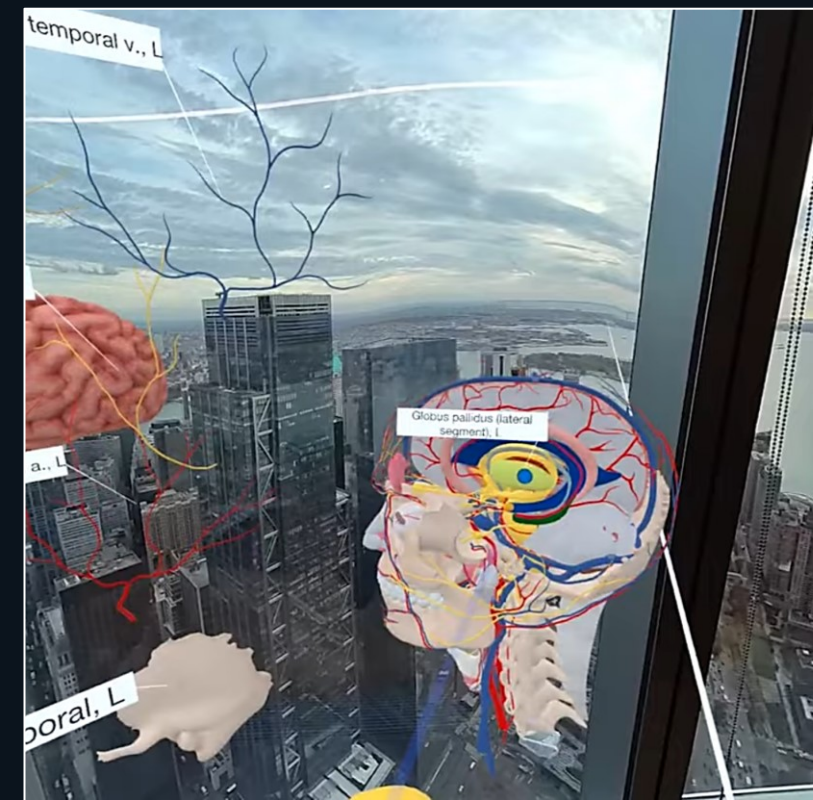


# Get Started with 3D Organon XR

## Mixed Reality Mode

Mixed Reality mode (VR+AR)  
is available on Standalone VR headsets.

Switch to Mixed Reality mode, by pressing the 'Environment' icon until you can see the 3D model projecting in your real environment.





# Get Started with 3D Organon XR

## Identification of Anatomy

To view the anatomical terminology of a structure during navigation, hover the pointer onto it, and an annotation will appear. The identification of anatomy functions in real-time and requires no button to be pressed.



## Single-select Mode

You can select one structure at a time with each controller. By pressing the trigger button on the controller, the Options box will appear to interact with the model. The anatomical term of the chosen structure will be present in the annotation box together with an Options Box.

To choose another structure just click on it.





# Get Started with 3D Organon XR

## Multi-select Mode

To select multiple structures, and engage further actions in them, click on the 'Multi-select' icon from the Tools.



## Move Anatomical Structures

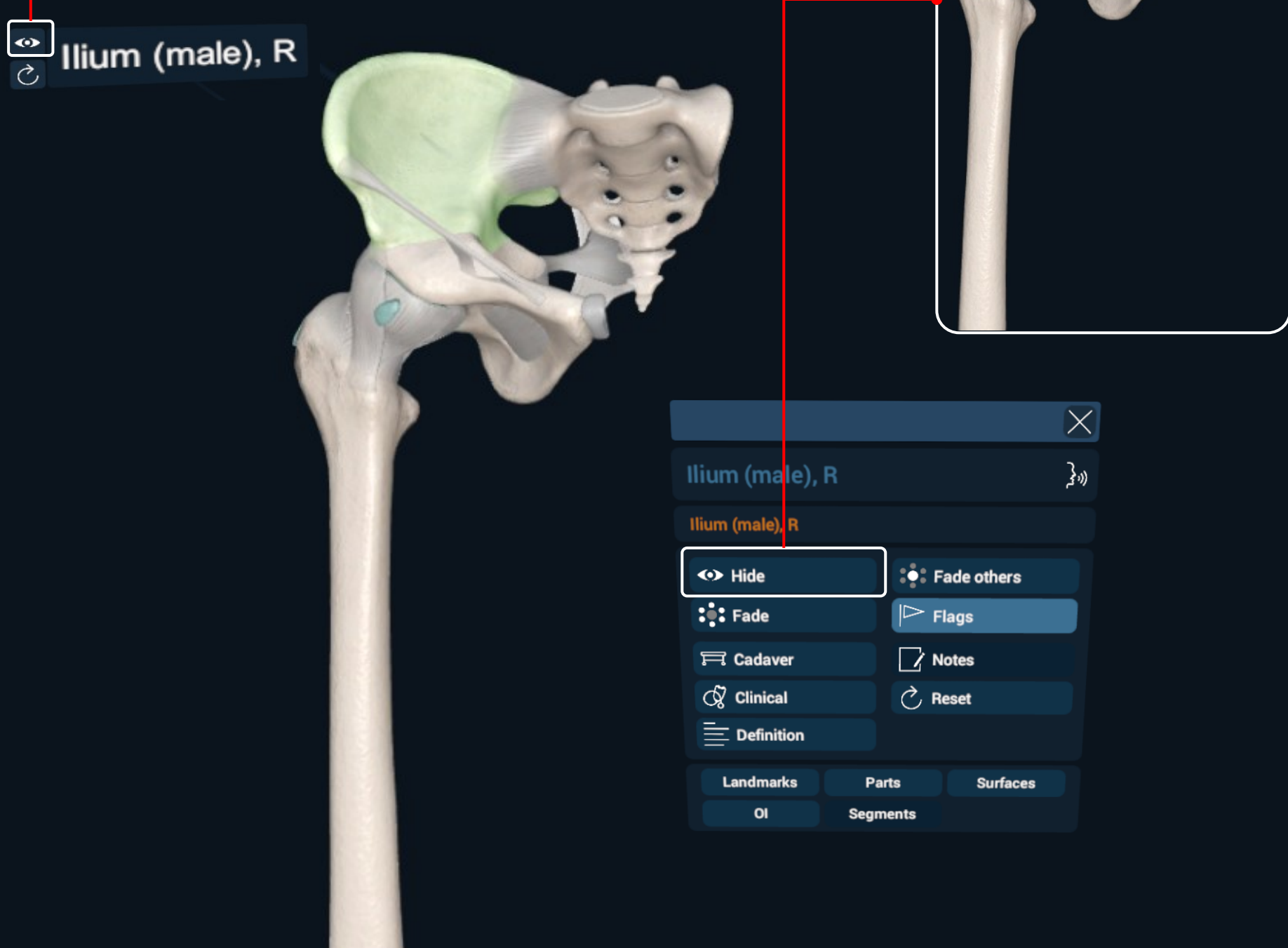
You can move anatomical structures in 3D space. Point to a structure, select it by pressing and holding the trigger button on the controller and move the structure to the desired location.



# Working with the Anatomy Model

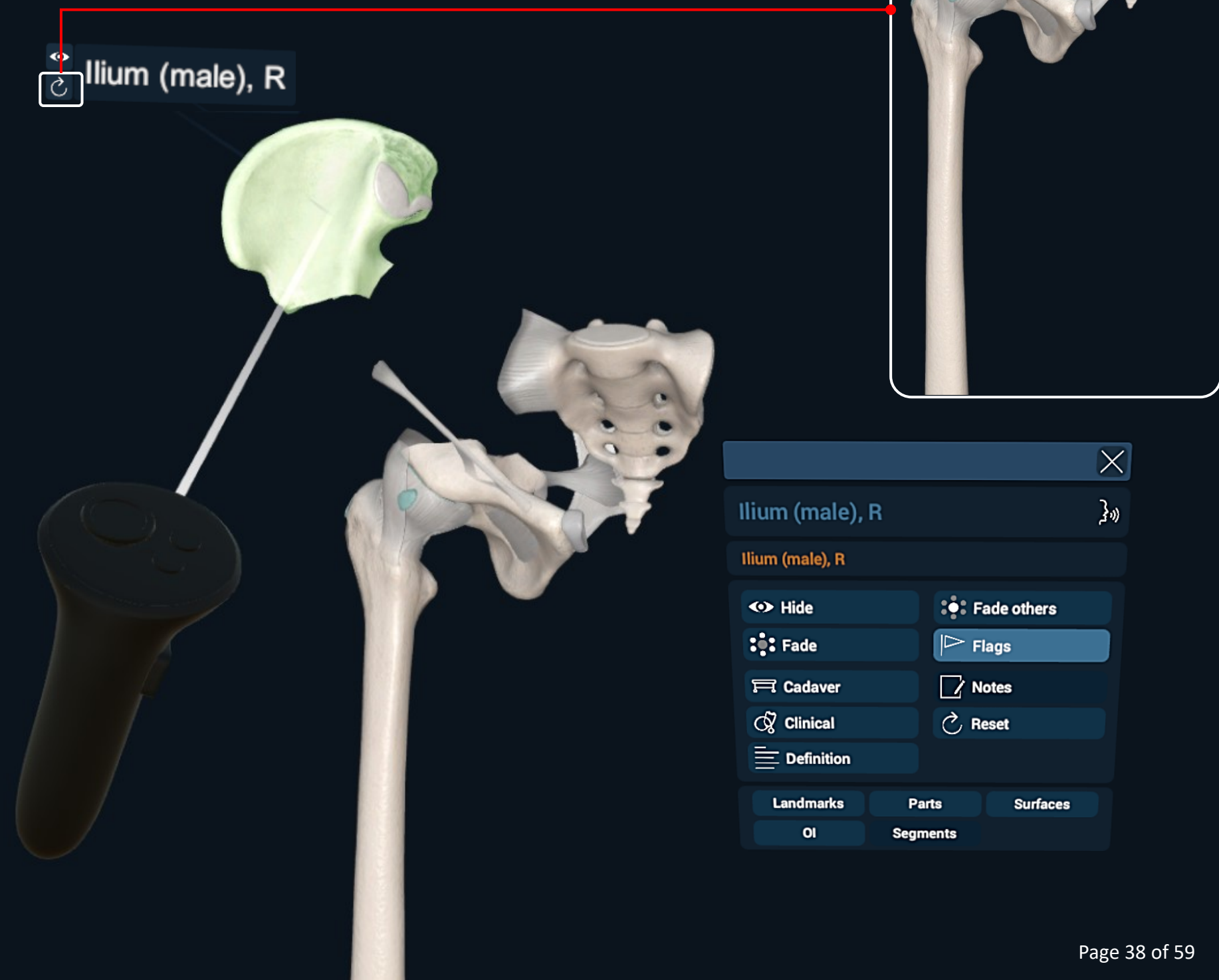
## Hide Anatomical Structures

You can subtract structure(s) from the scene by pressing the 'Hide' icon in the Options Box and also at the annotation box.  
Press 'Hide' again to restore previously hidden anatomy.



## Reset Action

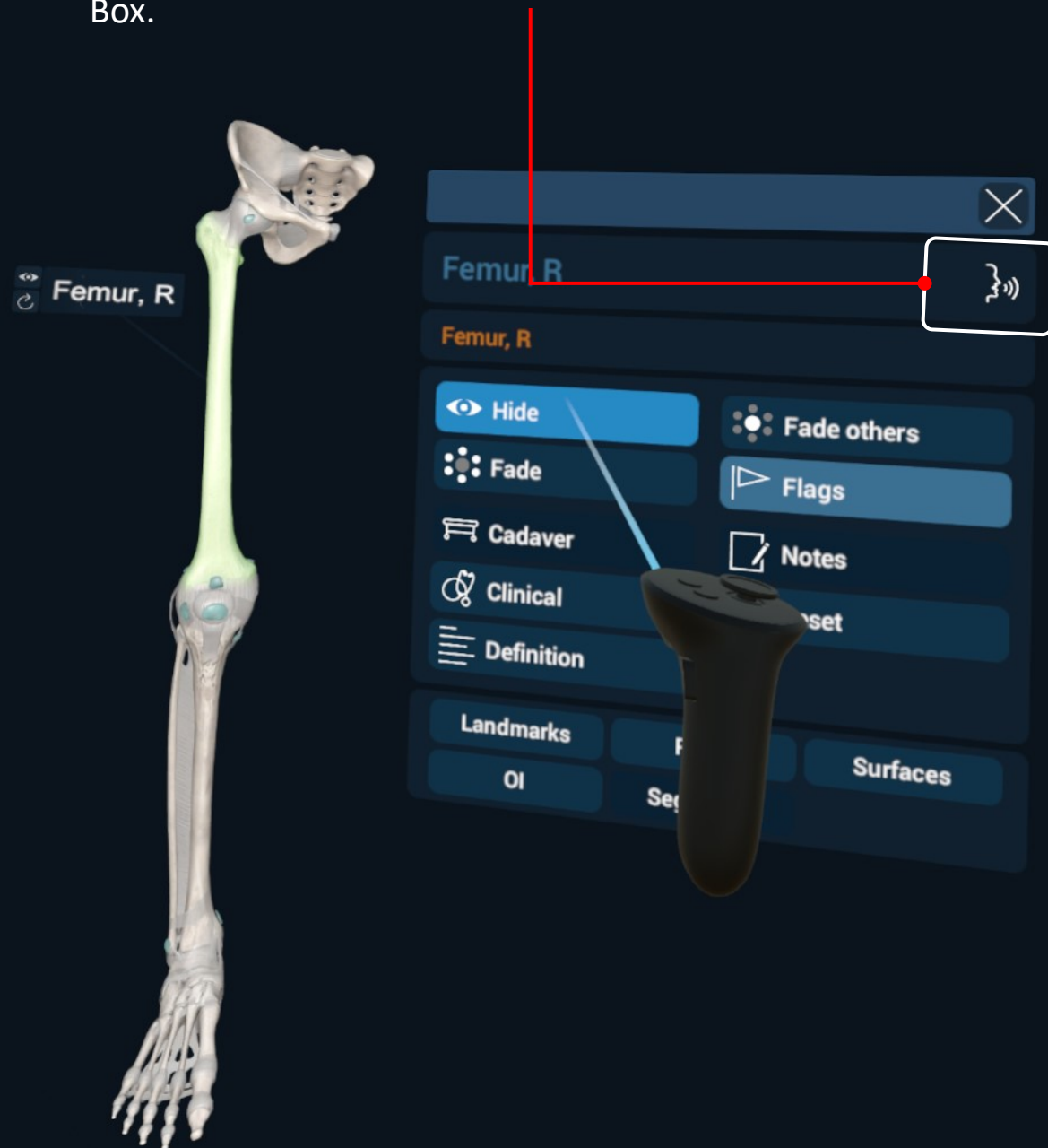
By clicking on the 'Reset' icon in the anatomical term label a structure will reset to the original layout.





