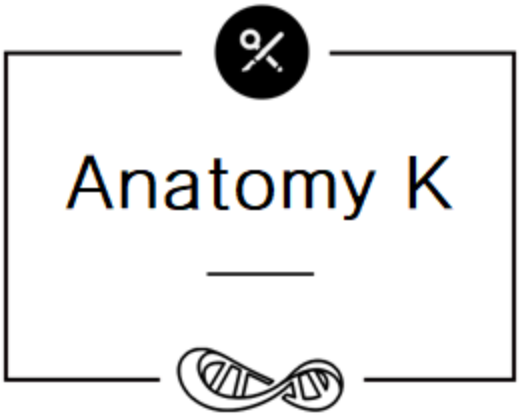

Anatomy K (BT-AK)

Anatomy Trainer User Guide

V1.0.2.8

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1. Entering the Software

1.1 Startup the software

◆ The software can start automatically when the hardware is turned on.【Optional】

(Method: C:₩ProgramData₩Microsoft₩Windows₩Start Menu₩Programs₩StartUp

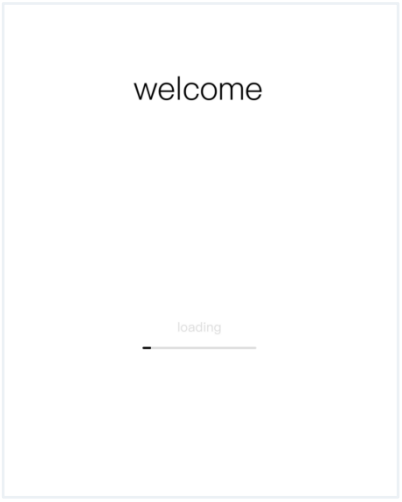
Put the software shortcut file in this folder)

◆ Double click on the software icon to start the software.【Optional】

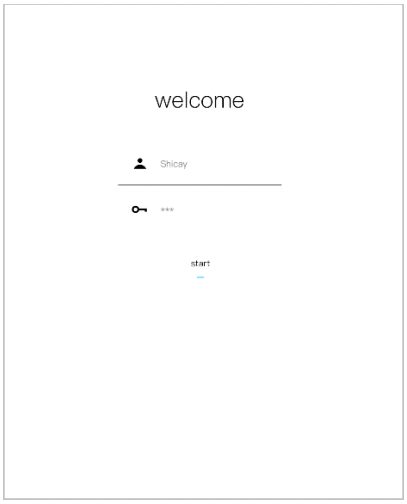
1.2 Starting Screen

◆ After launching the software, enter the starting screen. At this time, the software performs the necessary data loading, and the loading status can be checked in the interface.

◆ After the data is loaded, the start button is displayed, and after clicking, the software main interface is displayed. (※ Caution: You must be connected to the Internet before starting.)



Loading

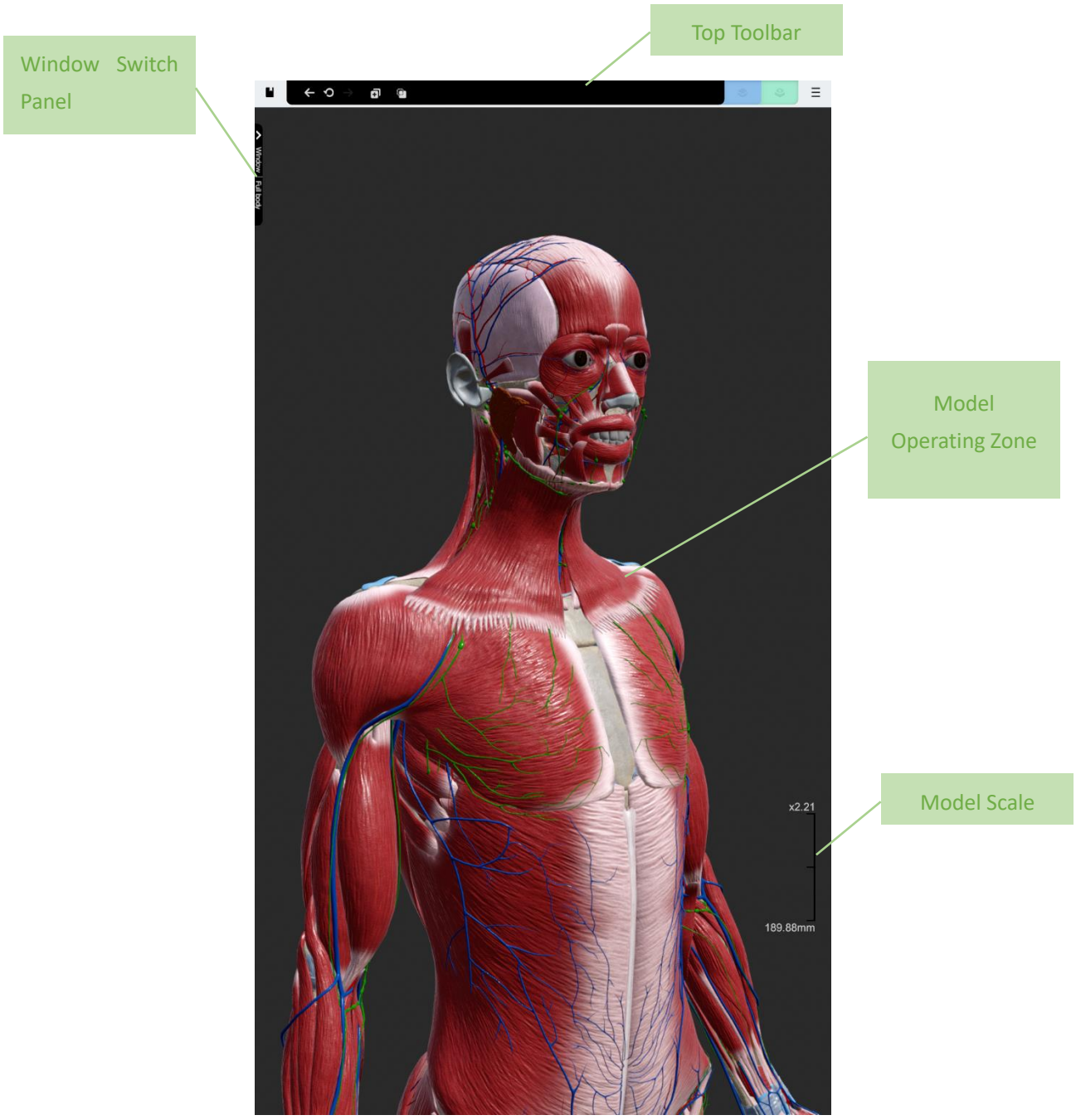


Loading Complete

2 Main Interface

2.1 Main interface overview

◆ The main interface of the software, most of the software operations can be completed in this interface.



