

# Information on the use of the interactive 3D PDF document






## Color code of skeletomuscular structures

	Skeletal components		Muscles of anterior somitic origin
	Muscles of cranial mesoderm origin		Muscles of posterior somitic origin

## Navigation

Putting the mouse cursor over the interactive window, a menu with additional options will appear



Selection of interaction with the model (rotate  , turn  , pan  , zoom  etc.)  
Possibility of 3D measurement tool 



List of defined views for the current 3D model



Change of pre-defined lights



Change of pre-defined background color




Change of pre-defined rendering

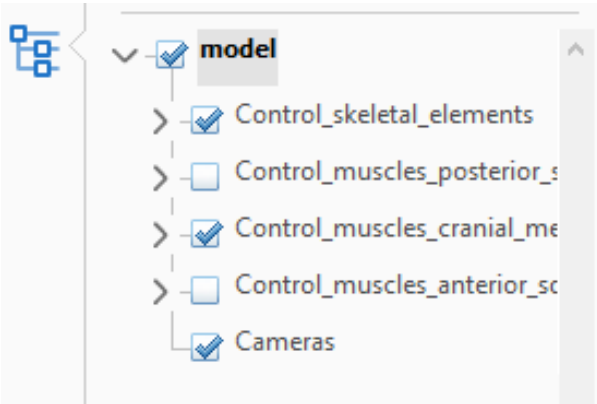


Virtual cross section on the model

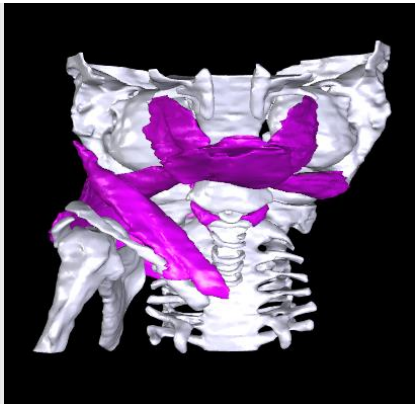
## Selection of preset views

- Click on the color button to see the corresponding structure.
- Click on the preset views to see the corresponding perspective.
- Click on  button to show/hide the model tree on the left part of the document. In the model tree, you can show/hide the different structures of the 3D model.

Example of a model tree:



Corresponding 3D model:



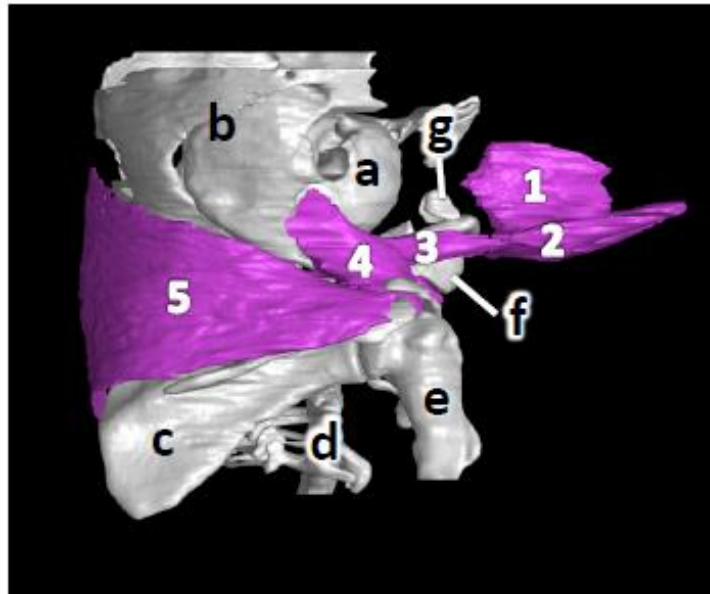
[www.3Dpdfmaker.com](http://www.3Dpdfmaker.com)

## Technical note

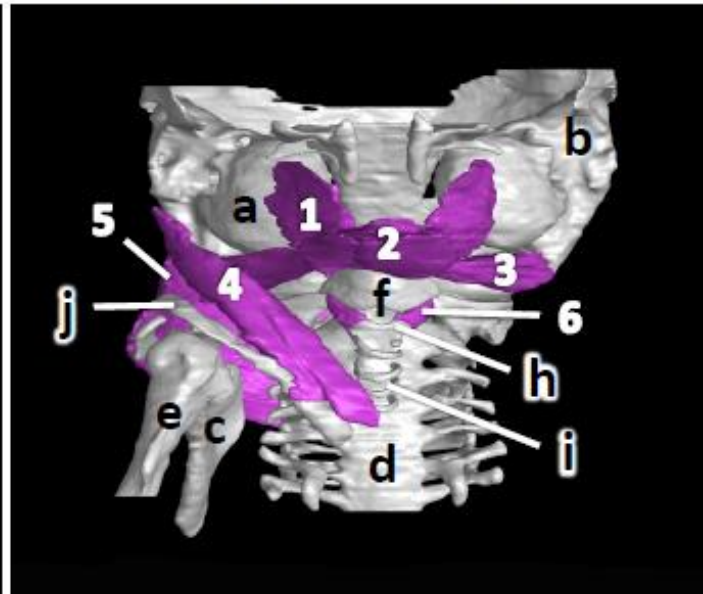
To view interactive PDF files, you need to use the free standard Adobe Reader®/Acrobat Reader DC ([www.adobe.com/downloads/](http://www.adobe.com/downloads/)). If you see a warning message in the yellow dialog box on the file opening, you can activate the content by pressing the button “Options”, otherwise you can enable 3D data for all documents in the preferences dialog box (Edit / Preferences / 3D & Multimedia / check the box “Enable playing of 3D content”).