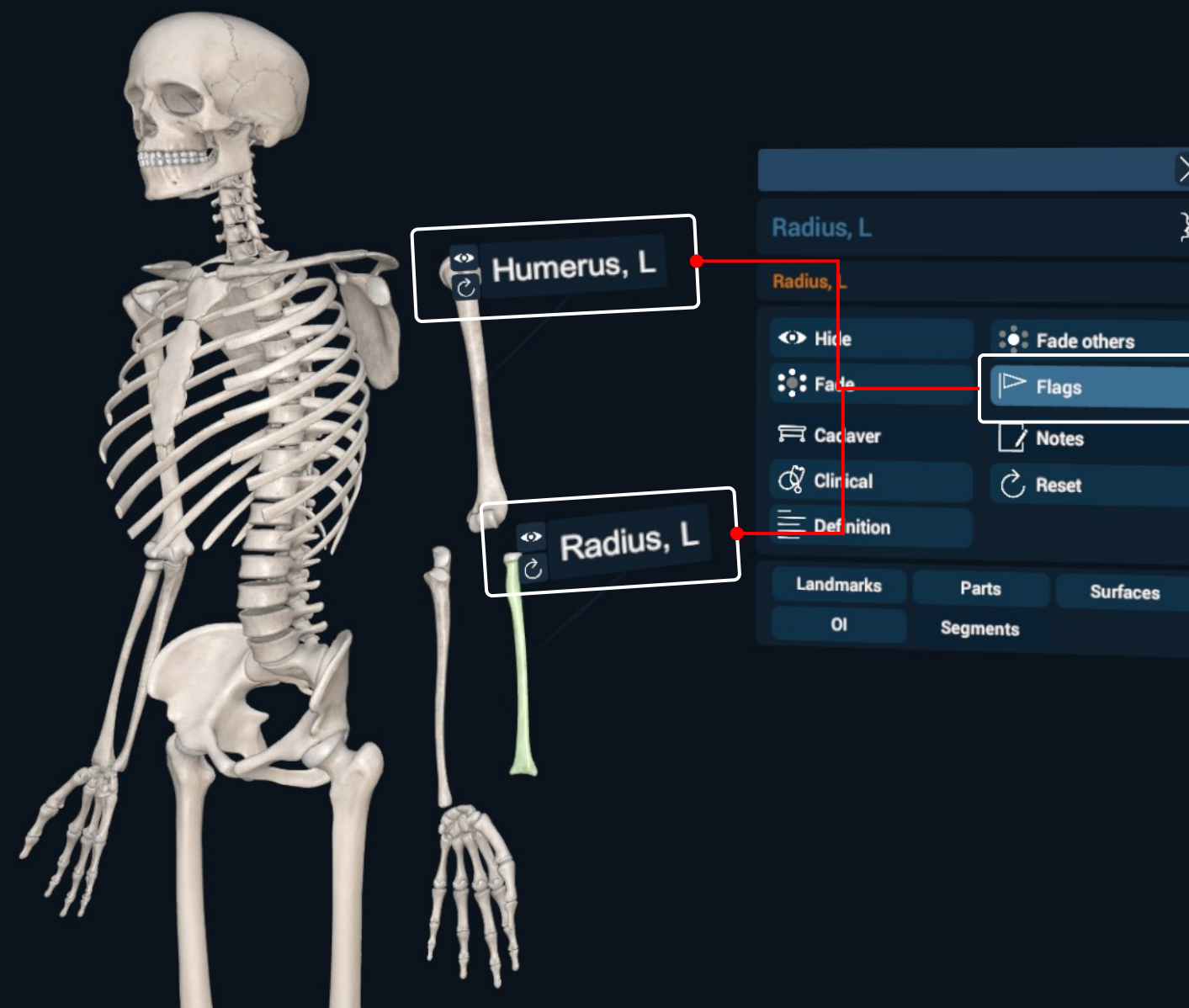
## Voice Narration

To listen to anatomical terminology per selected structure, click on the 'Speaking' icon in the Options Box.

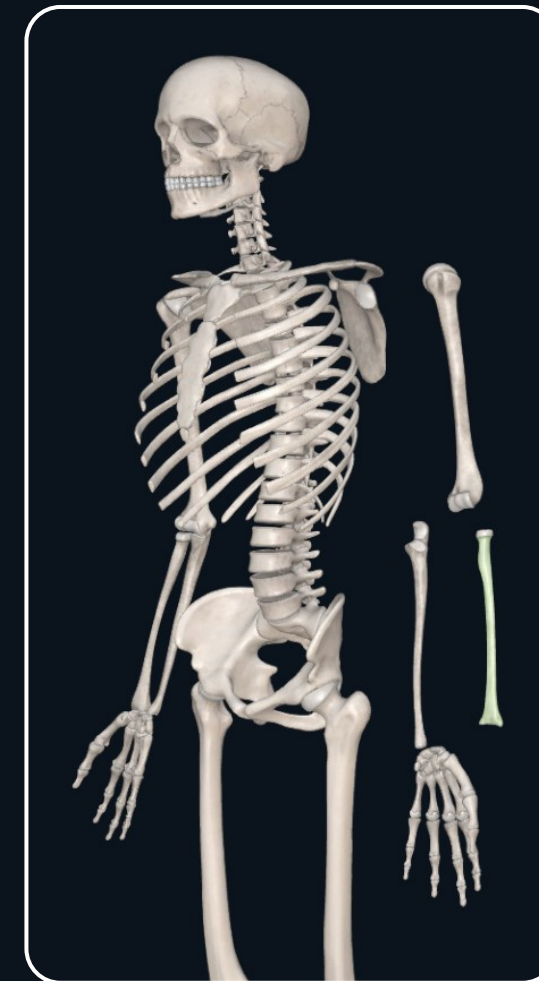


## Flags

By clicking on the 'Flag' icon in the Options Box, you can view the anatomical terminology of a structure. Also, by hovering with the laser pointer over the structure the same annotation will show up.



## Flags deactivated

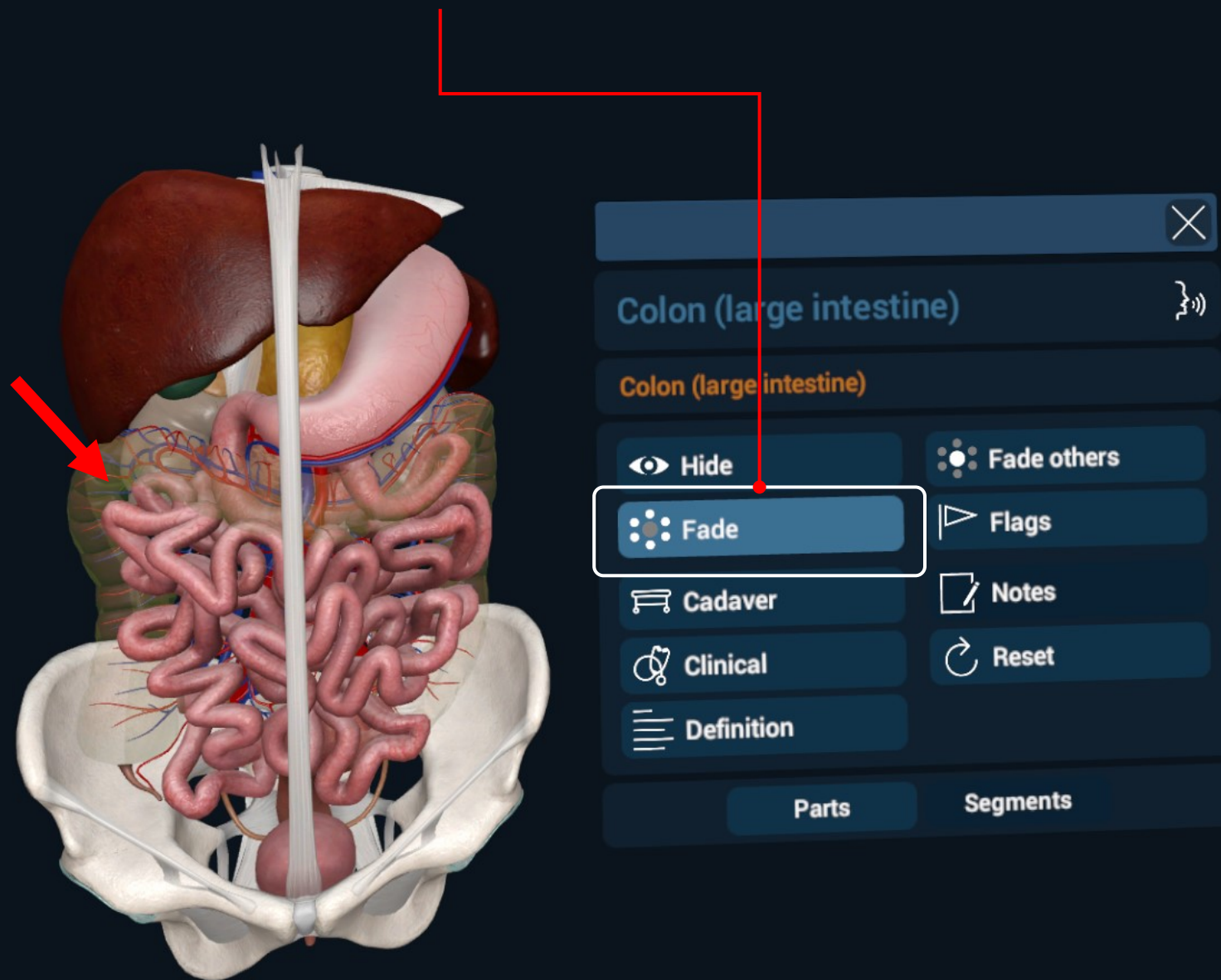




# Working with the Anatomy Model

## 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

Actuate the 'Fade others' option to fade all the other models in the scene except the selected one.