2.3 Shortcut menu

- Quickly double-click anywhere in the software to open a shortcut menu with frequently used functions.
- Shortcut menu includes the following functions :

  Multi-choice model - multiple models can be selected simultaneously

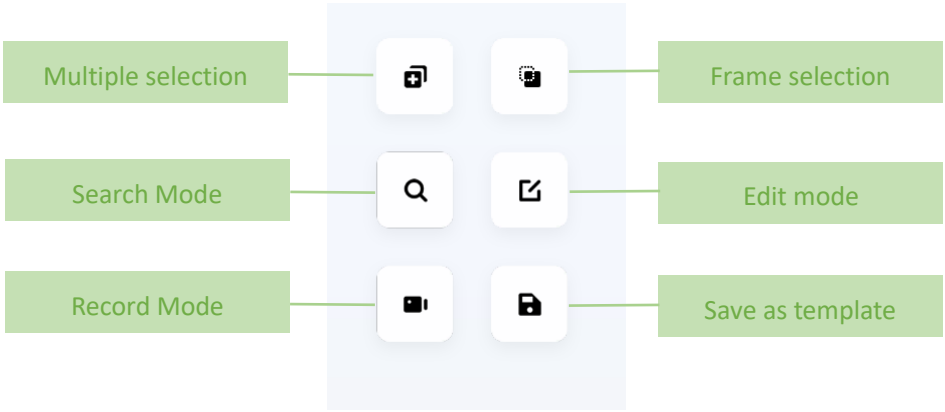
  Frame Selection - can use frame to select multiple models

  Search model - search for models by keyword or catalog

  Edit mode - graffiti annotation of the current scene and save as a template

  Record mode - can record the operation and sound of the user and save as dynamic template

  Save as template - can save current scenario as static template



3 Model view

3.1 Screen Operation

- In the model display area, use can freely obsere different parts of the model using one or two fingers.
- Including the following operations :

Pan- Using two or more fingers slide the model can move horizontally.

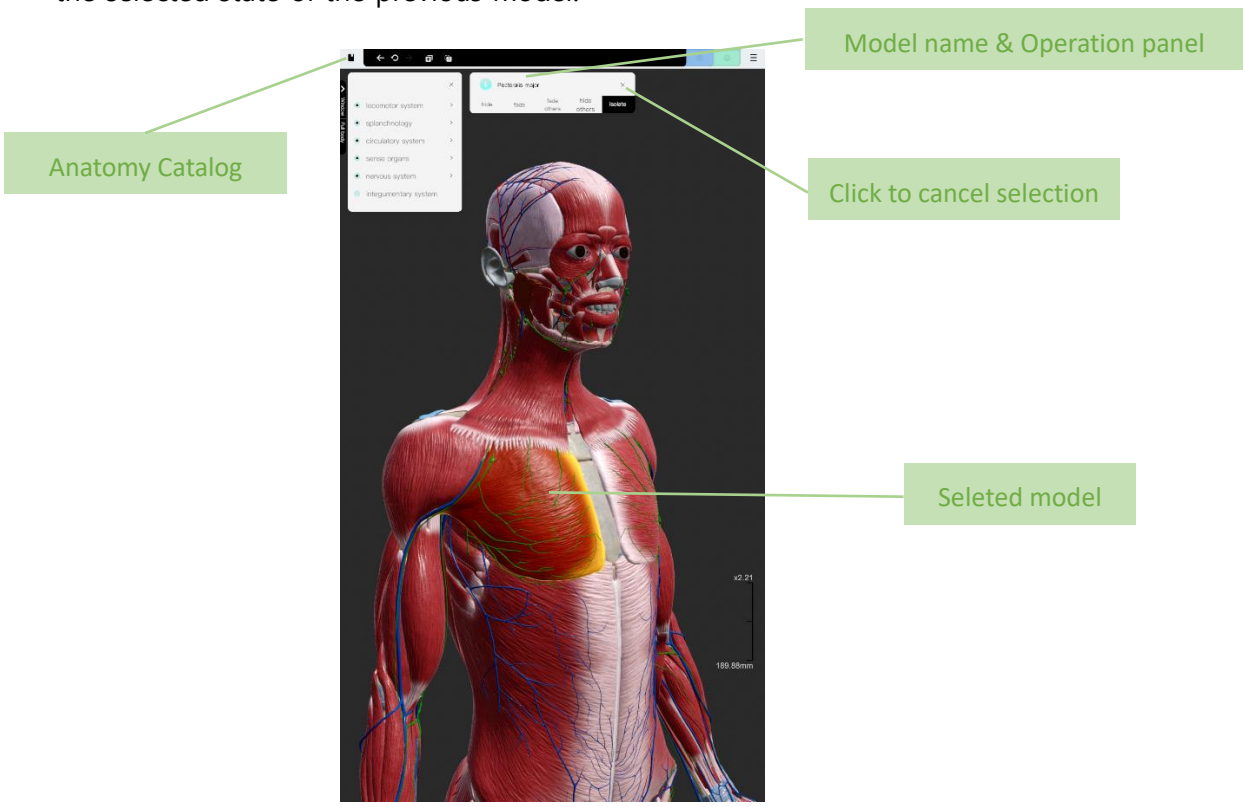
Rotate - Single-finger swipe for rotation.

Zoom - Two-finger and above pinch for zooming.

3.2 Model Selection

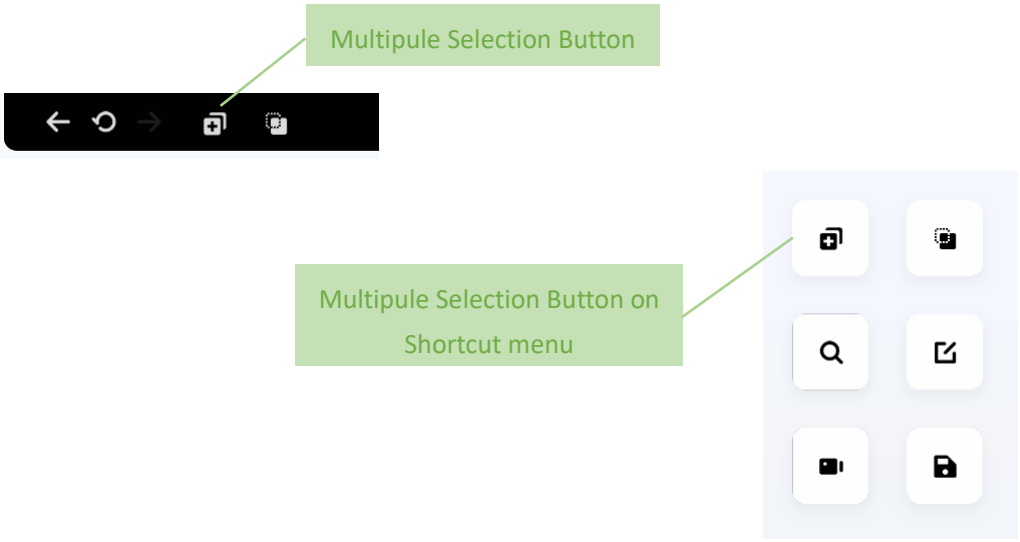
3.2.1 Single Model Selection

- Can check the detail and the other operations by clicking the selected model
- Can select the model through catalog
- The selected model will be highlighted, and its name will be displayed along with more function buttons for its operation.
- Click on the selected model again to cancel the selected state of the model.
- When the multi-select function is not enabled, selecting the other model will cancel the selected state of the previous model.

