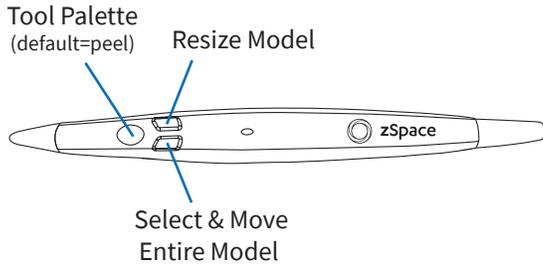




REFERENCE SHEET

## USING THE STYLUS



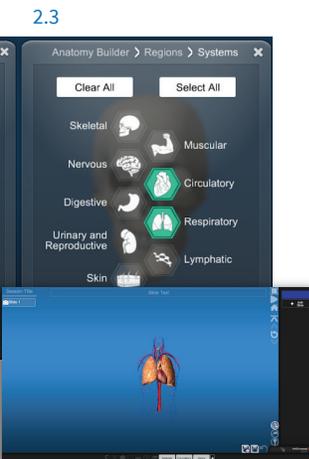
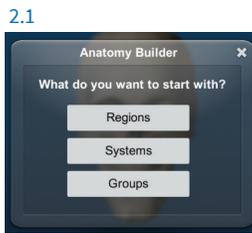
## NEW SESSION

**1** Select **New Session** from the welcome screen.

**2** Build an anatomy model.

Example:

1. Select the Regions button.
2. Choose a region such as the torso and then select Next.
3. Choose any systems you would like to see and then select Go.
4. Your new VIVED Anatomy model will be rendered for further exploration.



2.4

## ADVANCED CONTROLS

### Global Actions

- Replace All
- Hide All Landmarks
- Make All Opaque
- Clear Highlights
- Link/Unlink Objects
- Clear Slides
- Clear Notes

### Local Actions

- Replace All
- Hide All Landmarks
- Invert Selection
- Remove Object

### Appearance



Change the color and/or transparency of an object.

## QUICK REFERENCE

### Main Menu

- Fullscreen
- Change to Author Mode ( Change to Viewer Mode)
- Table of Contents
- Start Over
- Prev. Slide
- Restore
- Next Slide
- Move
- Add Callout/Textbox
- Add Landmark
- Save As/Save
- Undo

## OPEN A SESSION

To open a session, select the file folder icon.



To find your saved sessions, navigate to:

C:\Users\Public\Documents\VIVED Anatomy Sessions



## CREATING A PRESENTATION

- 1 Open a new session and design your slide.

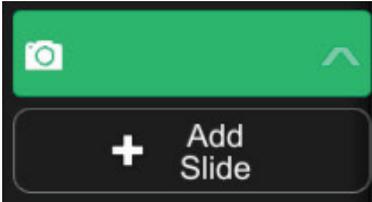


Figure 1 - Creating a Slide

- 2 When done, click [Add Slide](#) to create a second slide.

- 3 Repeat until your presentation is complete.

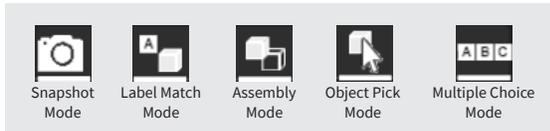
- 4 Save the session.



Figure 2 - Saving your session

## EDITING YOUR SLIDE

### Slide Types



- 1 Select the slide that you want to edit in the right-hand panel.

- 2 Edit the scene.

- 3 Click [Store Current View](#) on the slide you are editing to save changes.

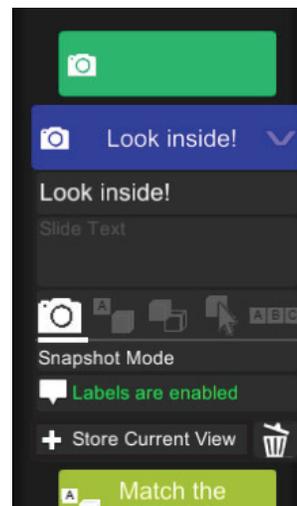


Figure 3 - Saving Edits

- 4 Save the session as shown in Figure 2.

## CHANGING SLIDE ORDER

Use the [Table of Contents](#) to access the [Settings Panel](#). Under the [Hardware Platform](#) section, switch from zSpace to Desktop. Click and hold on the slide; when the bar appears, you can move the slide.



## KEYBOARD SHORTCUTS

### GENERAL

-  Resets objects and model to original orientation
-  Toggles Presentation Mode toolbar
-  Toggles Inspector Mode toolbar
-  Resets objects to original opaque shade
-  Toggles object transparency

### LABELS

-  Decreases size of selected label
-  Increases size of selected label
-  Deletes selected label

### PRESENTATION MODE

-  Navigates among slides

### INSPECTOR MODE

-  Highlights selected anatomy group, grays out rest of model
-  Returns to normal anatomy view; does not reset model
-  Returns selected anatomy object to its correct location in model