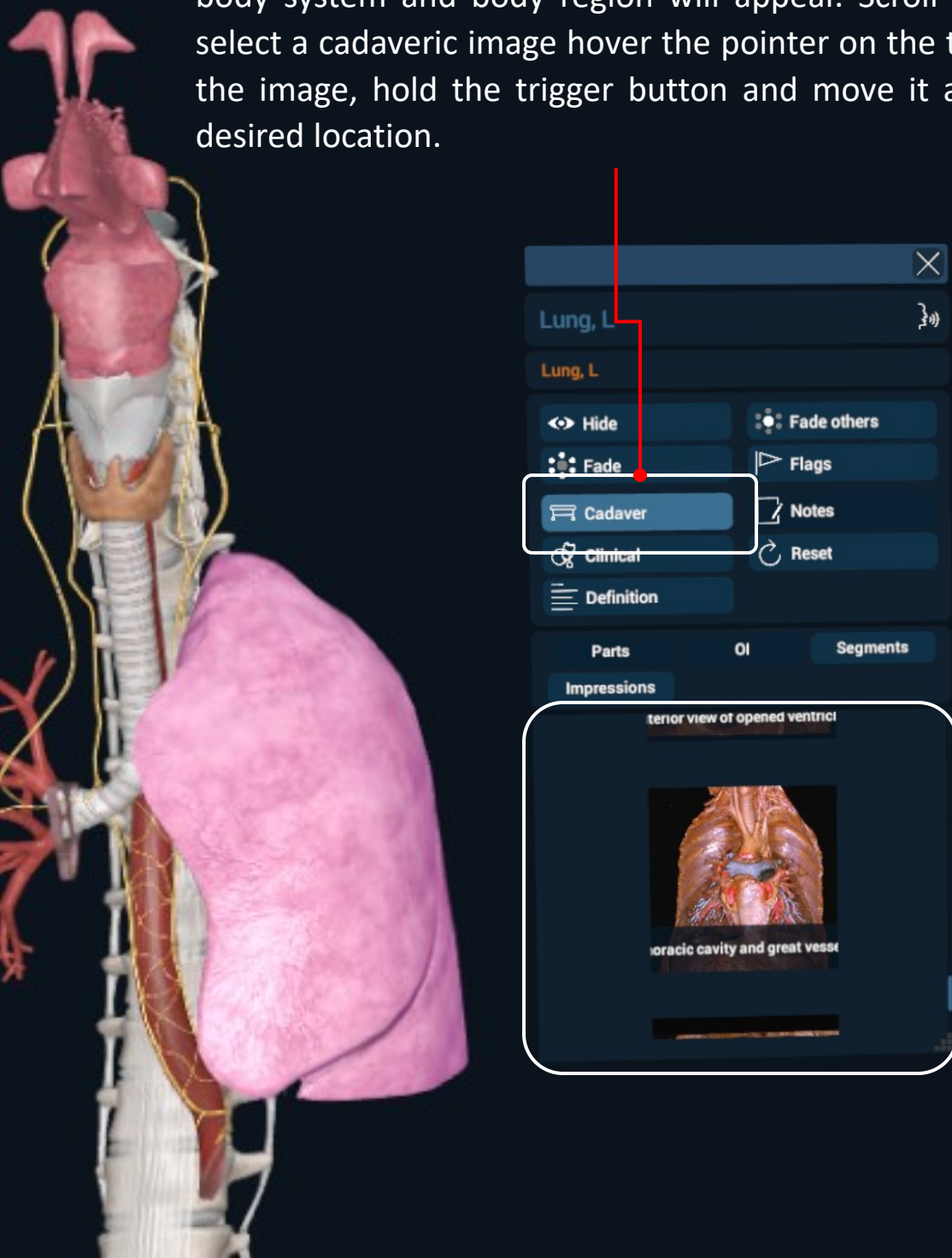




# Working with the Anatomy Model

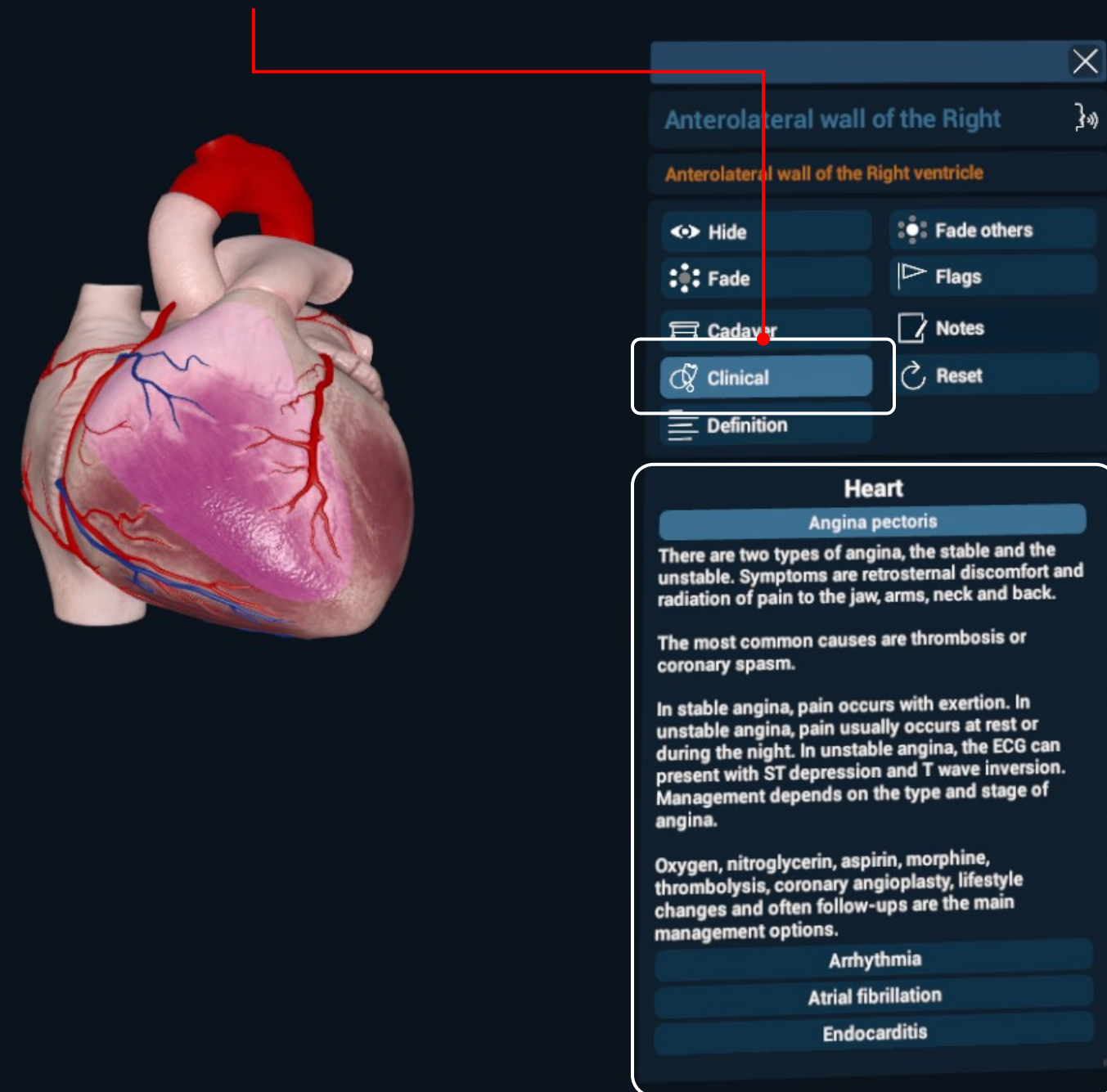
## Cadaveric Images

By pressing the 'Cadaver' icon in the Options box, a list of available cadaveric images related to the selected body system and body region will appear. Scroll down select a cadaveric image hover the pointer on the top of the image, hold the trigger button and move it at the desired location.



## Clinical Correlations

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



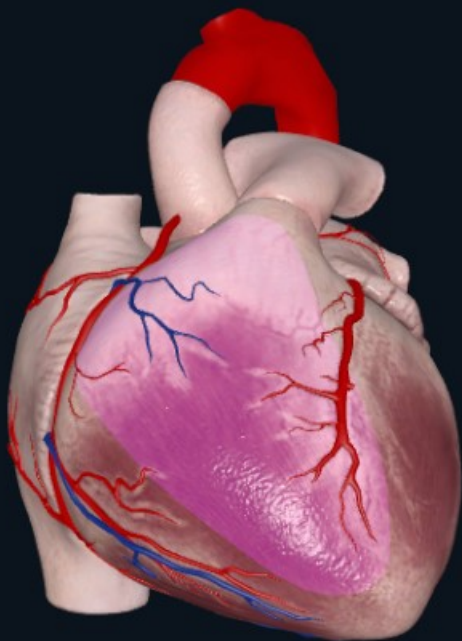
# Working with the Anatomy Model

## 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.

## Reset All

By clicking on the 'Reset' icon in the Options box all structures will reset to the original layout.



Anterolateral wall of the Right

Anterolateral wall of the Right ventricle

Hide Fade others

Fade Flags

Cadaver Notes

Clinical Reset

Definition

The right and left ventricles are chambers separated by the interventricular septum.

The right ventricle receives deoxygenated blood from the right atrium and sends to the lungs for gas exchange.

The left ventricle receives oxygenated blood from the left atrium and sends to the aorta for further distribution to body tissues.

The wall of the left ventricle is much thicker than the right one since it has to overcome much higher resistance than the right one by perfusing oxygenated blood throughout the body.

The right ventricle has three papillary muscles while the left ventricle has only two.

The papillary muscles connect to the atrioventricular valves via the chordae tendineae.

The trabeculae carneae lines the ventricles. These unique muscle bundles are enhancing the pumping efficiency of the ventricles.



Fibula, R

Fibula, R

Hide Fade others

Fade Flags

Cadaver Notes

Clinical Reset

Definition

Landmarks Parts Surfaces

OI Segments





# Mapping Features per Body System

## Mapping

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

# Mapping Features per Body System

## Mapping

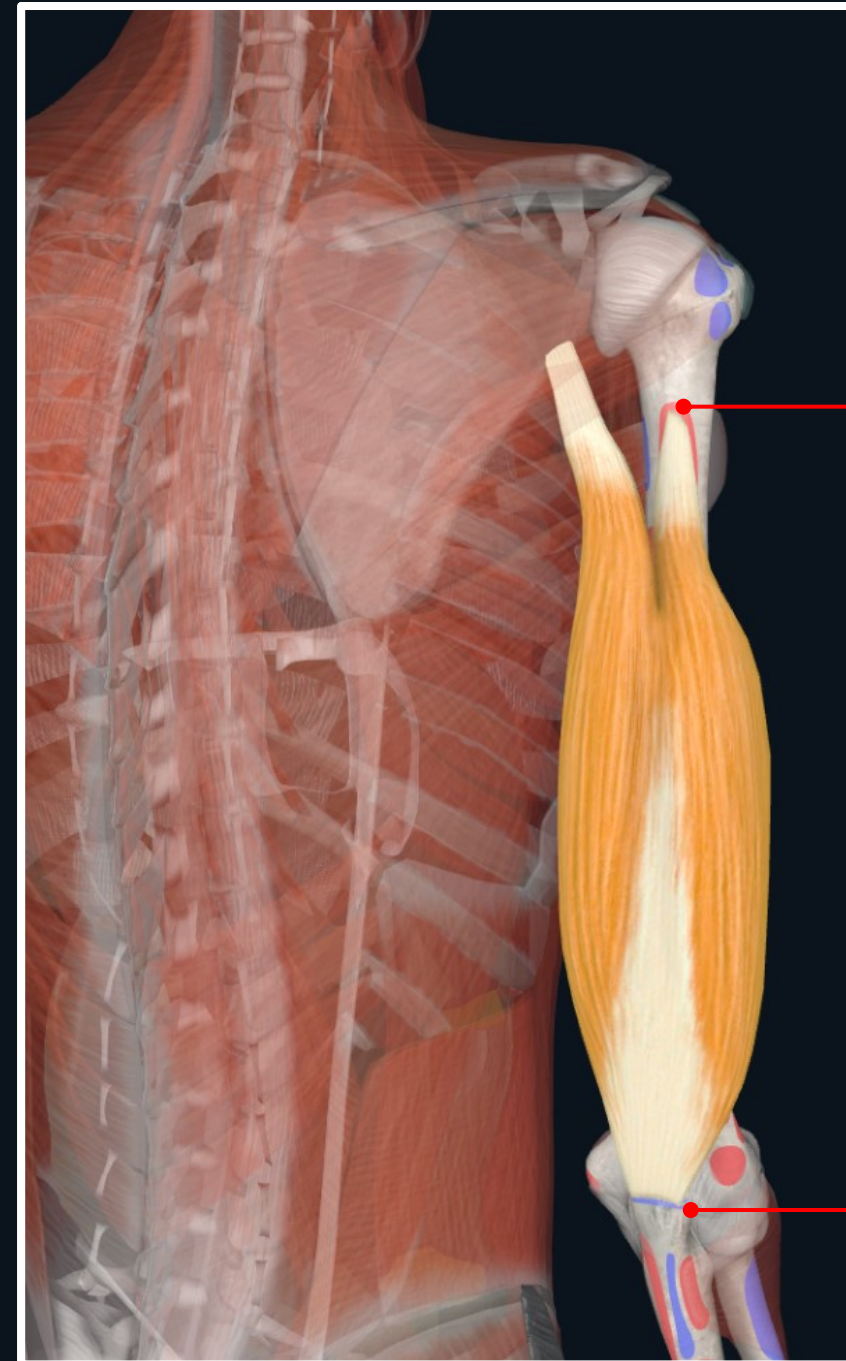
	Parts	Surfaces	Landmarks	Segments
<b>DIGESTIVE</b>				
Liver				✓
Stomach	✓			
Pylorus	✓			
Duodenum	✓			
Pancreas	✓			
Small Intestine	✓			
Colon large intestine	✓			
Vermiform appendix	✓			
Sigmoid large intestine	✓			
Rectum large intestine	✓			
<b>URINARY</b>				
Bladder (male/female), R-L	✓		✓	
<b>REPRODUCTIVE</b>				
Uterus, R-L	✓			