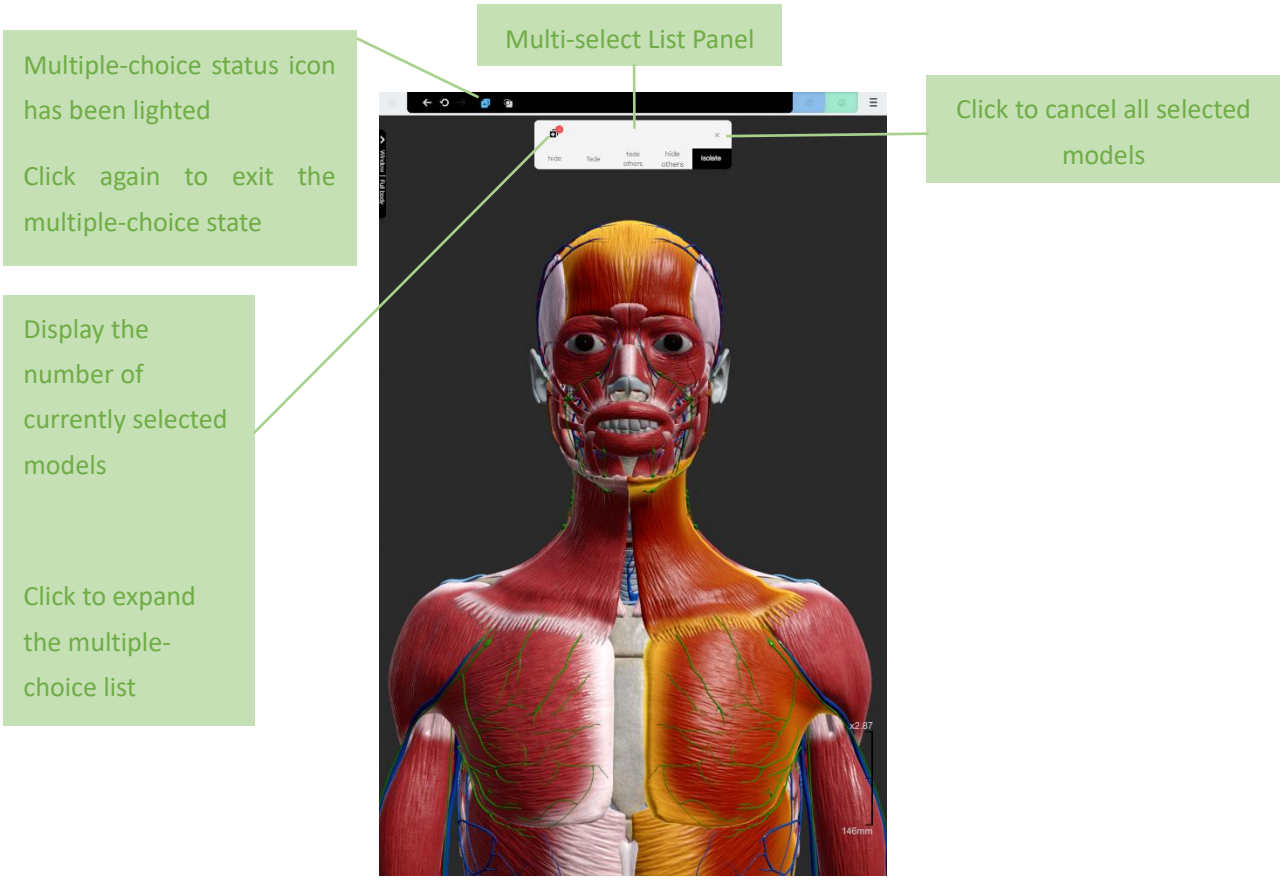


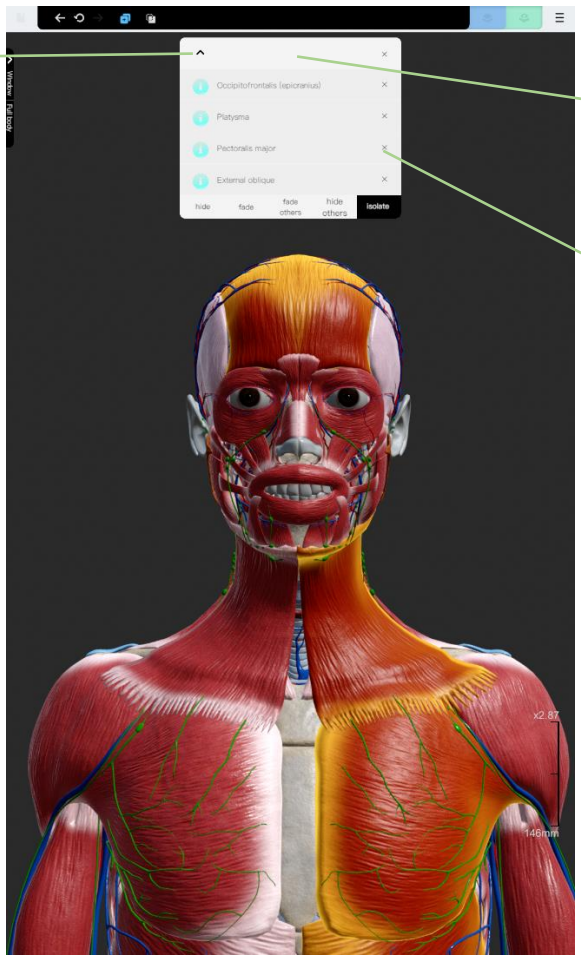
3.2.2 Multi-models Selection

◆ When you need to select multiple models to operate at the same time, you can click the multi-select button to enter the multi-select mode.



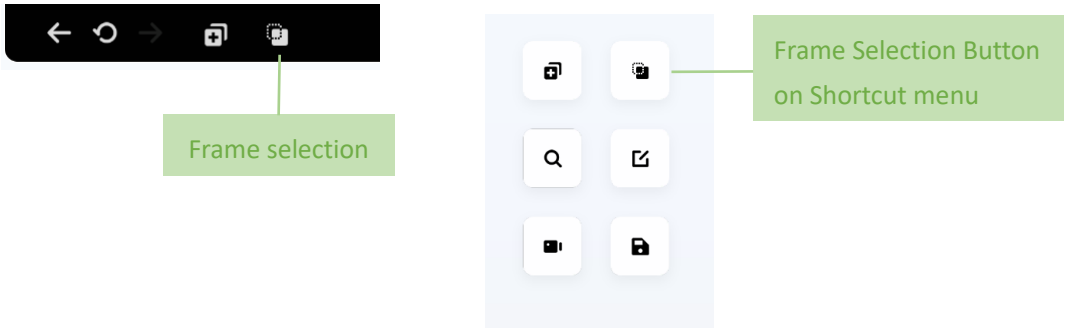
◆ Under this mode, all selected models will be displayed in the multi-select list.



