

MUSCLE ANATOMY

A Johns Hopkins Medicine 3D App

THE CHALLENGE

While there are many sources of anatomy images used to educate students on musculoskeletal anatomy, many of them are wrong.

THE SOLUTION

Muscle Anatomy: A Johns Hopkins Medicine 3-D application is an anatomically and physiologically precise map of the human musculoskeletal system, rendered in full, immersive 3D that presents musculoskeletal anatomy in a life-like, interactive format accessible on iPhone and iPad.

THE JOHNS HOPKINS DIFFERENCE

The Johns Hopkins Department of Art as Applied to Medicine is the pioneer in the field of medical illustration and anatomy. Johns Hopkins-trained illustrators teamed up with Professor Christopher Ruff, Ph.D., who directs the Johns Hopkins Center for Functional Anatomy and Evolution, in a collaboration with BioDigital Inc. to create *Muscle Anatomy*.

BIODIGITAL

BioDigital Inc. is the creator of the world's first 3D interactive **human visualization platform**. Likened to Google Earth for the human body, the BioDigital Human uses innovative, web-based technology to enable millions of people to view anatomy, disease and health data in an easy to comprehend visual format.



TAP INTO OUR 3D APP

FEATURES

- More than 3,000 anatomy structures grouped by:
 - ▶ head and neck
 - ▶ upper limbs
 - ▶ trunk
 - ▶ lower limbs
- Spin, tilt, dissect, write on, and highlight different areas of the body
- Tap on labels to reveal educational information or use the 'X-ray option' to see a more transparent version that reveals three-dimensional positioning
- Animated 3D models show the movements of muscles and bones in activities like raising an arm



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