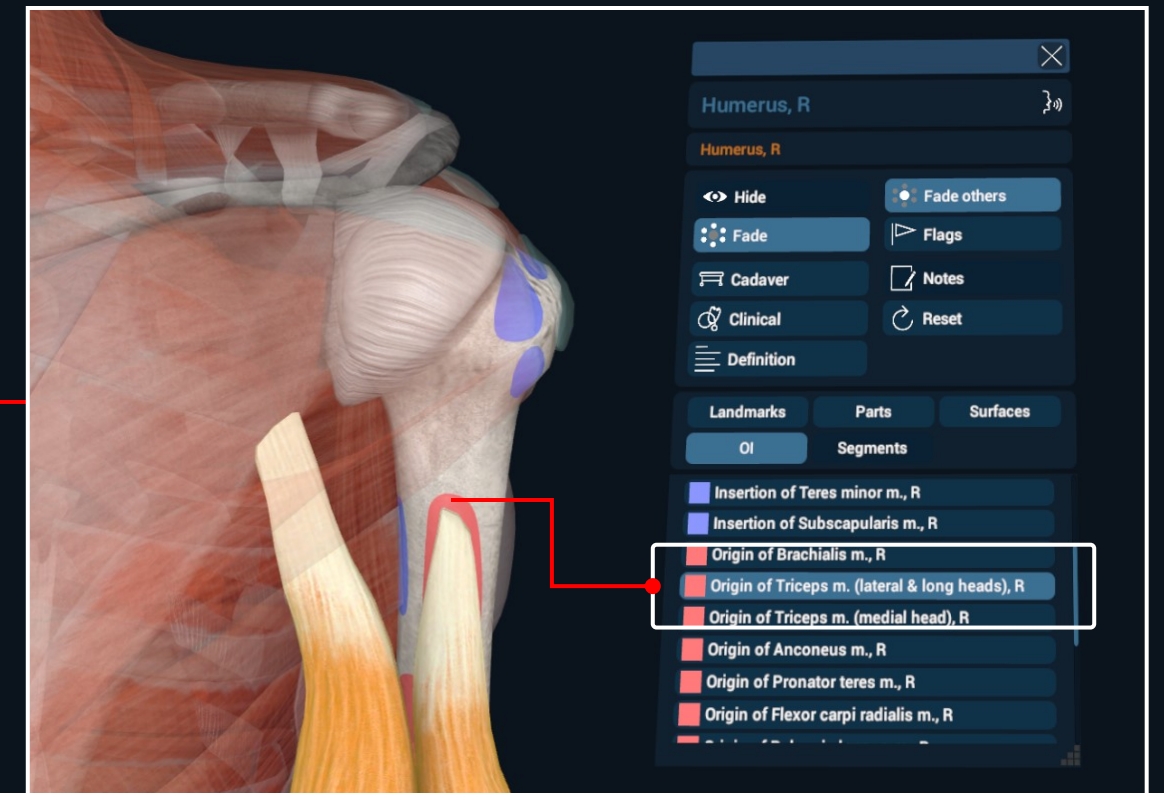
# Example A

## Muscle Origins & Insertions (OI)

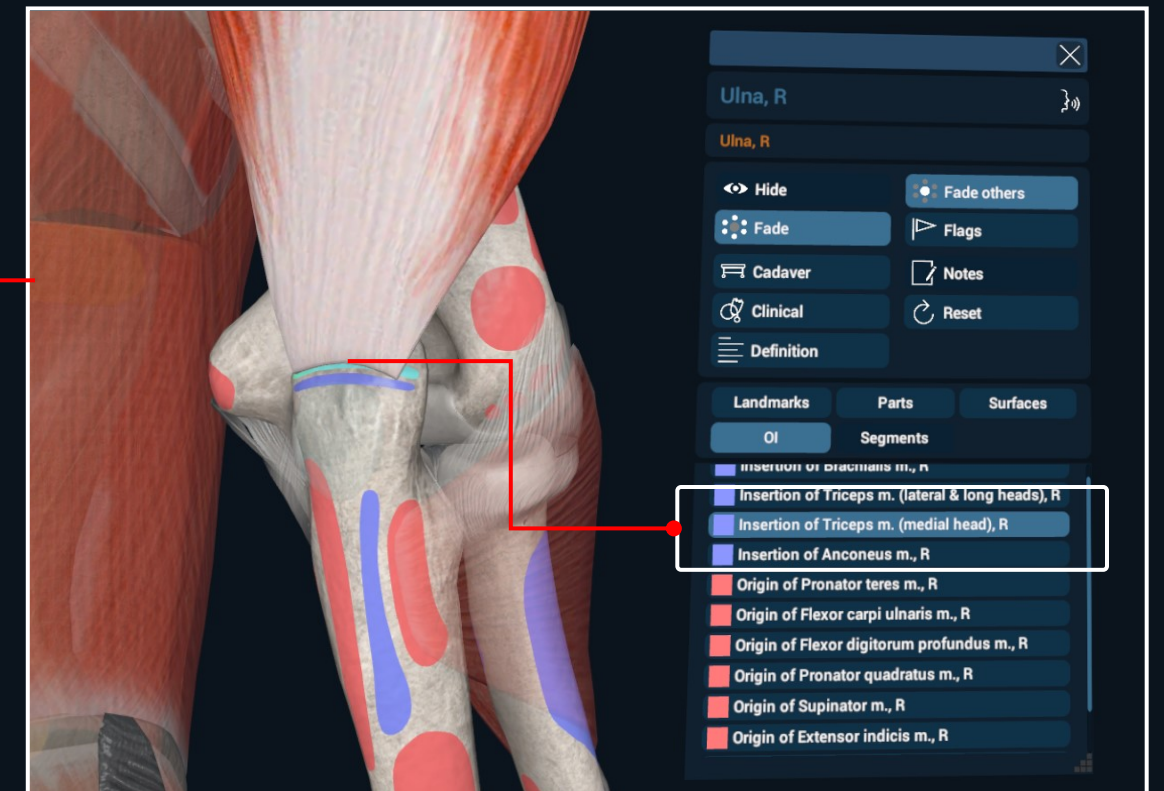
Use the incredible new tool to see the Origin and Insertion points of a muscle in the model. First select the bone from the model you need to examine and click on the 'OI' icon from the Options box. The Option box will display different color-coded terminology corresponding to the Origin and Insertion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



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

UI Panel for Humerus, L

Humerus, L

Humerus, L

Hide | Fade others

Fade | Flags

Cadaver | Notes

Clinical | Reset

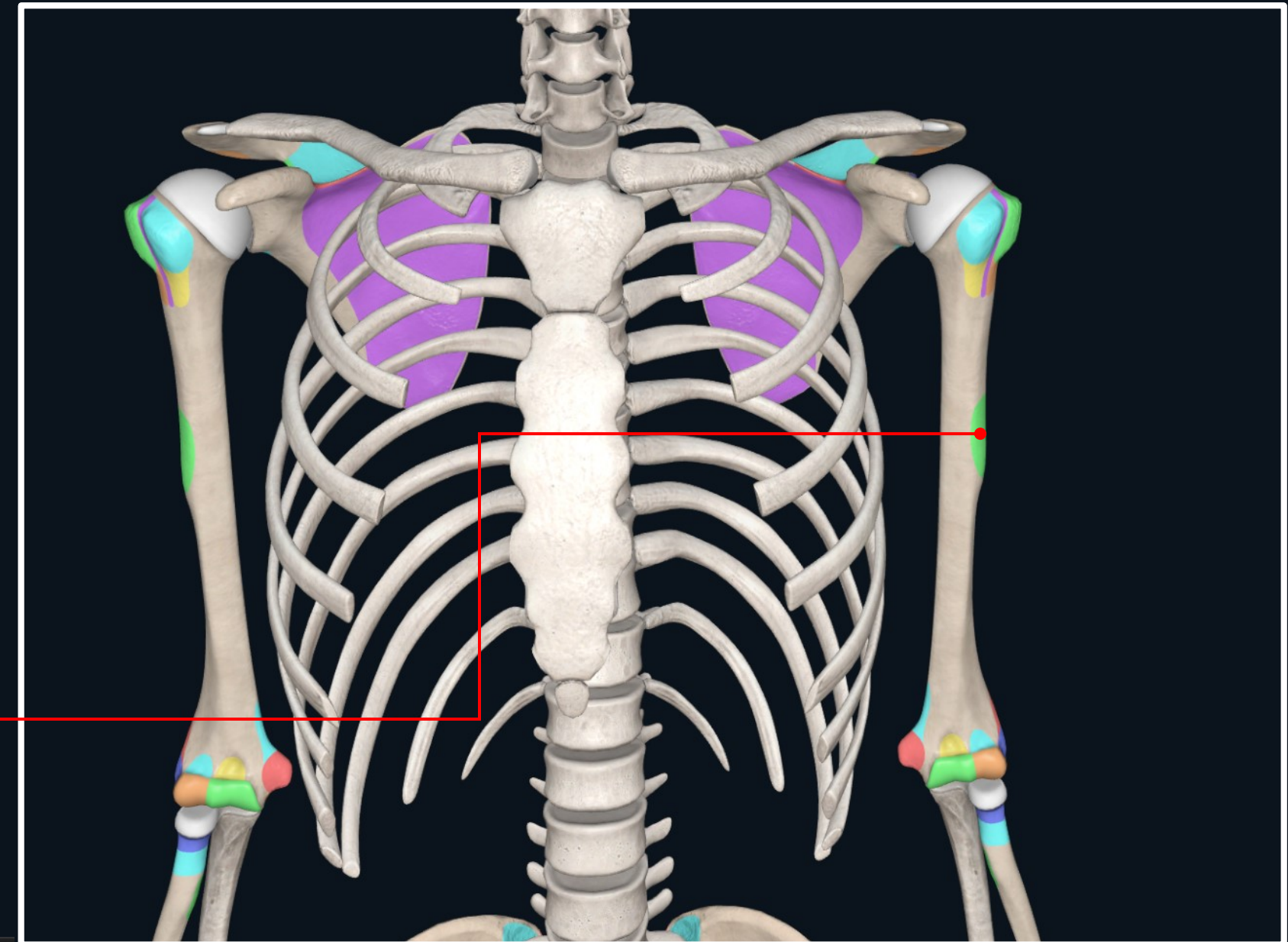
Definition

Landmarks | Parts | Surfaces

OI | Segments

- Intertubercular groove, L
- Deltoid tuberosity, L
- Crest of lesser tubercle, L
- Crest of greater tubercle, L
- Radial groove, L
- Lateral supracondylar ridge, L
- Medial supracondylar ridge, L

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.





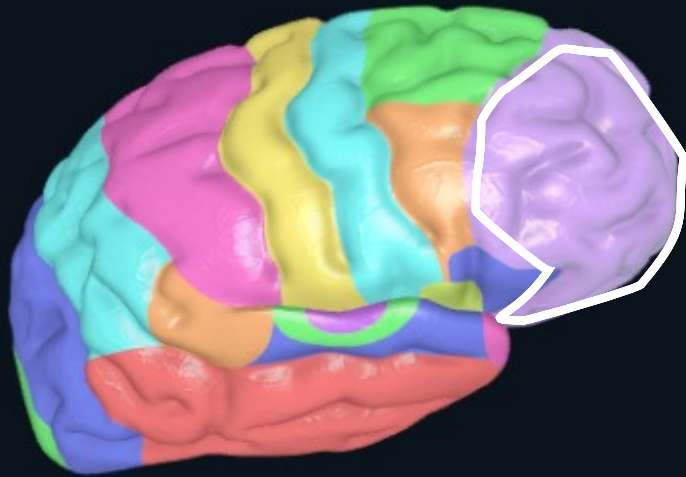
# Example C

## Lobes



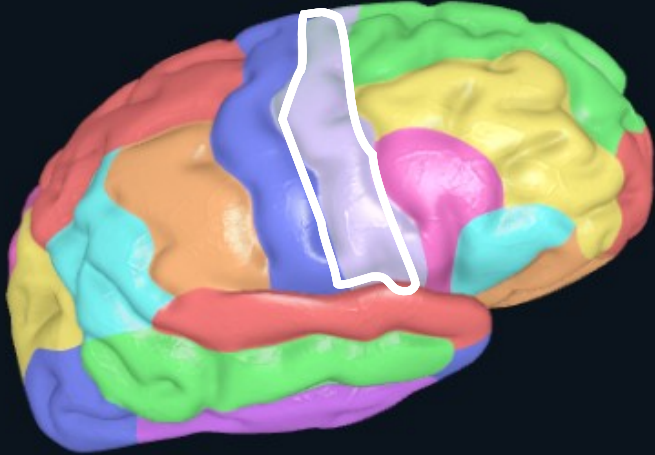
Panel for 'Lobes' in the 'Cerebrum (right hemisphere)' view. The interface includes a list of lobes: Frontal lobe, R; Parietal lobe, R; Occipital lobe, R; and Temporal lobe, R. The 'Lobes' tab is selected in the 'Parts' section.

## Functional Areas



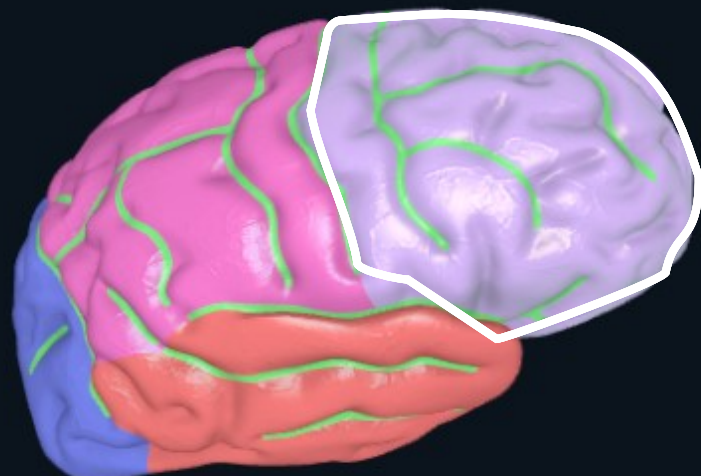
Panel for 'Functional Areas' in the 'Cerebrum (right hemisphere)' view. The interface includes a list of functional areas: Prefrontal area, R; Premotor area, R; Motor association area, R; Primary motor area, R; and Primary somatosensory area, R. The 'Areas' tab is selected in the 'Parts' section.

## Gyri



Panel for 'Gyri' in the 'Cerebrum (right hemisphere)' view. The interface includes a list of gyri: Inferior frontal gyrus (opercular part), R; Inferior frontal gyrus (triangular part), R; Inferior frontal gyrus (orbital part), R; Precentral gyrus, R; and Postcentral gyrus, R. The 'Gyri' tab is selected in the 'Parts' section.