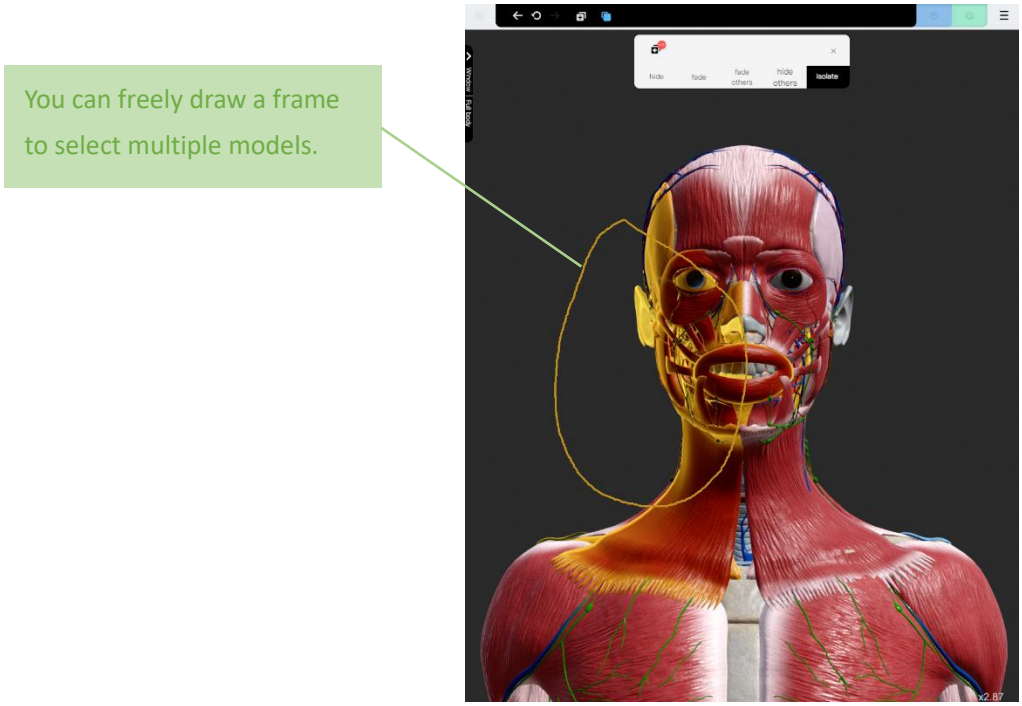


3.2.3 Frame Selection

- Use frame to select models
- Click frame icon to using frame selection



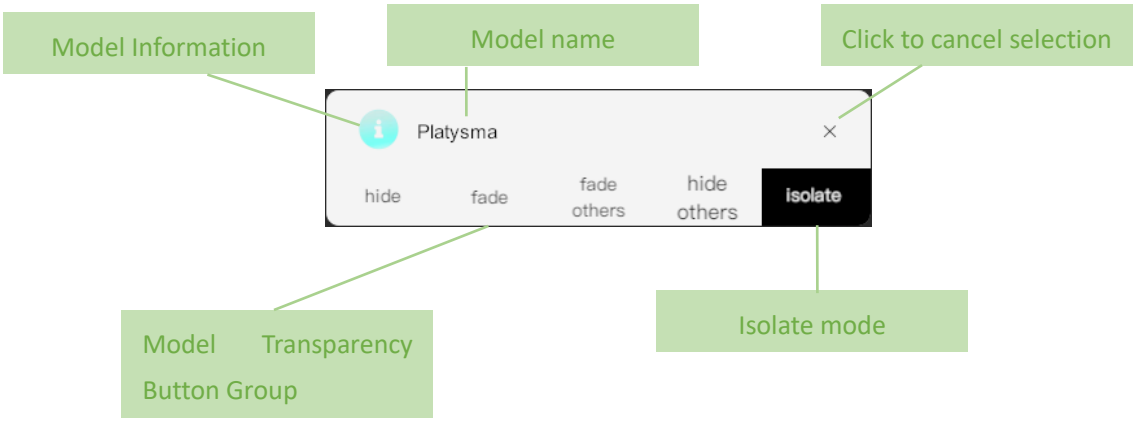
◆ Under this mode, using one finger to slide on the screen can create a yellow frame, all the models inside this frame will be selected.



◆ Under frame selection mode, turn on the multi-selection can use multiple frame selection, all the models will be selected.

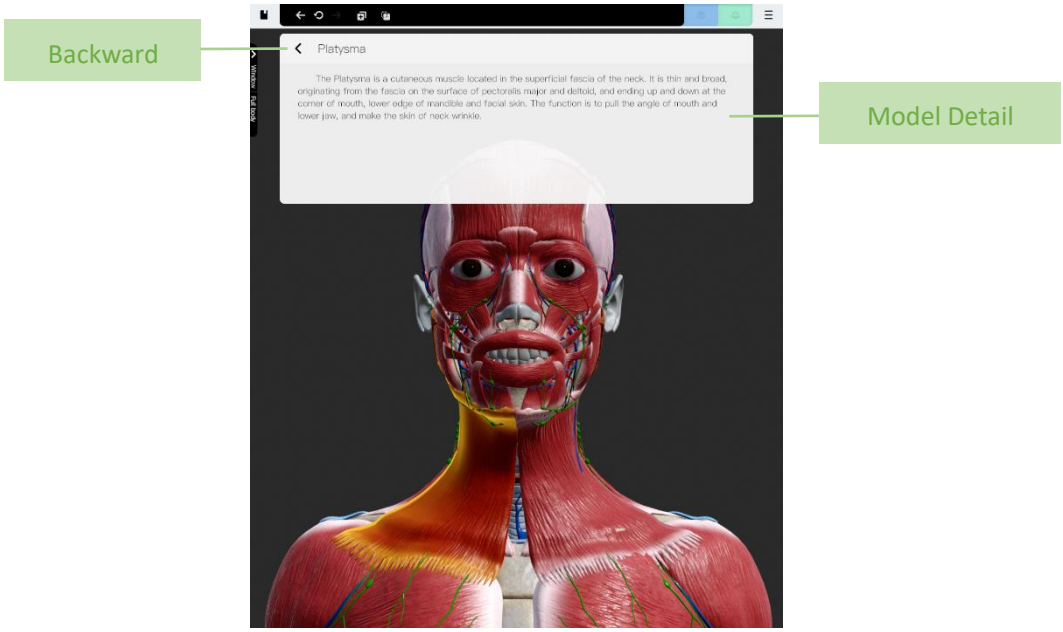
3.3 Model Information

◆ When model is selected, on the top of the interface will display the basic information of the selected model



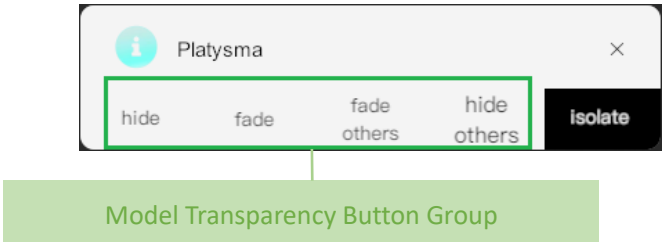
3.4 Model Details

◆ Click on the details button in the model information panel to view the details of the model.



3.5 Model Transparency

◆ Model transparency button to adjust the visibility of the selected model



Hide - Makes the currently selected model invisible.

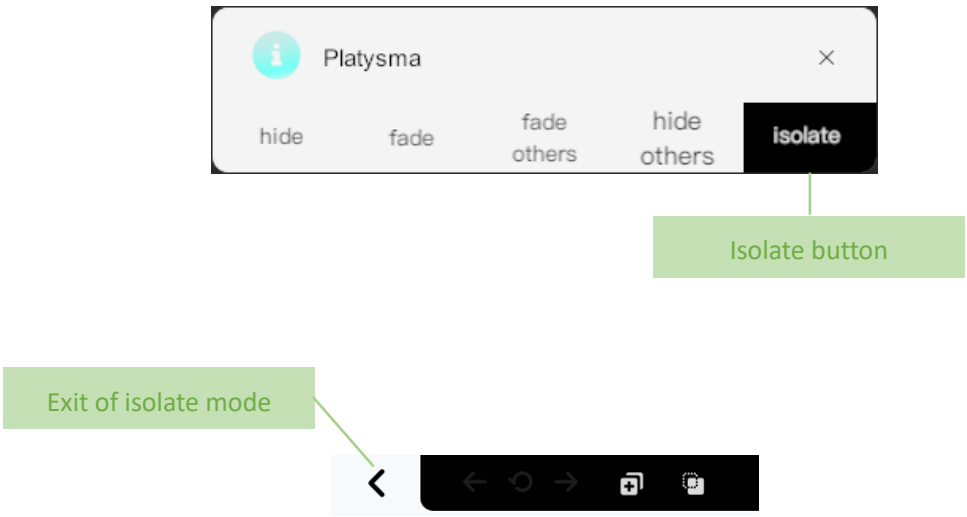
Fade - Makes the currently selected model semi-transparent.

Fade Others - Makes the currently unselected model semi-transparent.

Hide Others - Makes the currently unselected model invisible.

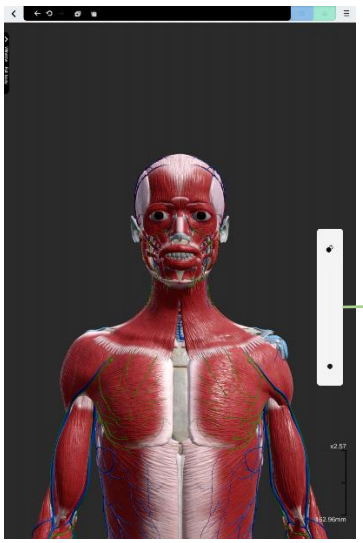
3.6 Isolation Mode

- Isolate the target model to display and study the pattern separately
- Click the "Isolate" button to enter the isolation mode.
- Click the exit button to exit the isolation mode. After exiting the isolation mode, the models of separating or moving under the isolation mode will be restored.

