

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

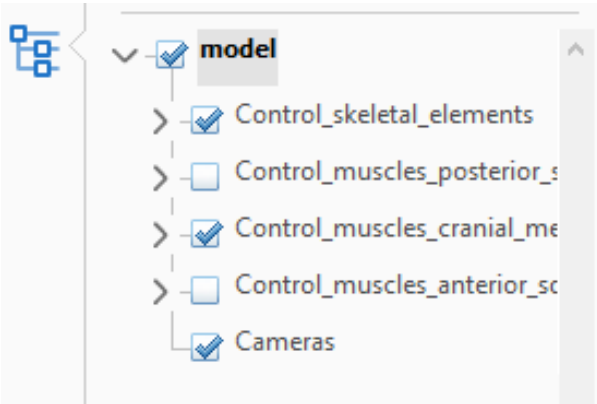


Virtual cross section on the model

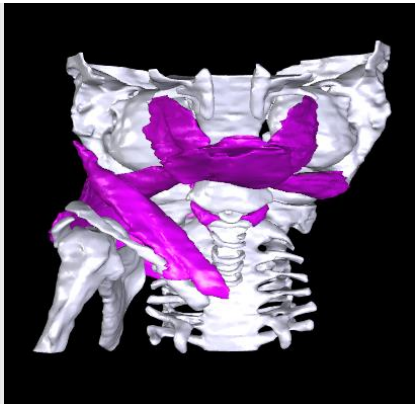
Selection of preset views

- 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:



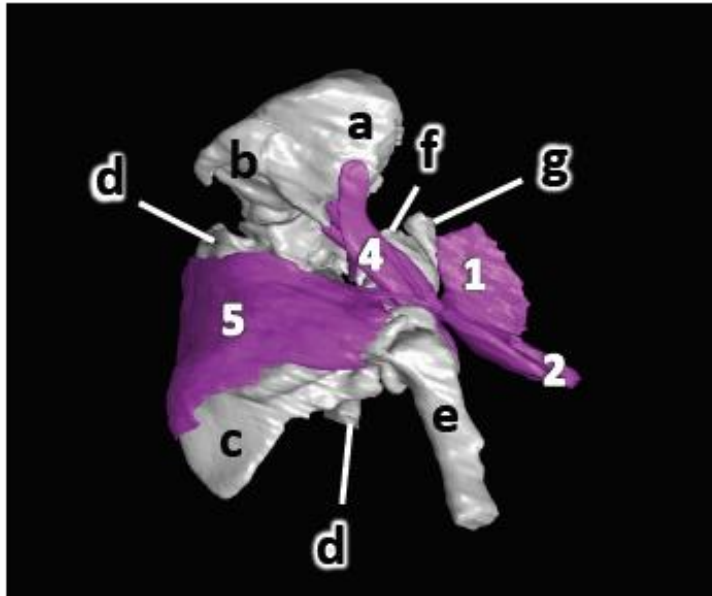
www.3Dpdfmaker.com

Technical note

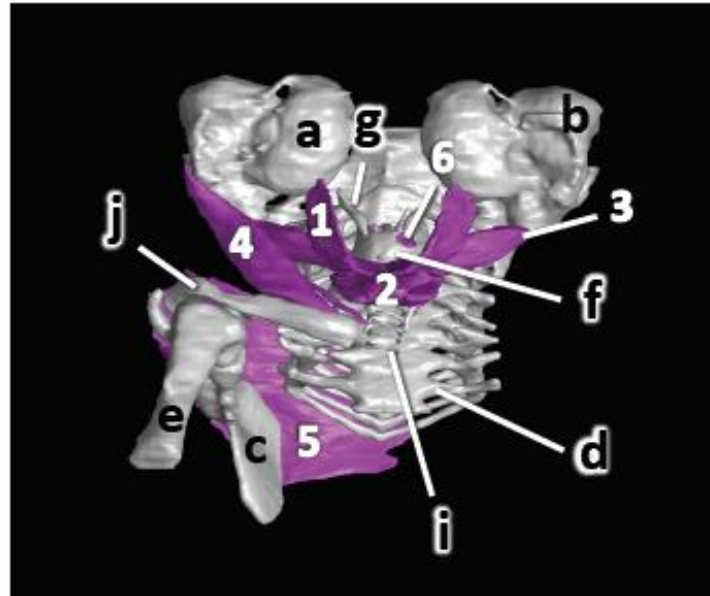
To view interactive PDF files, you need to use the free standard Adobe Reader®/Acrobat Reader DC (www.adobe.com/downloads/). If you see a warning message in the yellow dialog box on the file opening, you can activate the content by pressing the button “Options”, otherwise you can enable 3D data for all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