## Sulci



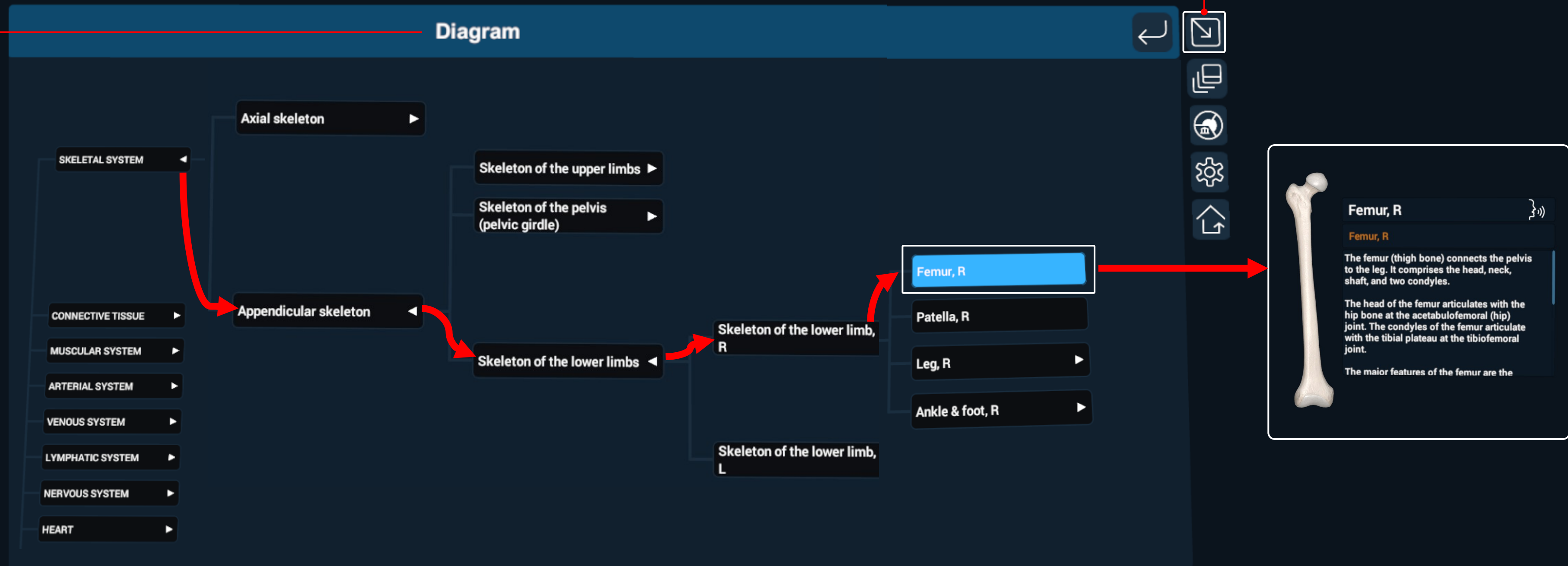
Panel for 'Sulci' in the 'Cerebrum (right hemisphere)' view. The interface includes a list of sulci: Marginal sulcus, R; Intermediate sulcus of Jensen, R; Parieto-occipital fissure, R; and Lateral occipital sulcus, R. The 'Sulci' tab is selected in the 'Parts' section.

# Anatomy Modes

## 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. Hover the pointer on the diagram bar, hold the trigger button and move the whole table to your desired position.

Click on this icon and send the whole Diagram to your left controller. Click [here](#) for more information.





## System-based Anatomy

3D Organon XR operates by default in a System-based Anatomy mode.

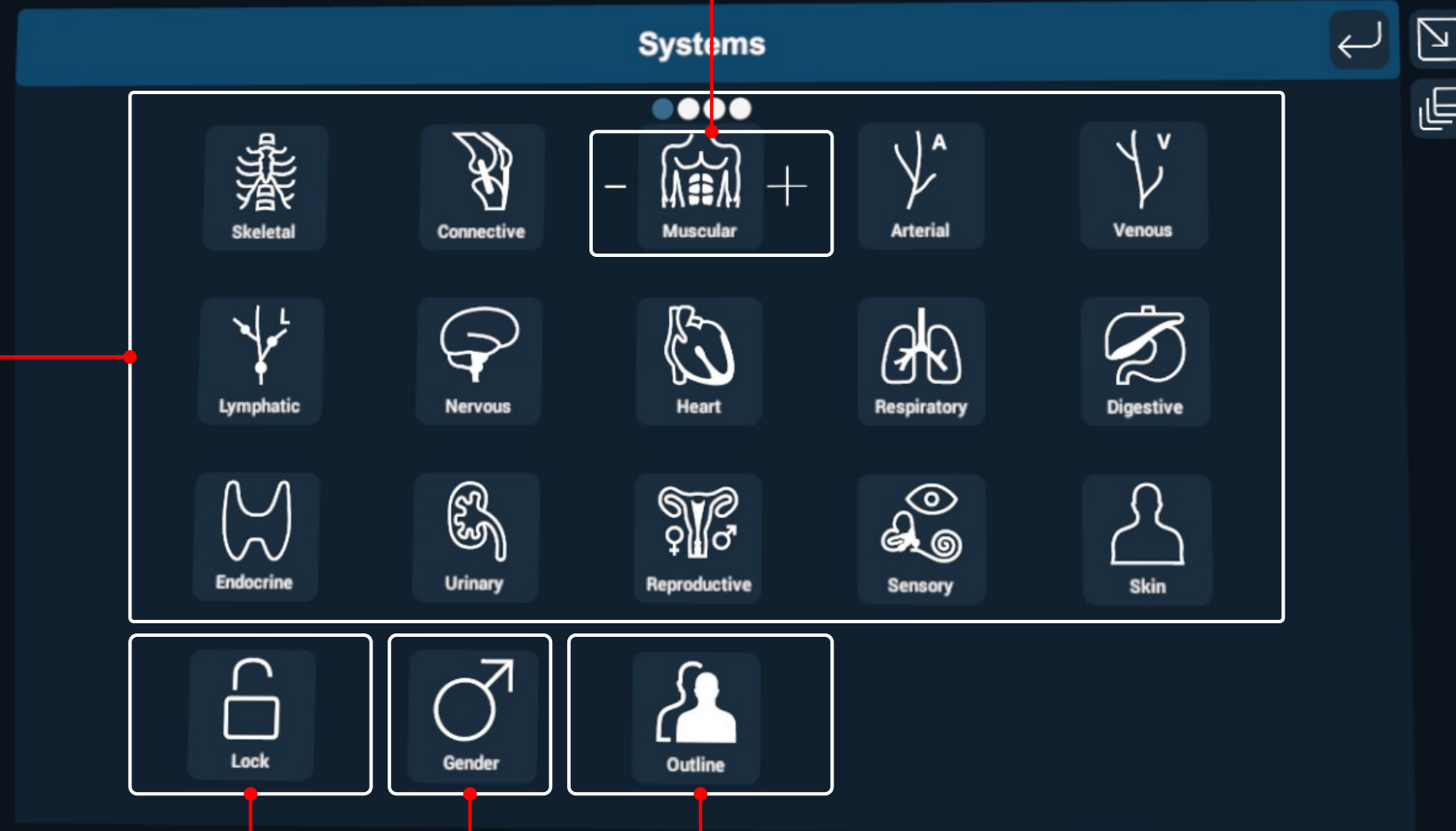
System-based Anatomy is ideal for appreciating the overall anatomy of the human body.



Select from the body systems to add a system in your scene view. All 15 body systems are available.

### 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.



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.

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

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

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

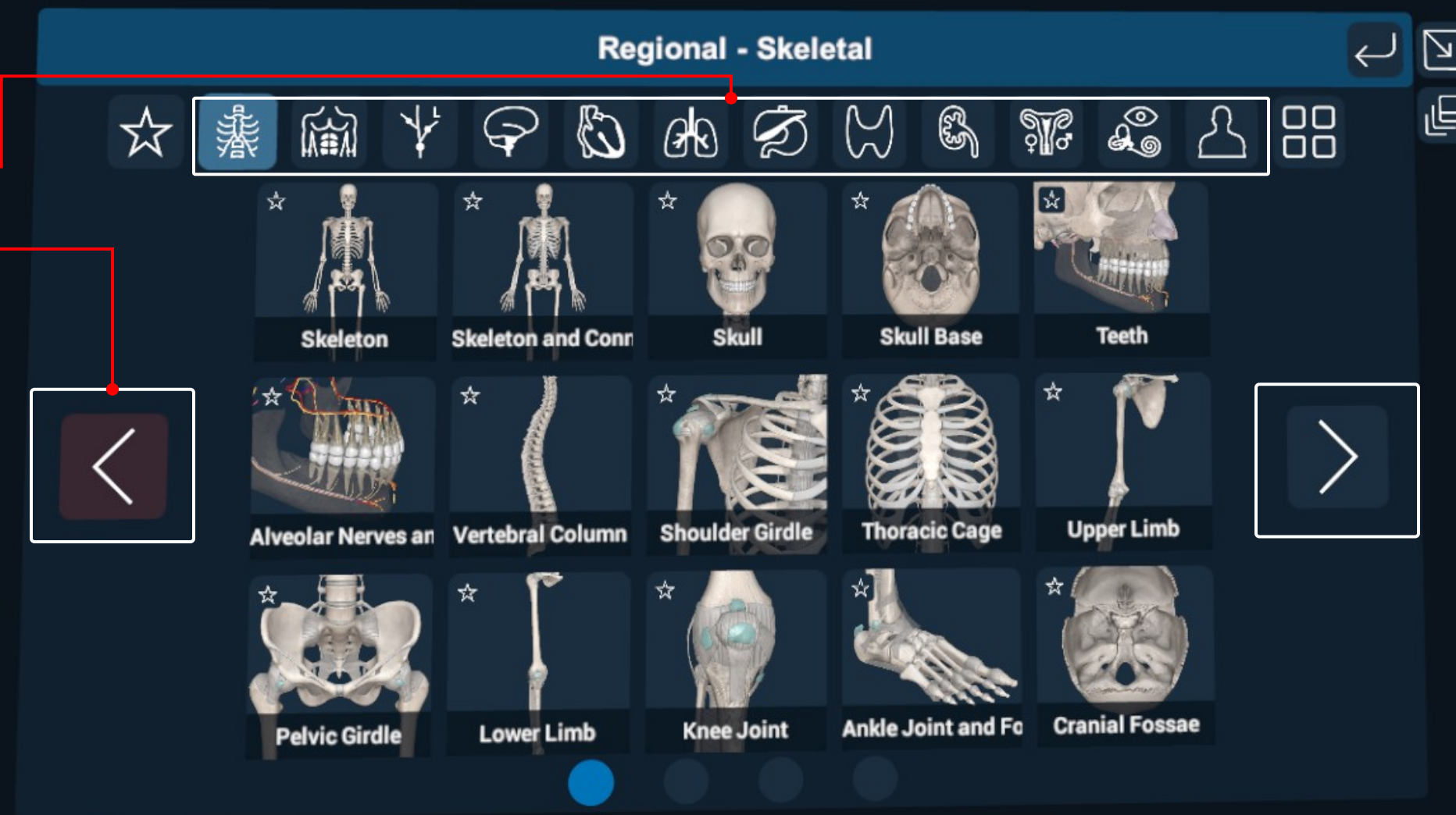
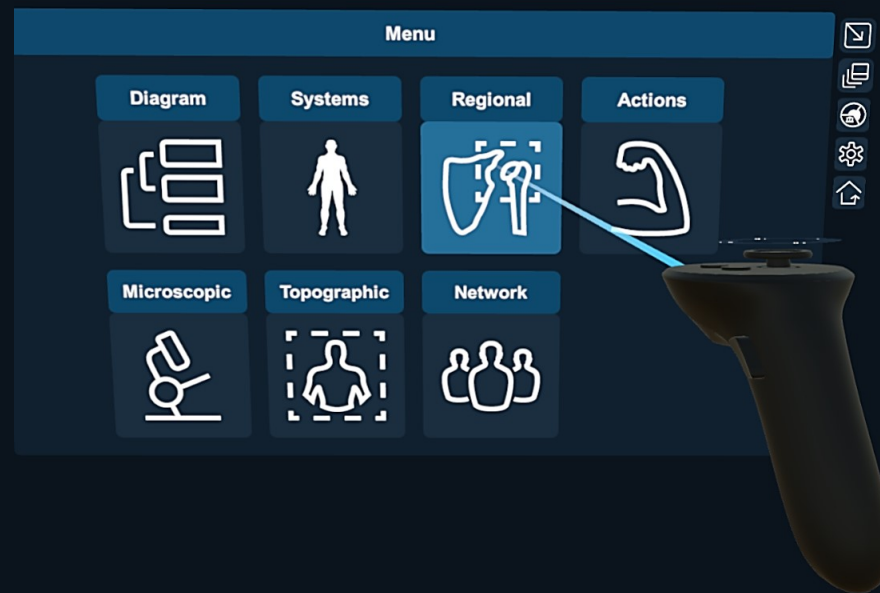
# Anatomy Modes

## Regional Anatomy

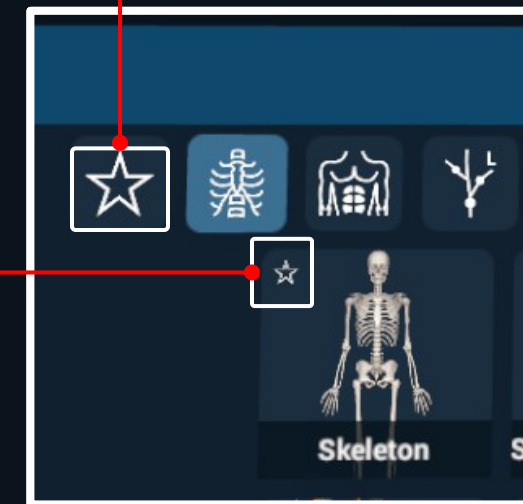
The Regional Anatomy mode contains preconfigured scenes of popular anatomy views. This mode is emphasizing the relationships of various systemic structures (muscles, nerves, arteries, etc.) within that area. Each scene contains preselected anatomical structures.

Select a body system from the top of the main menu panel.