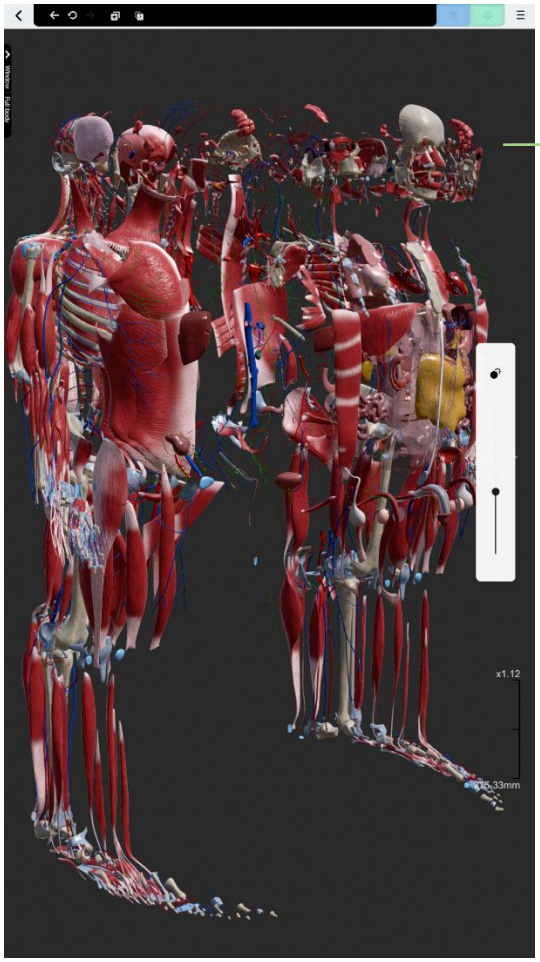


3.6.1 Separation

- Under the isolation mode, the models can be separated. Base on the central point, the models can spread all over, which is easy to observe and study.
- The user can adjust the degree of separation of the model by adjusting the slider.



Separation Slider



Effect of separate the model

3.6.2 Moving

◆ Under isolation mode, models can be dragged to anywhere.

4 Search Mode

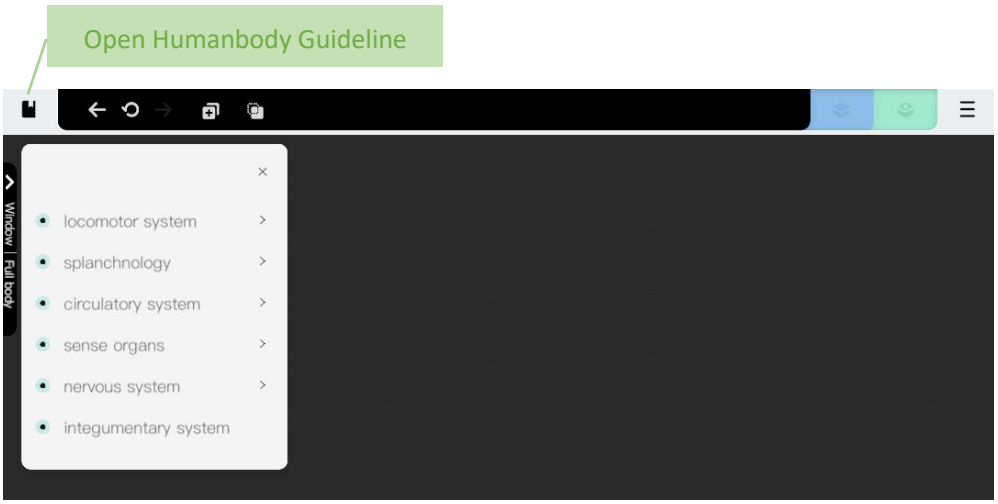
◆ Software provides different kinds of tools to search for models.

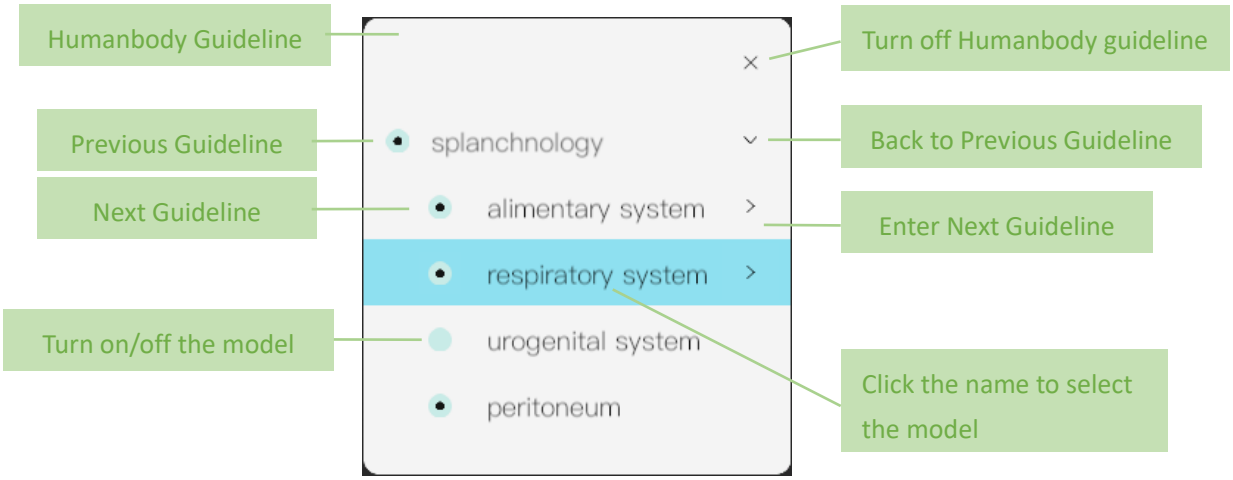
4.1 Catalog

◆ Click catalog button to use human body guide to find models.

◆ Human body guide is a tree structure directory corresponding to human body structure, which can help users find the target model accurately and quickly.

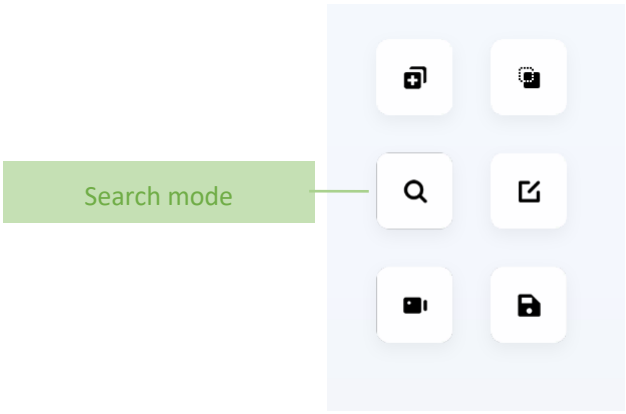
◆ Using this research method, every previous catalog name will appear above the catalog that you are searching right now.