Annotated static views

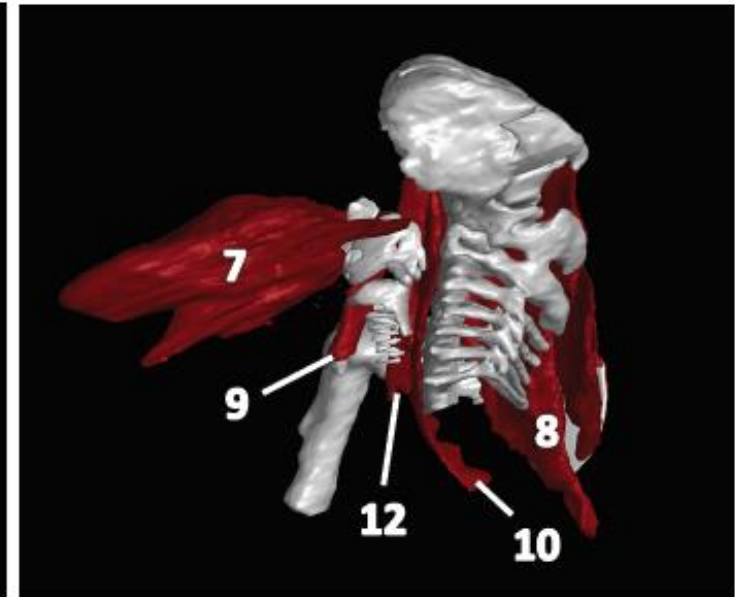
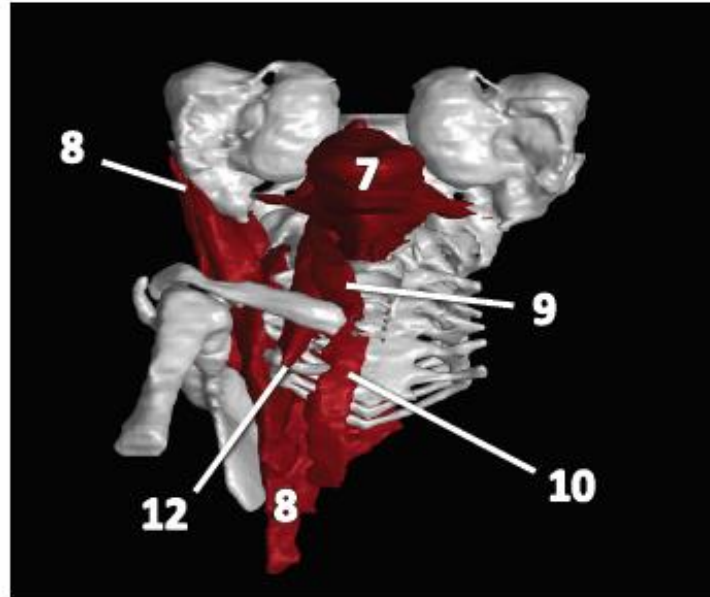
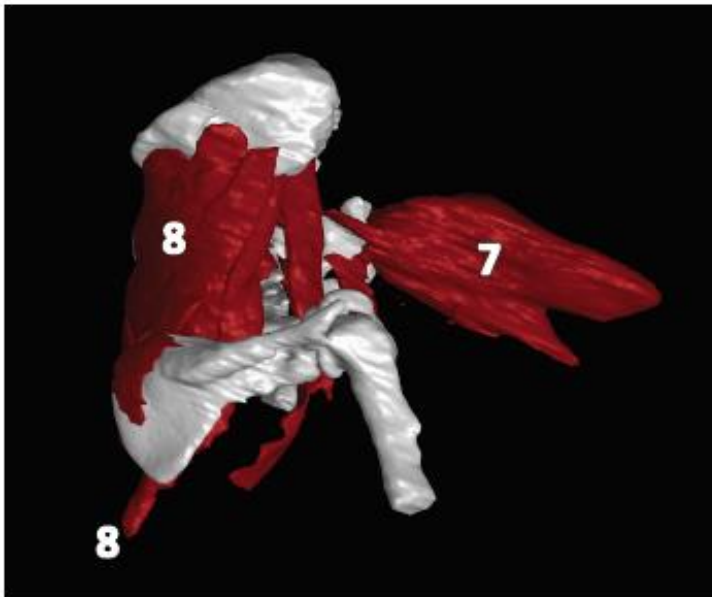
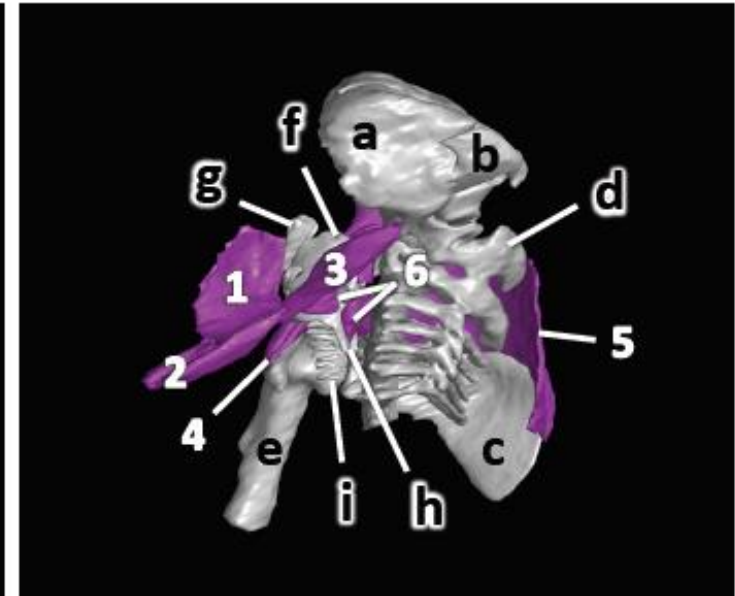
Lateral views