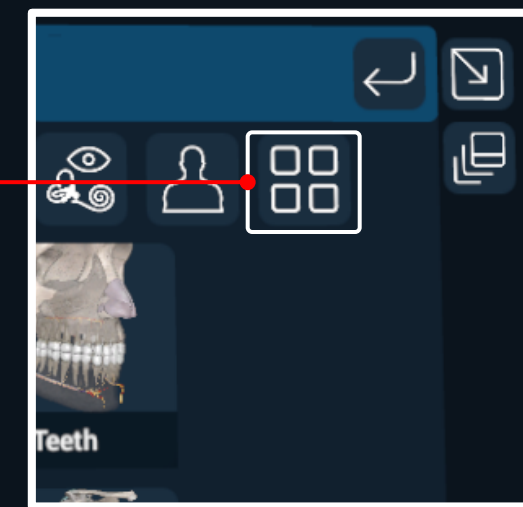
Click on the arrow to browse the entire selection



Favorites list



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



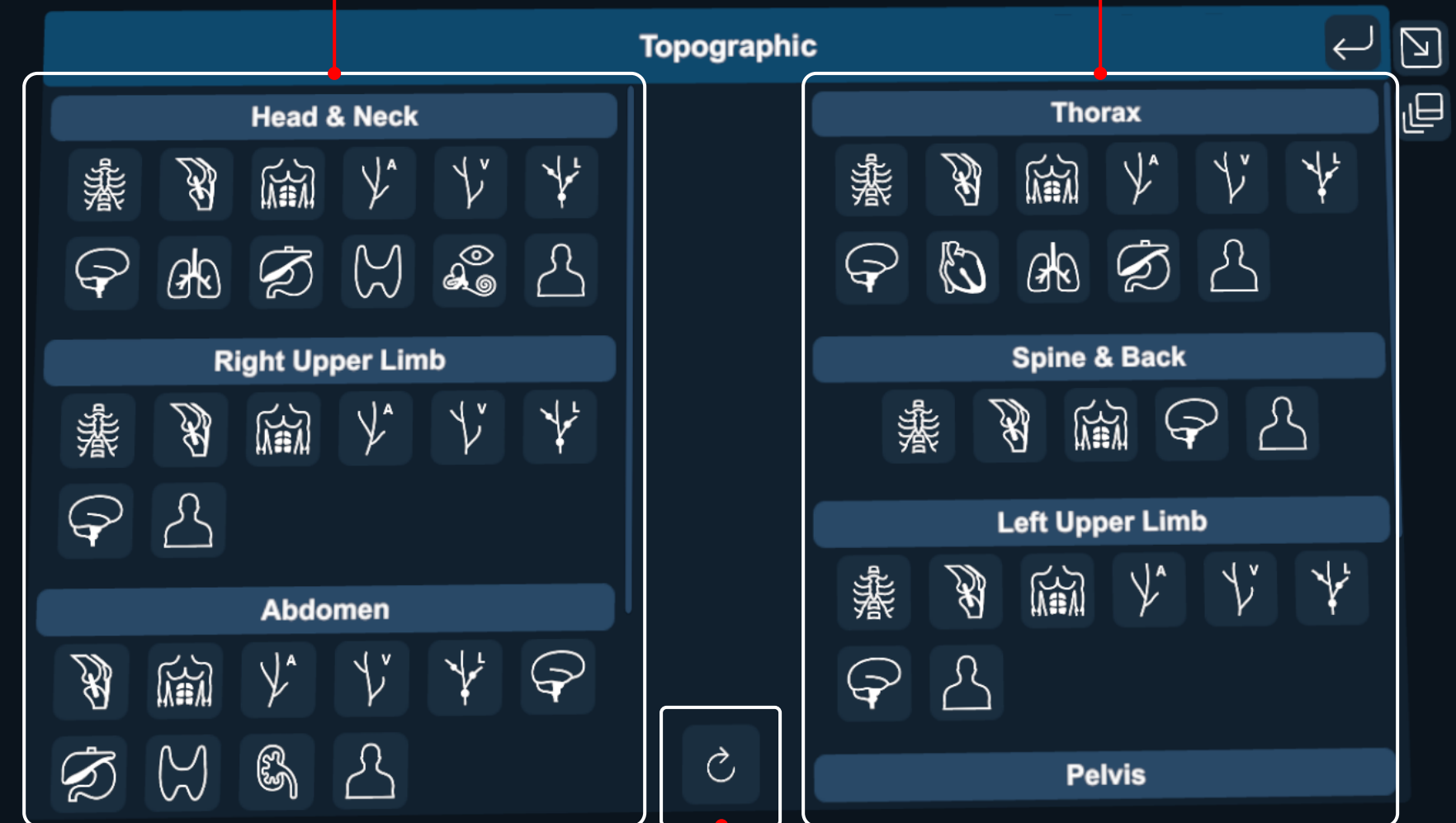
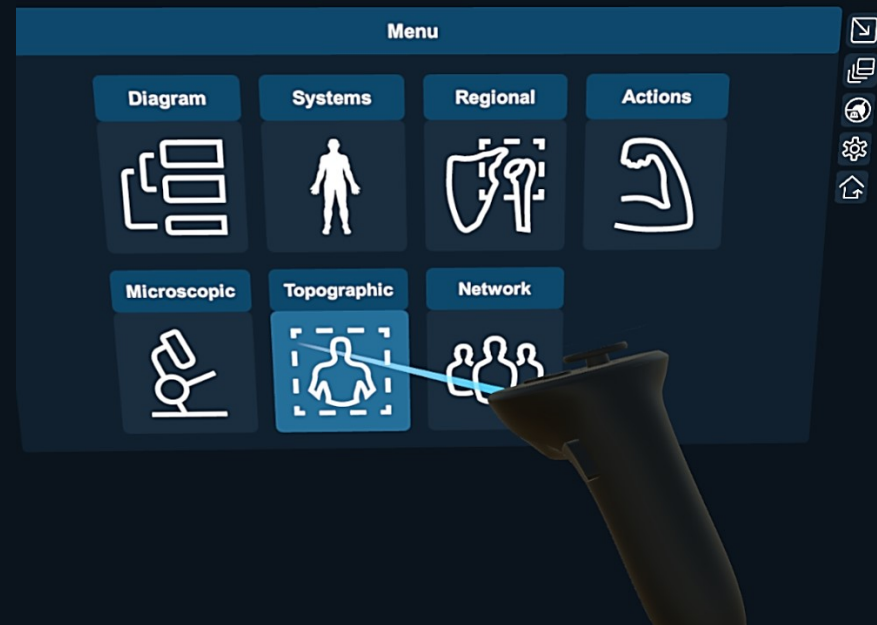
Merge pre-configured scenes of popular anatomy views together.



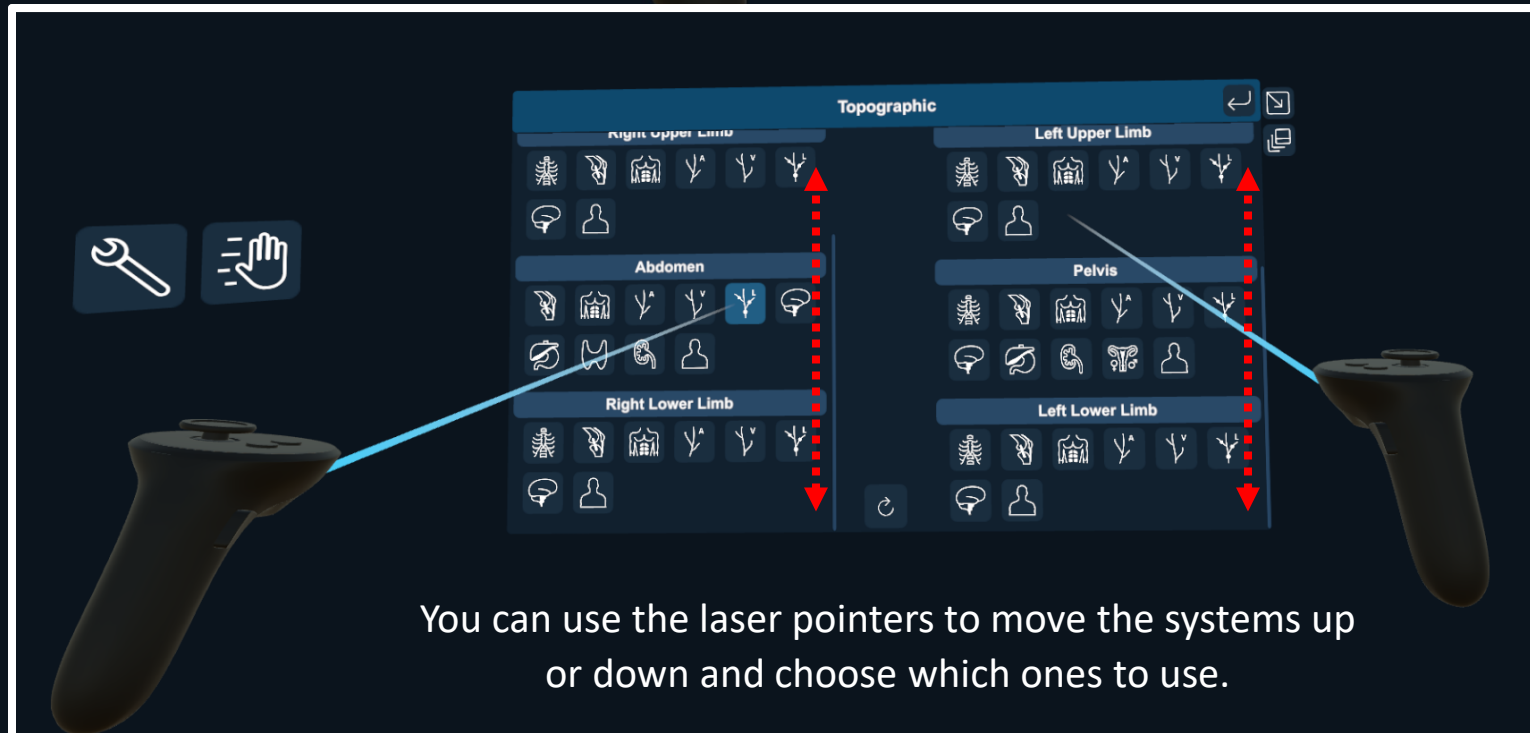
# Anatomy Modes

## Topographic Anatomy

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



By pressing the 'Reset' icon all of the previously selected systems will be removed.