# Annotated static views

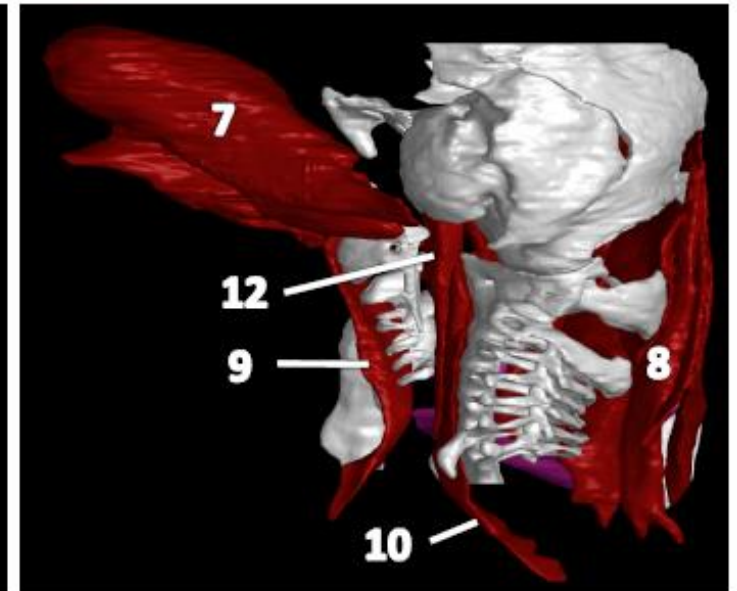
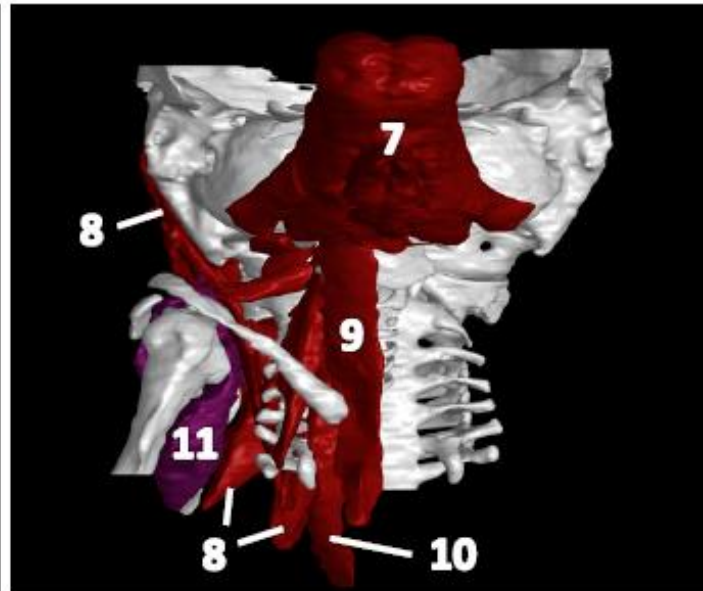
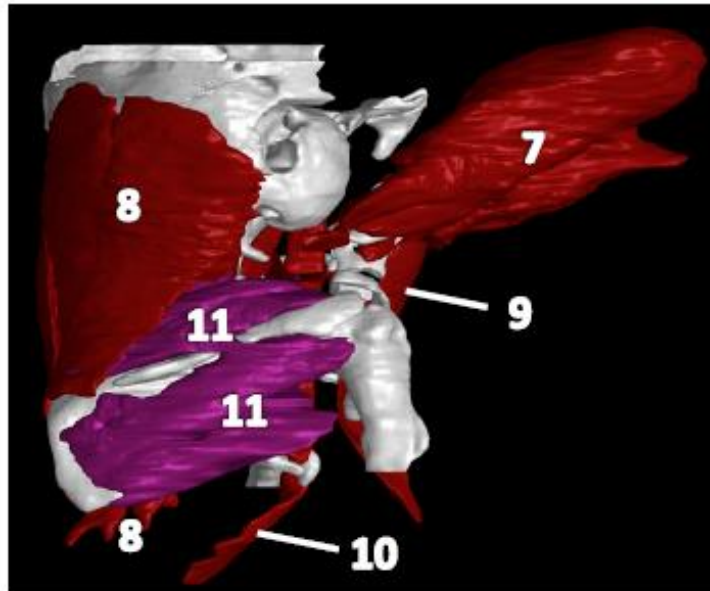
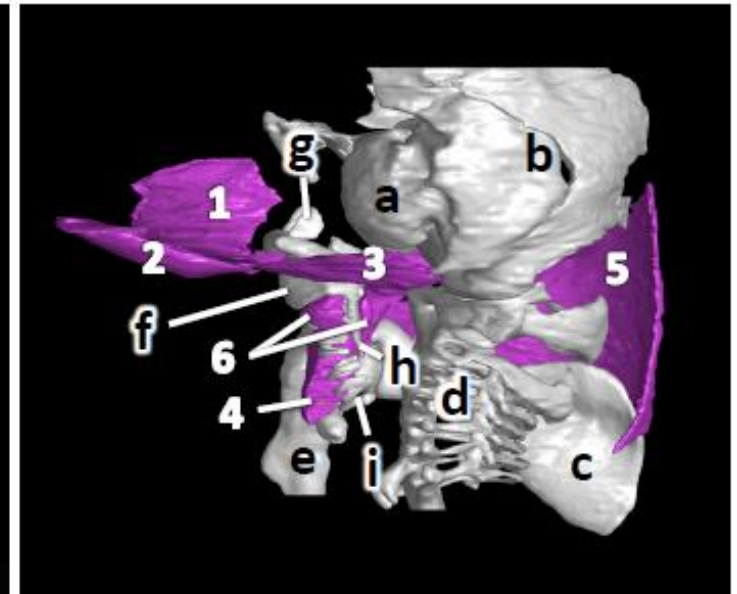
## Lateral views