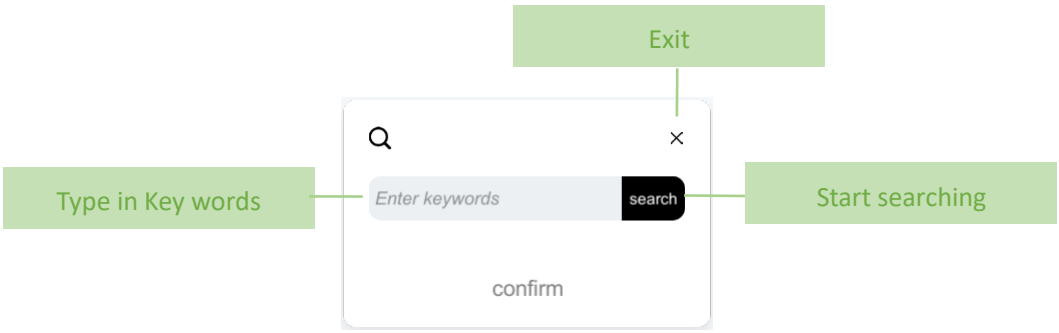


4.2 Search

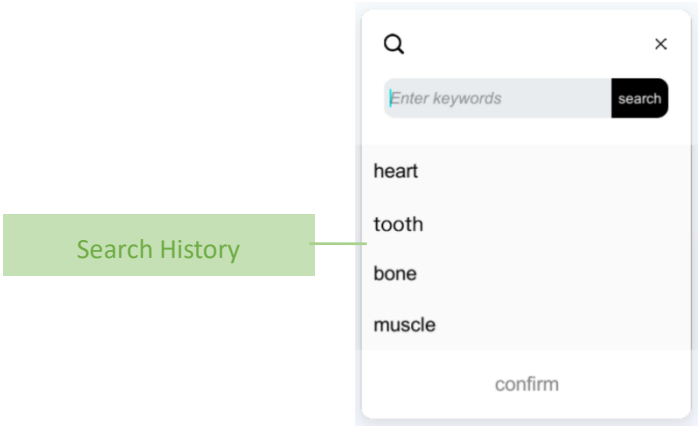
◆ Using the search button in the shortcut menu to open。



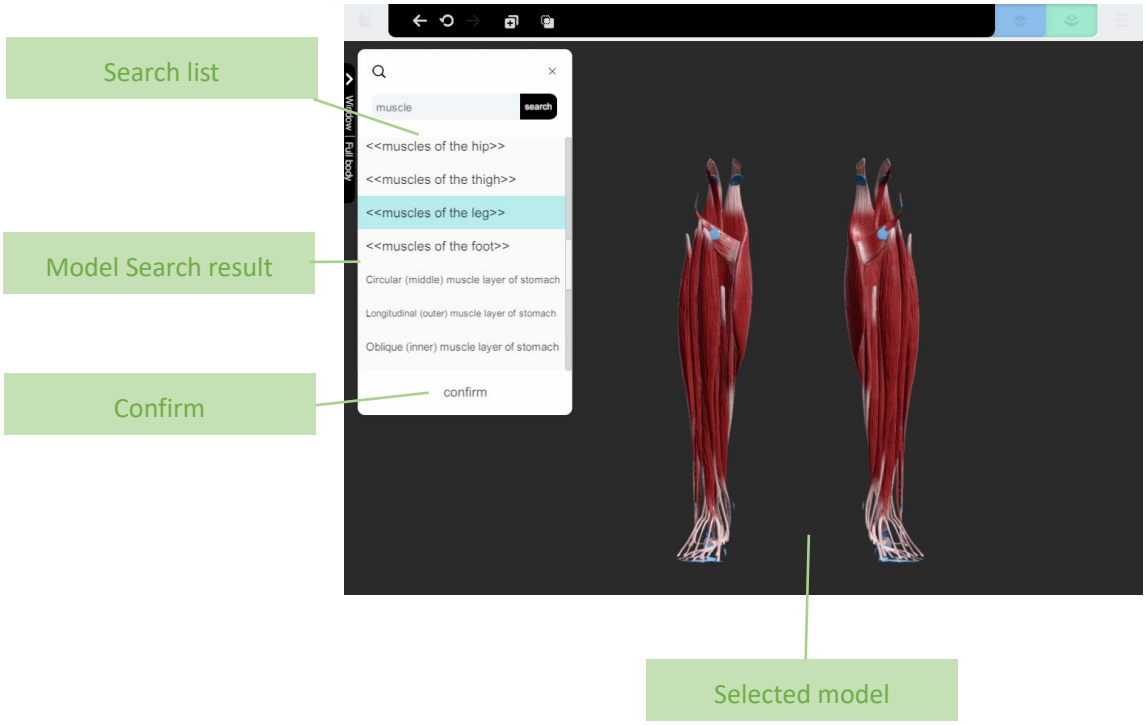
◆ Using the key words to search for the relevant models



◆ Users can also use the search history to find the key words or models.



- Click the search button, system will show a list of relevant results.
- When the results in the search results list are selected, the corresponding model can be previewed in real time in the model display window.
- Multiple results can be selected in the result list at the same time.
- After clicking the confirmation button, the search process is completed, and the target model is selected.



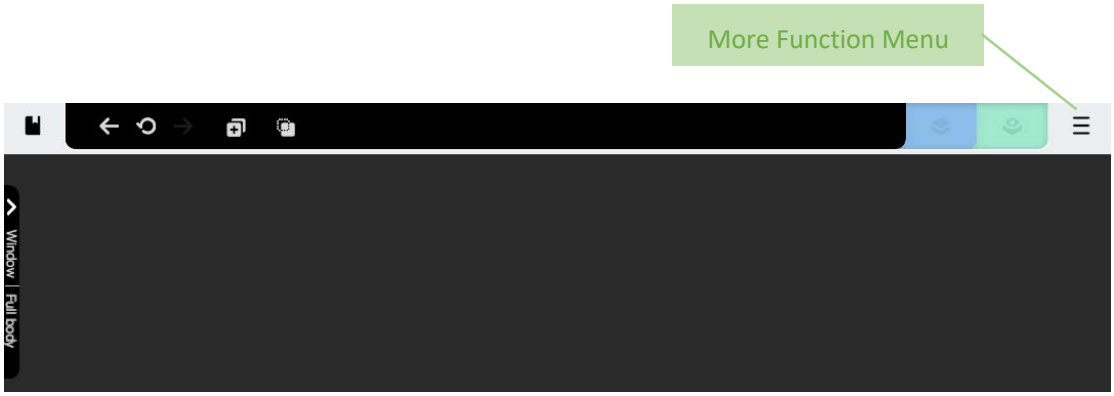
5 Template

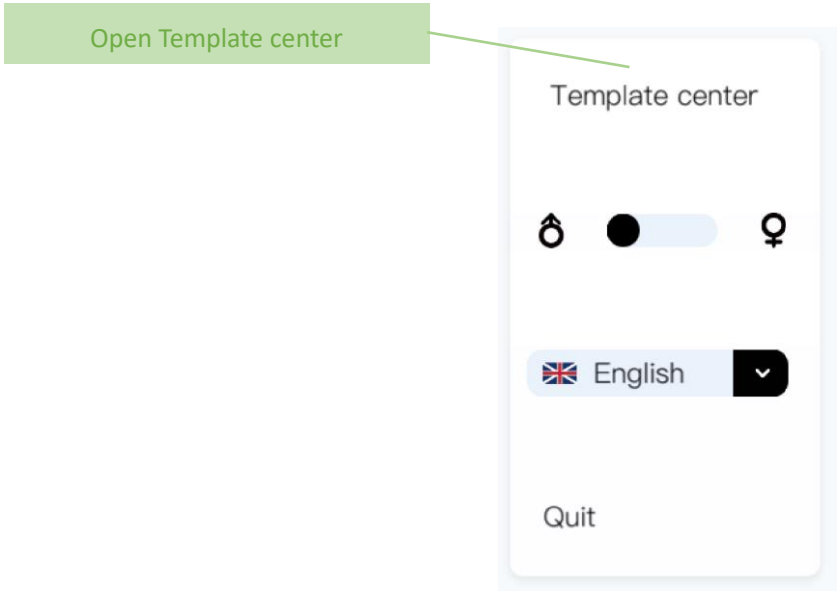
- Template include static template and dynamic template
- Static templates record a complete set of scene and model information (including graffiti information). It can store, manage, call and share conveniently.