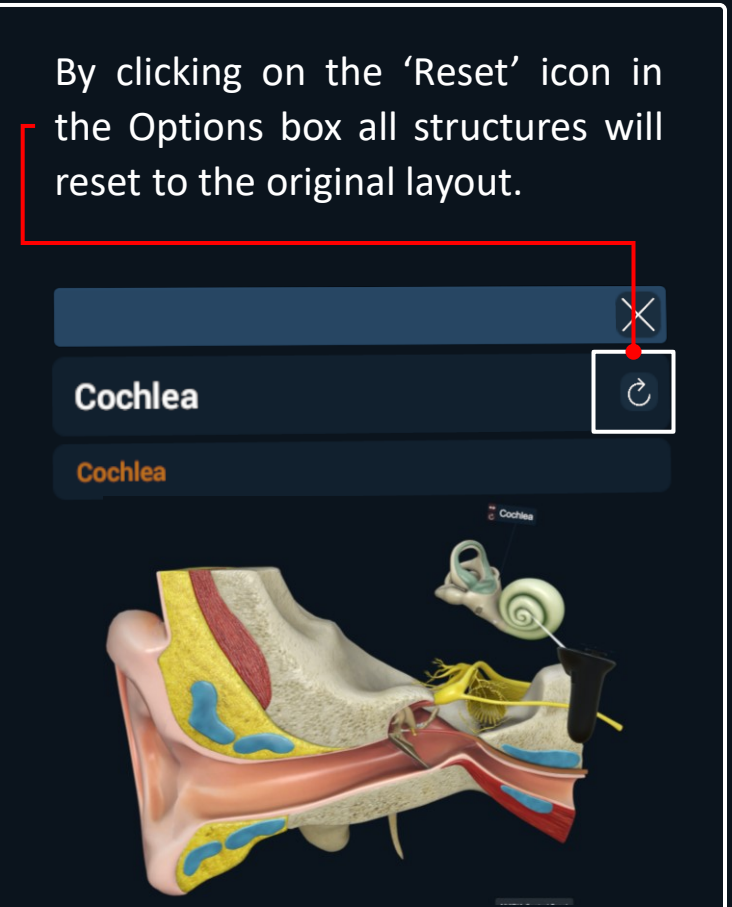
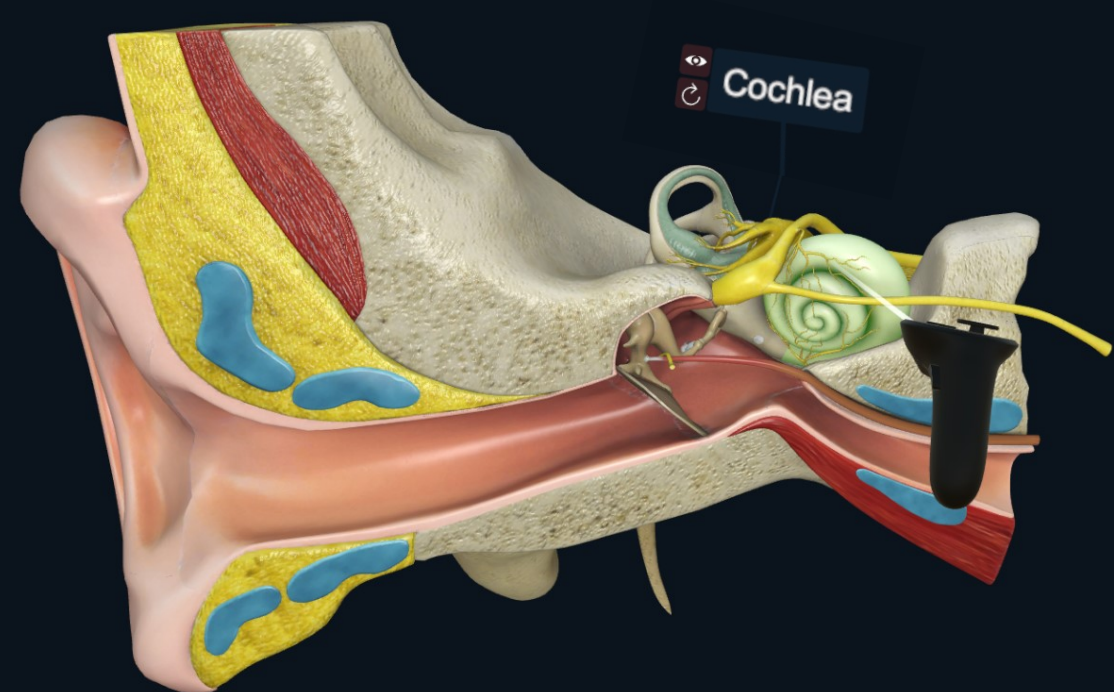
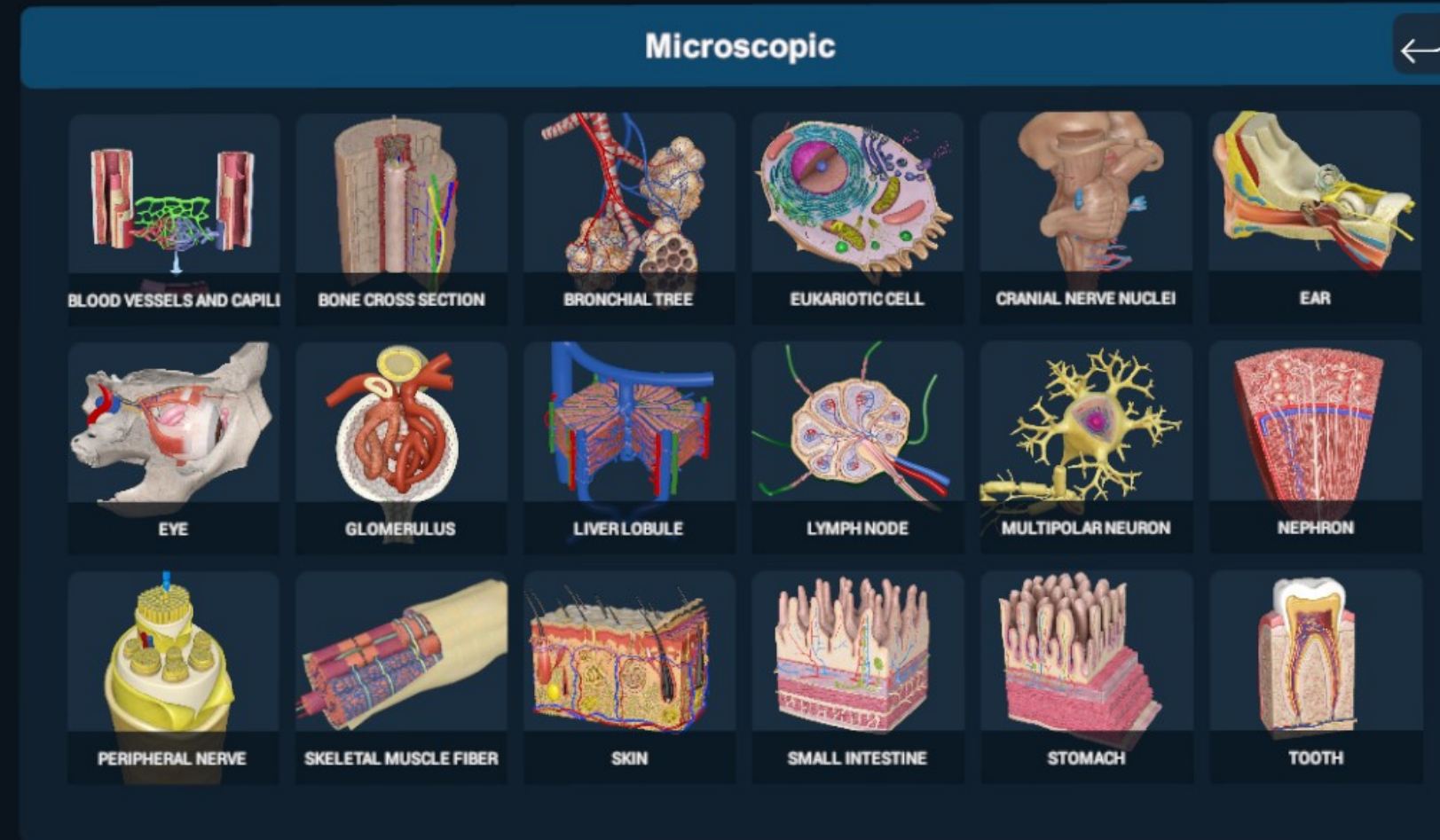
You can use the laser pointers to move the systems up or down and choose which ones to use.

# Anatomy Modes

## Microscopic Anatomy

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

Click on the desired model to select it from the main menu panel.



By clicking on the 'Reset' icon in the Options box all structures will reset to the original layout.

The **Tools** can also be used on any microscopic model.



# Body Actions

## 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.

Click on the 'Actions' icon to access body actions.  
To load an animation, select a body system and a list with the available actions will appear.  
Click on an animation and it will start playing in a loop.

Regional - Muscular

Muscles of the Thorax

Intercostal muscles

Muscles of the Upper Limb

Anterior axioappendicular muscles

Scapulohumeral muscles

Scapulohumeral muscles (rotator cuff seg

Anterior axioappendicular muscles

Pectoralis major mu

Pectoralis major mu

Pectoralis major mu

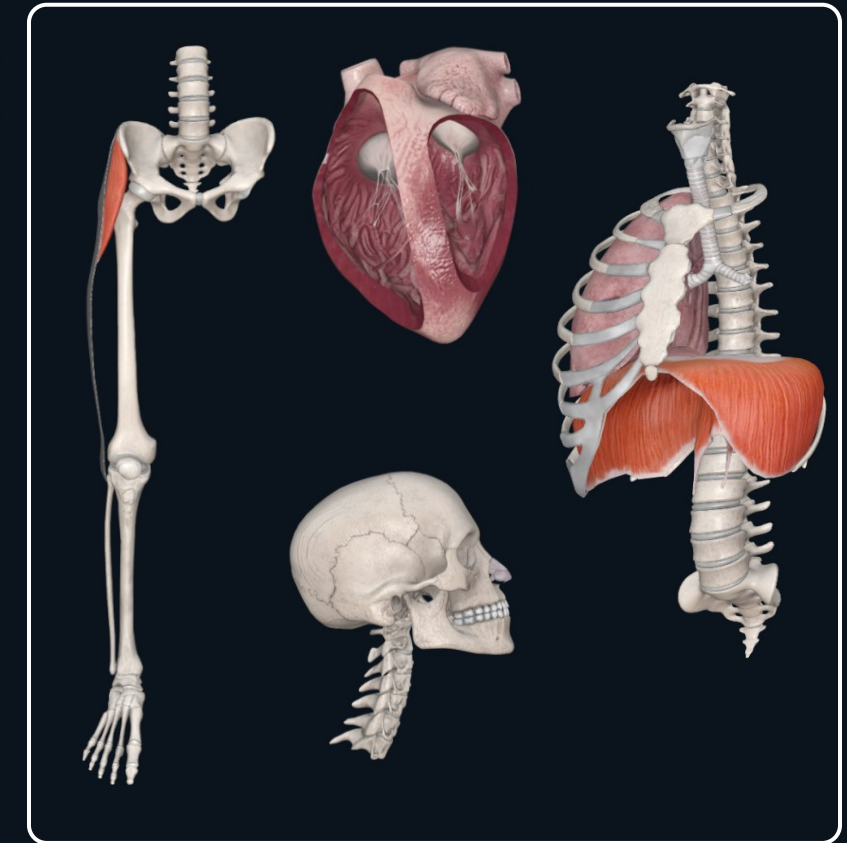
Pectoralis major mu

Pectoralis minor mu

Subclavius muscle

Serratus anterior mu

Serratus anterior mu



Menu

Diagram

Systems

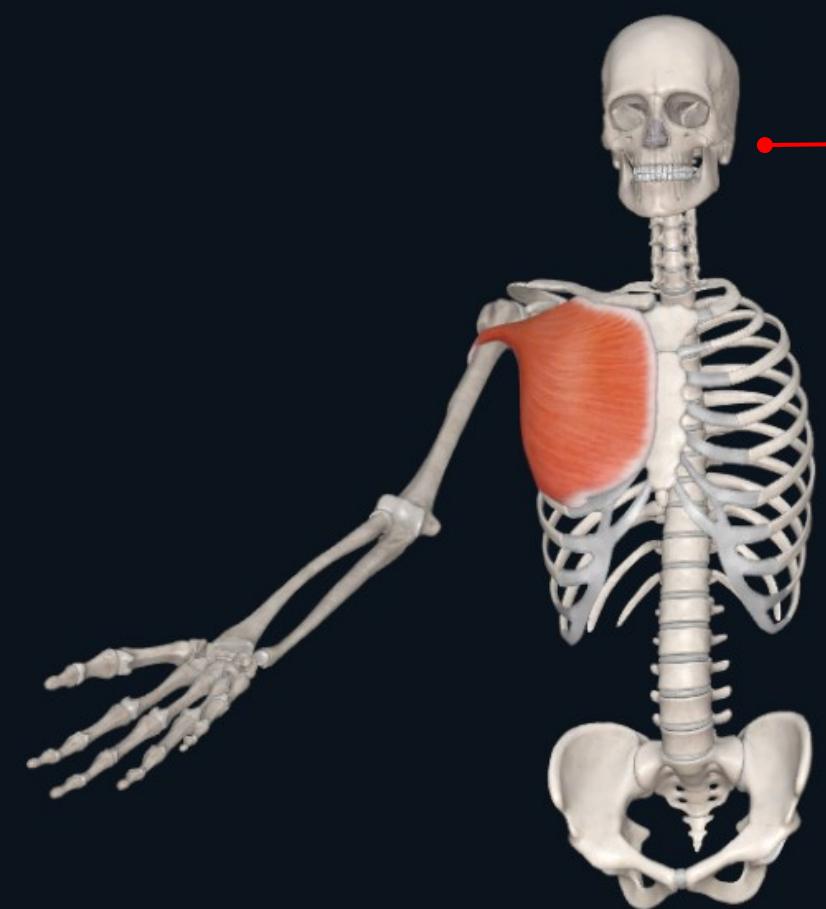
Regional

Actions

Microscopic

Topographic

Network



Pectoralis major muscle (flexion)

Stop

Play / Pause

Loop

The **Tools** can also be used on any of the animations.

Tools

Draw

Screen

Record

Web

Share

# Remote Delivery / Medverse

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

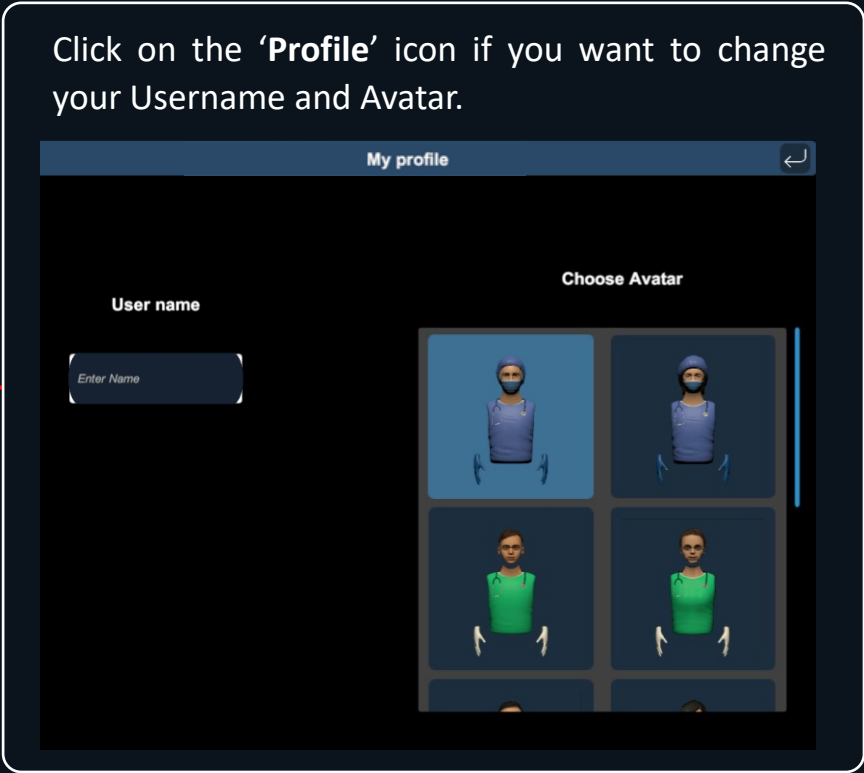
Click on the 'Network' icon.

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.



Network Rooms					
Room name	Host name	Module	Clients	Access	
Medis	James	Anatomy	1/11	Enter	JOIN



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.