## Frontal views



## Medio-lateral views



Skeletal components
  Cranial mesoderm muscles
  Anterior somitic muscles
  Posterior somitic muscles

## Skeletal components

- |                       |                      |
|-----------------------|----------------------|
| a. otic capsule       | f. thyroid cartilage |
| b. skull base         | g. hyoid bone        |
| c. scapula            | h. cricoid cartilage |
| d. cervical vertebrae | i. tracheal rings    |
| e. humerus            | j. clavicle          |

## Muscular components

- |                        |                        |
|------------------------|------------------------|
| 1. mylohyoid           | 7. tongue muscles*     |
| 2. anterior digastric  | 8. epaxial musculature |
| 3. posterior digastric | 9. infrahyoid muscles  |
| 4. sternocleidomastoid | 10. longus colli       |
| 5. acromiotrapezius    | 11. scapular muscles   |
| 6. laryngeal muscles   | 12. longus capitis     |

\* intrinsic and extrinsic tongue muscles



# Interactive 3D neck reconstruction of a control foetus (E18.5)

## Structures

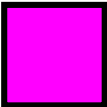
All structures



Skeletal components



Muscles of cranial mesoderm origin



Muscles of anterior somitic origin

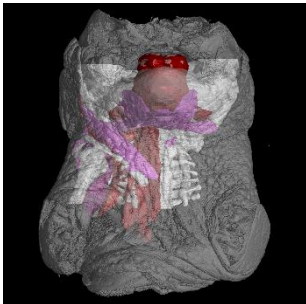


Muscles of posterior somitic origin

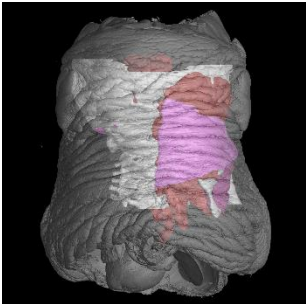


## Preset views

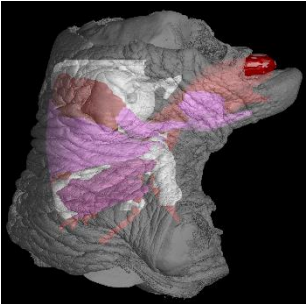
ventral



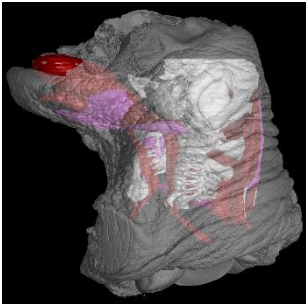
dorsal



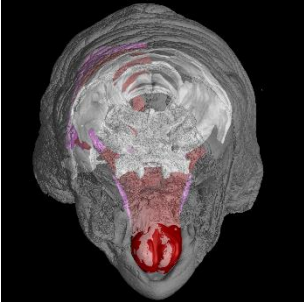
lateral



medial



rostral



caudal