◆ Dynamic template records a complete operation process and sound information, which can be easily stored, managed, invoked and shared.

5.1 Template Center

◆ Open the template directory through the template center button in the more functional menu.

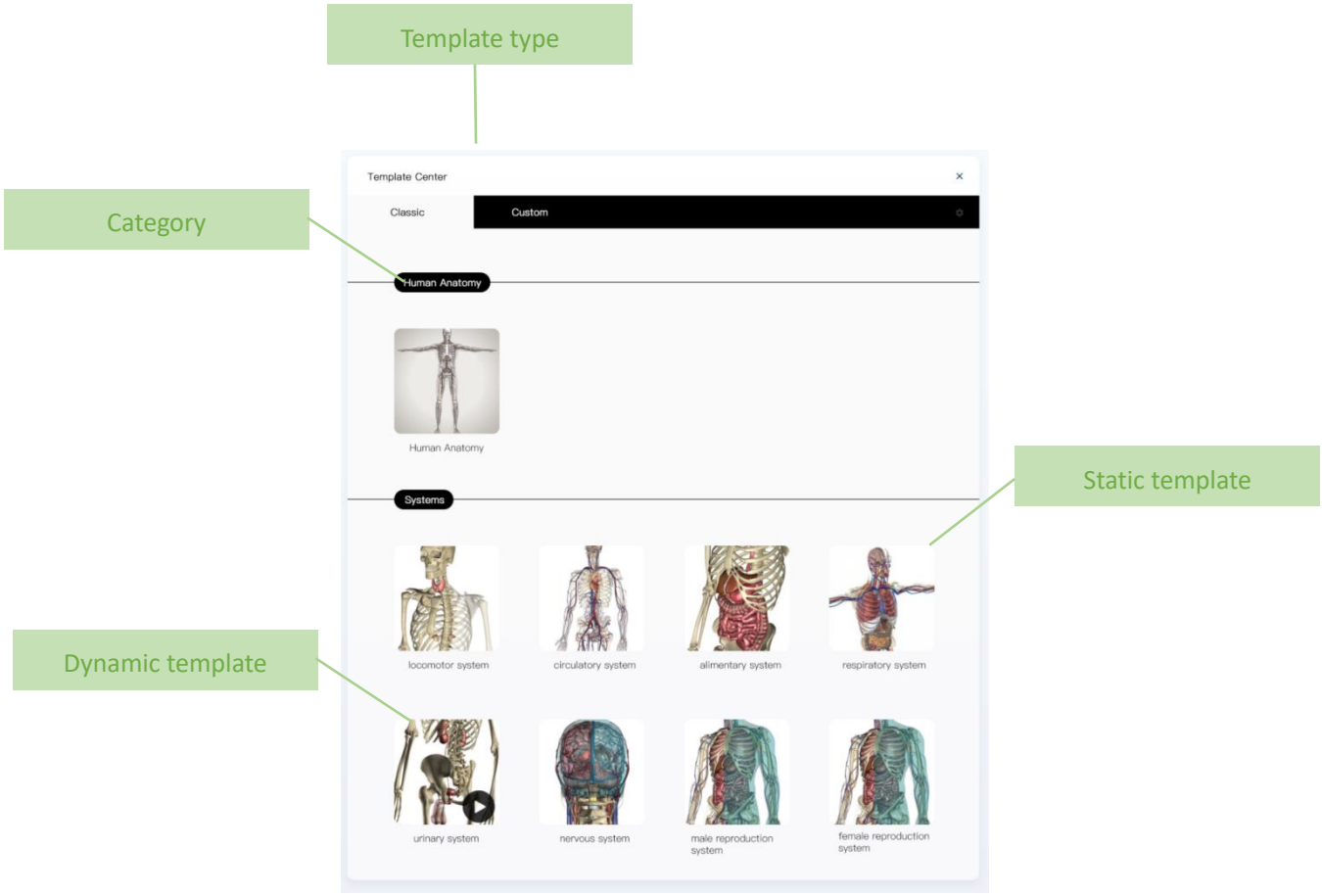




◆ The template directory can also be opened by a new window button in the window switch panel.

◆ The template center catalogue lists all the templates stored by category.

- Among them, the classical template provides the official template to supplement the teaching content, and the custom template is the template saved or recorded by the user.

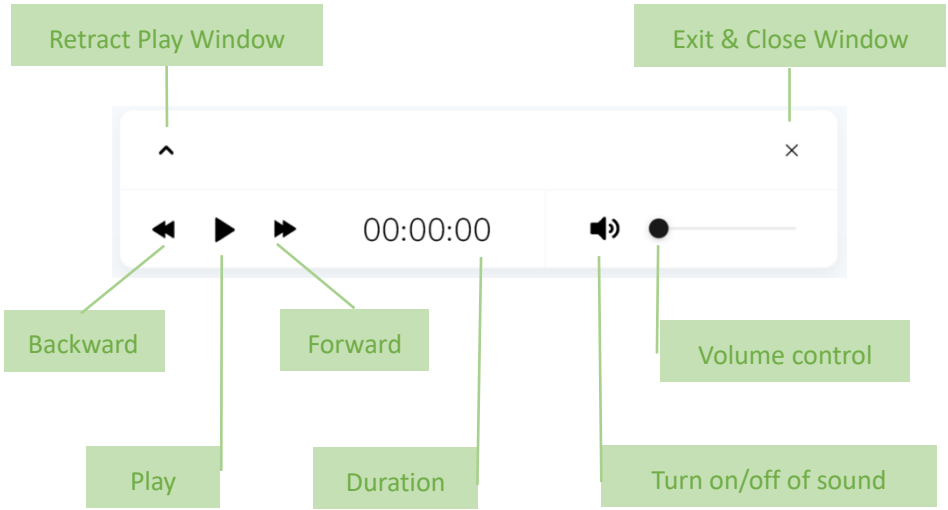


5.1.1 Open static template

- Click the static template to enlarger the picture
- Then the window switch will add the new template, user can switch through different windows
- Users can view and operate freely in the open template.

