PROJECT RESUME

The recent COVID-19 pandemic has highlighted the need for alternative ways to teach anatomy outside of the laboratory environment. Despite the increase in technology-driven advancements in anatomy applications, many of these rely on computer-generated images portraying a single ‘version’ of the body part. This limits the student experience as they are no longer exposed to anatomical variation or learning from real human specimens.

To combat this, we will investigate the use of 3D structured light scanning technology on human bones to produce digital interactive models for anatomy teaching. This will greatly increase the opportunities for remote anatomy learning as well as introduce students to variation between specimens. Furthermore, the digital mesh of each scan will be compared to quantify variability as well as visually represent variations found. We believe that this project will open up future exciting avenues of research using real anatomical specimens and enhance the student experience.

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