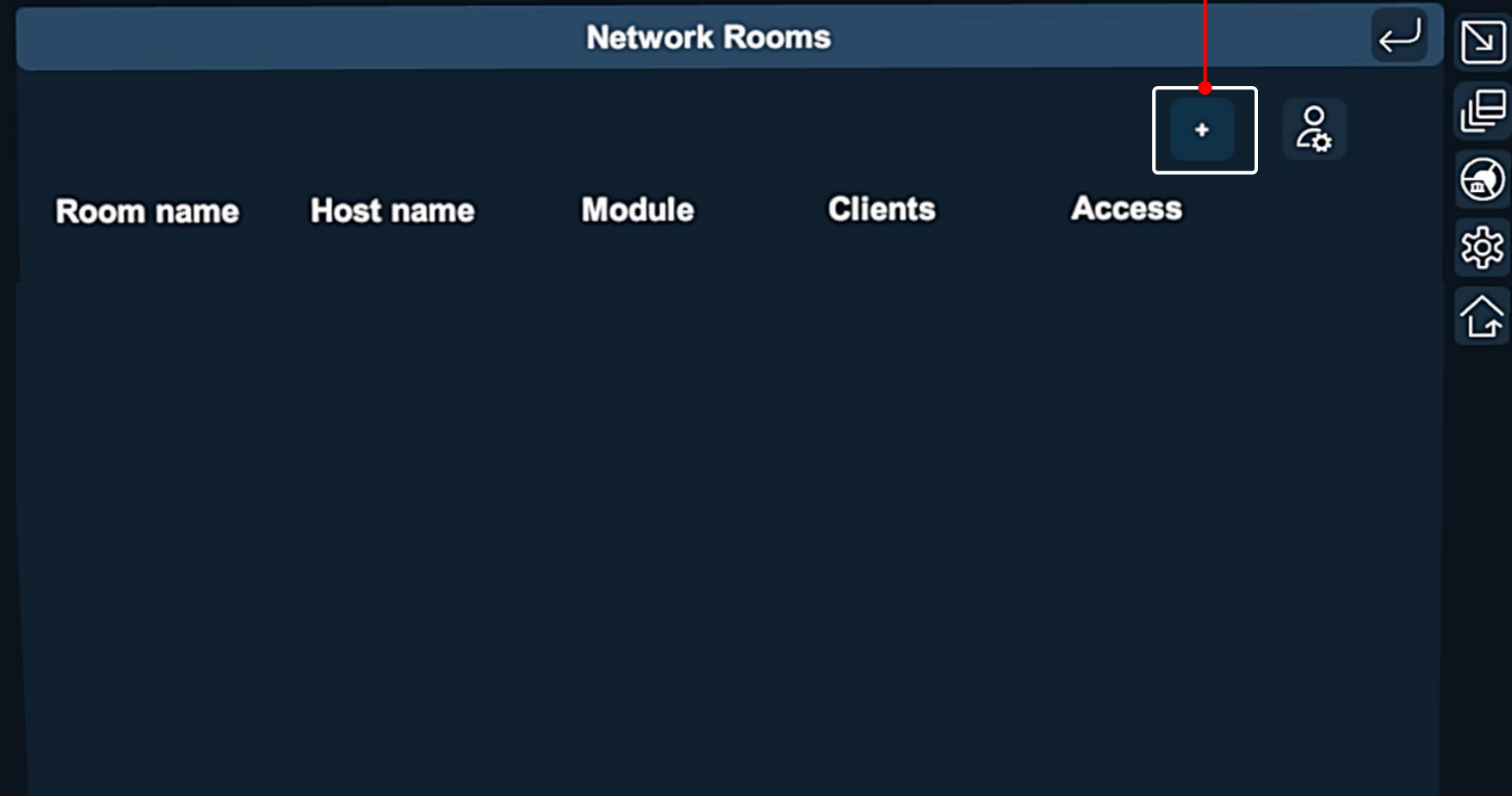
# Remote Delivery / Medverse

Owners of the **Premium edition** are also able to create virtual rooms and host remote delivery anatomy 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.

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.

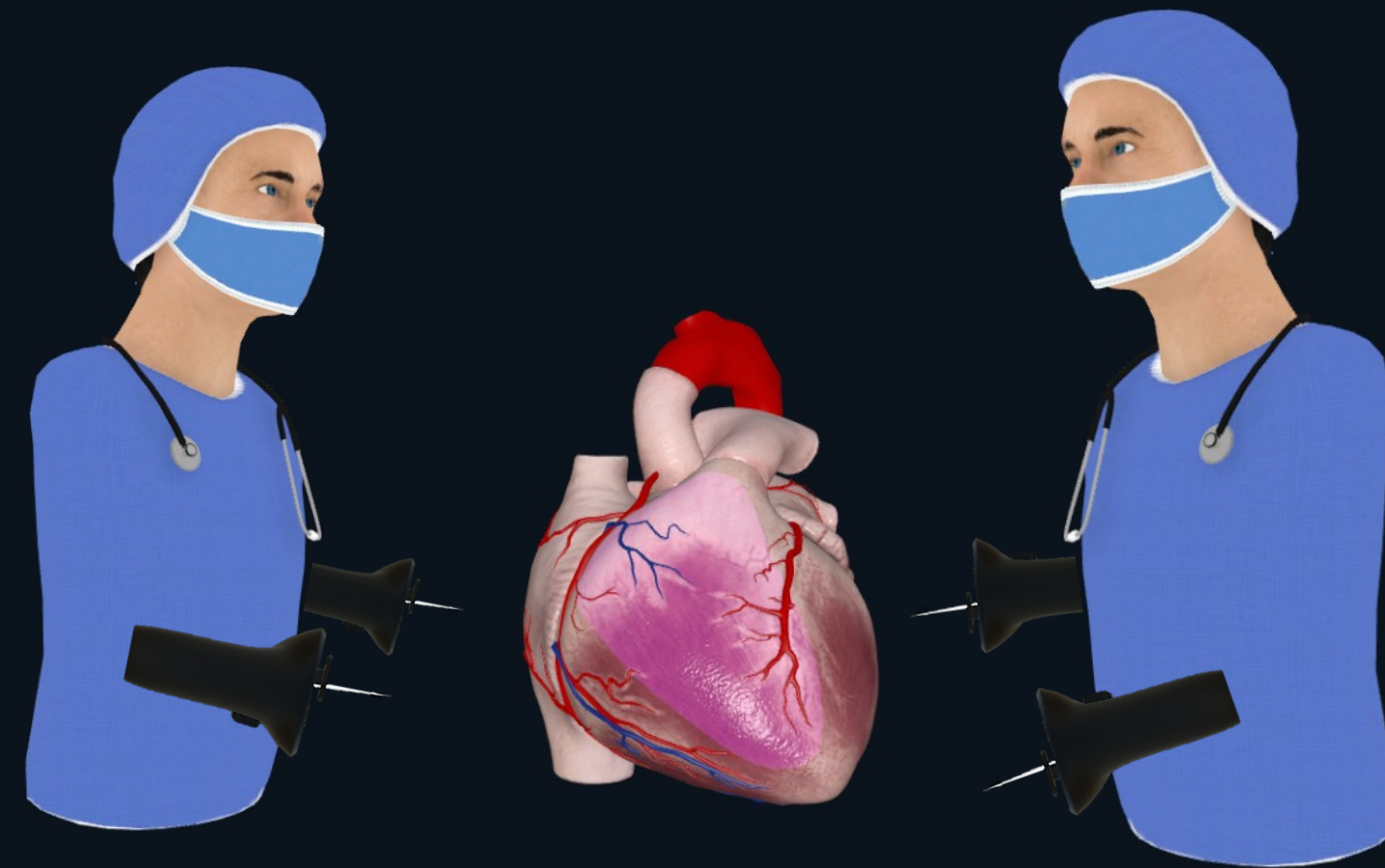
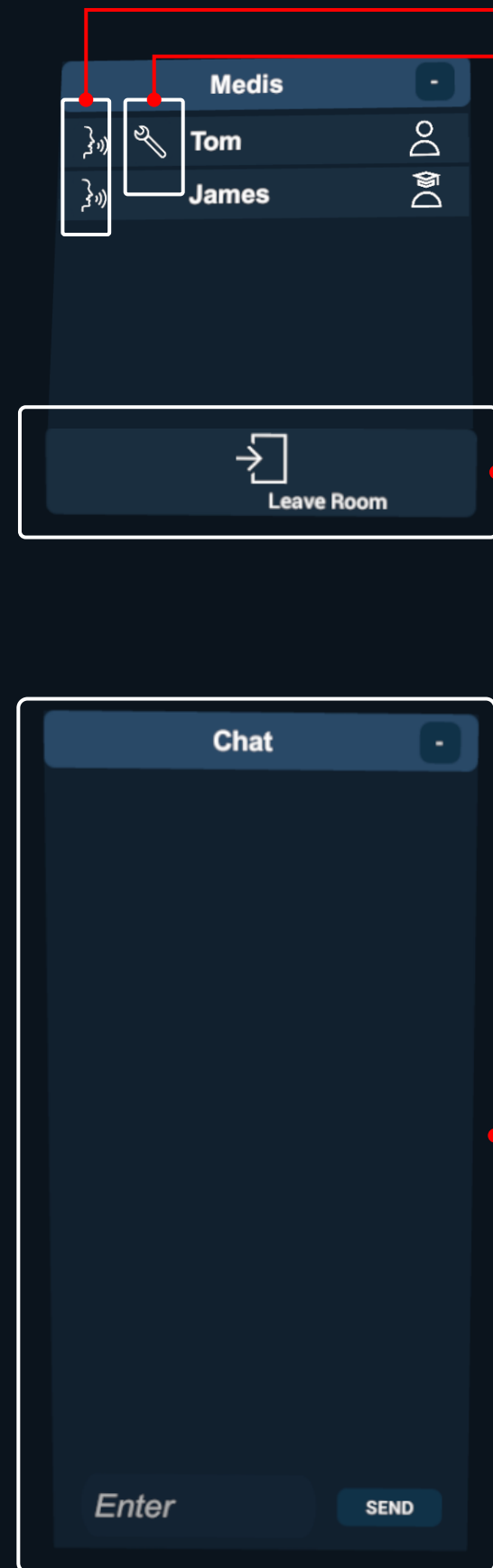
Press the **'CREATE SESSION'** button to initiate your session.

A screenshot of the "Create Room" form. The form has a title "Create Room" with a back arrow. It contains the following fields and controls:

- Room name:** A text input field with the placeholder "Type Room name".
- Clients:** A numeric input field with the value "10".
- Private:** A toggle switch labeled "Private" with a lock icon.
- Password:** A text input field with the placeholder "Enter password".
- CREATE:** A button with a globe icon and the text "CREATE".

# 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.

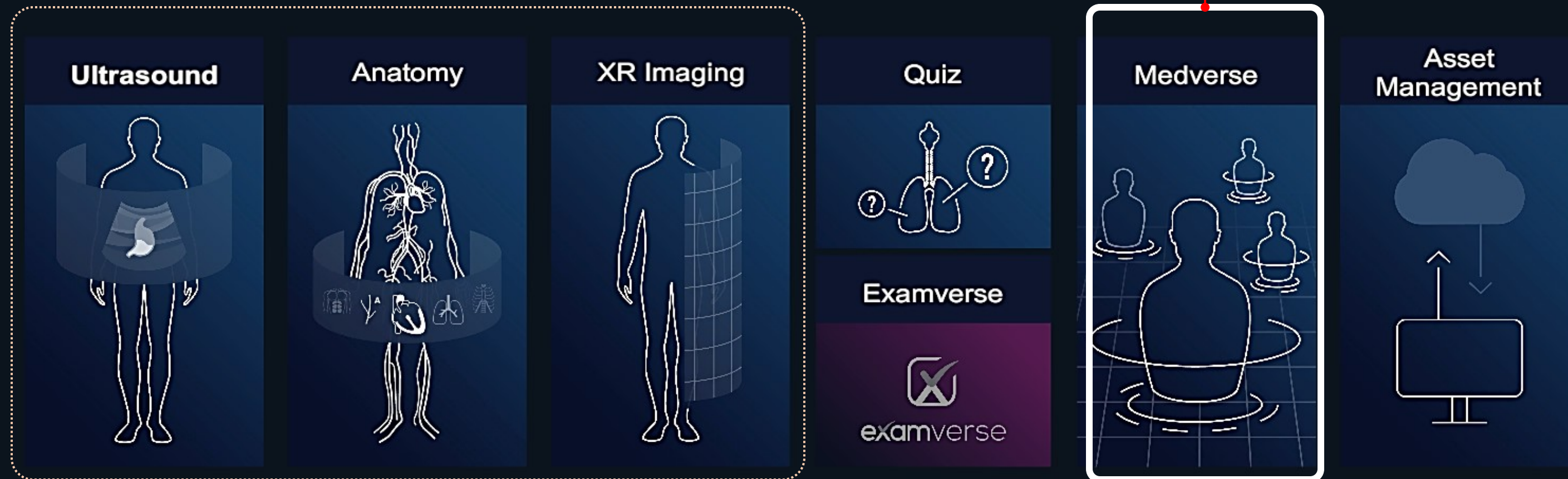
To exit the room and return to the Lobby, press the 'Leave Room' button.

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



# Remote Delivery / Medverse

Download the Medverse User Manual [here](#) to discover how to create virtual rooms and host remote training sessions on **Ultrasound** and **XR Imaging**.





## 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](mailto:support@3dorganon.com)

Check out our [Knowledge Base](#) for more information about 3D Organon, at any time!