Frontal views



Medio-lateral views



Skeletal components
 Anterior somitic muscles
 Posterior somitic muscles
 Cranial mesoderm muscles

Skeletal components

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

Muscular components

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

* intrinsic and extrinsic tongue muscles

* affected in *Pax3* mutants

* missing in *Pax3* mutants

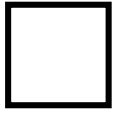
Interactive 3D neck reconstruction of a *Pax3*-inactivated foetus (E18.5)

Structures

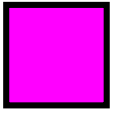
All structures



Skeletal components



Muscles of cranial mesoderm origin



Muscles of anterior somitic origin

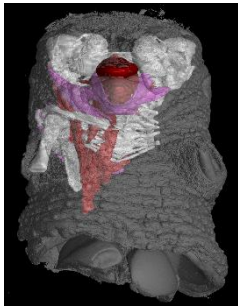


Muscles of posterior somitic origin

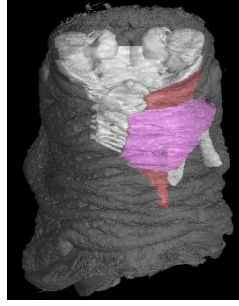


Preset views

ventral



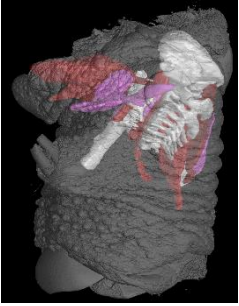
dorsal



lateral



medial



rostral



caudal