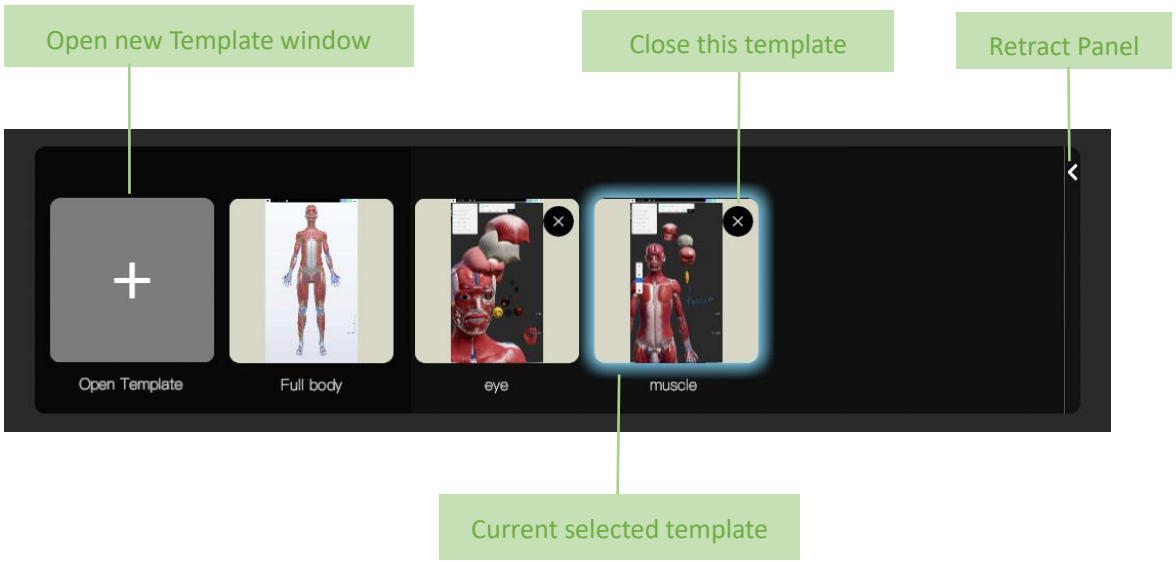
5.1.2 Open dynamic template

- Click the dynamic template to play the video
- At this time, a new template window will be added in the window switching panel, and users can switch between windows.
- After opening the dynamic template, users can only operate on the playback panel.
- Click on the Play button in the Play Panel to start playing the content of the dynamic template.
- Users can control the playback progress through the fast forward and fast back button.
- Sound play can be turned on or off by the volume button, and the volume can be controlled by the volume slider.
- After playing, the user can click the play button to play again or close the template.
- The playback panel can be retracted to the right of the interface by retracting the button.



5.2 Window Switch

- Click the window switch button on the left side of the interface to expand the window switch panel.
- Click on the new window to open the template directory to open the new window.
- Switching can be done in the sequence of opened windows.
- The "whole human body" window that the system opens cannot be closed.
- Click the pick-up button on the right side of the panel to retract the window switch panel to the left side of the interface.

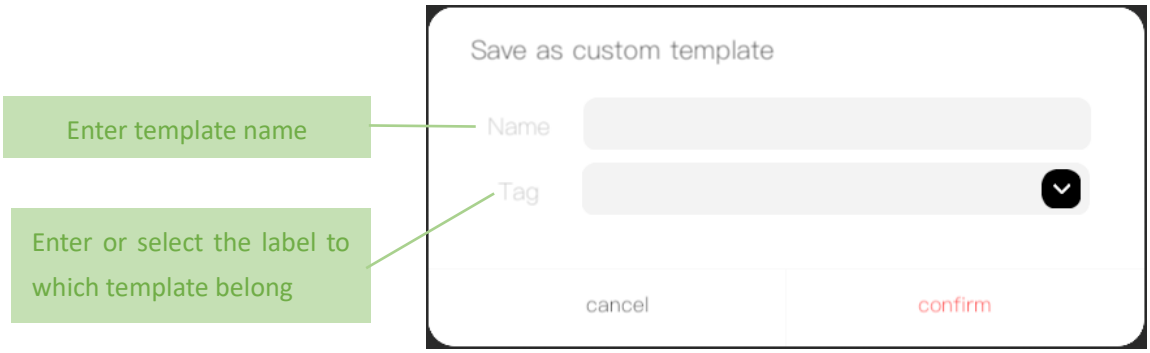


5.3 Save template

- Users can create and save template for later use.

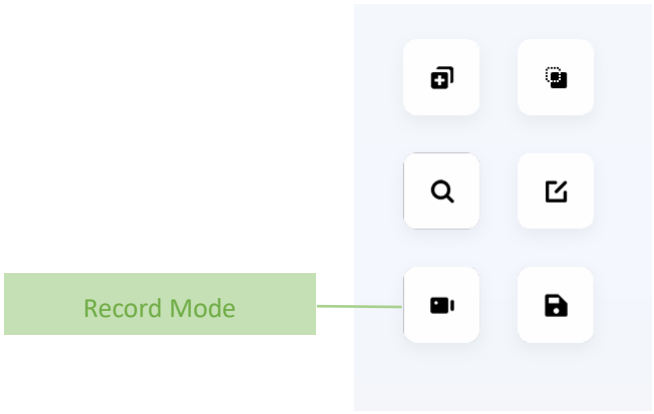
5.3.1 Save static template

- Through the Save button in the shortcut menu, the current scene, model and graffiti information are saved as static templates.

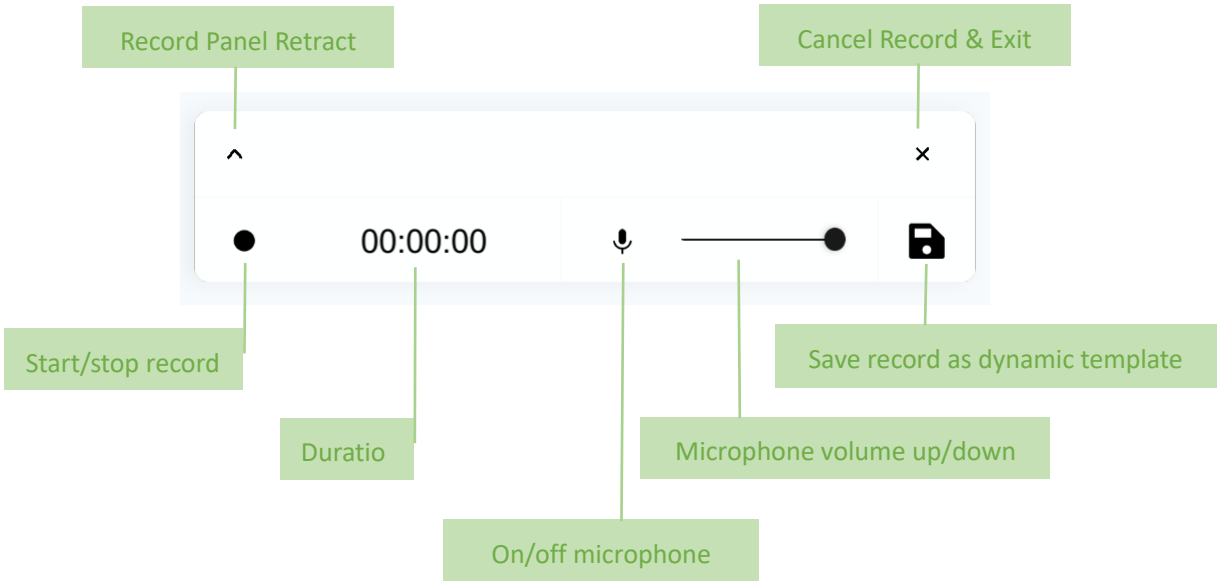


5.3.2 Record Dynamic Template

- Through the record button in the shortcut menu, the current screen, sound and operation can be recorded.

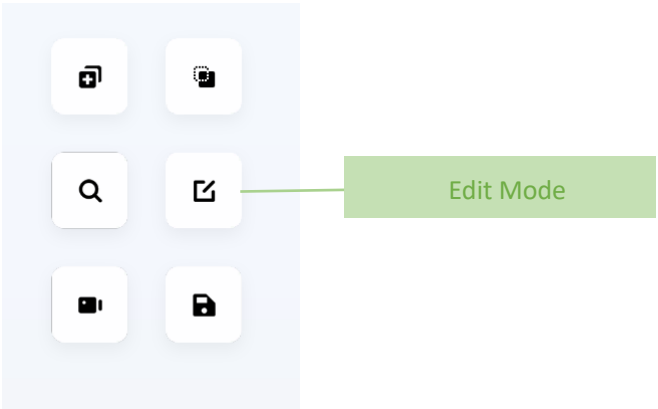


- Click the record button to start recording.
- Duration shows the length of record period.
- Click microphone button to turn on/off microphone.
- Use the slider to alter the volume of the recording microphone
- Click the save button to save the record as the dynamic template.
- Record Panel can be retracted, it is easy for other operations.

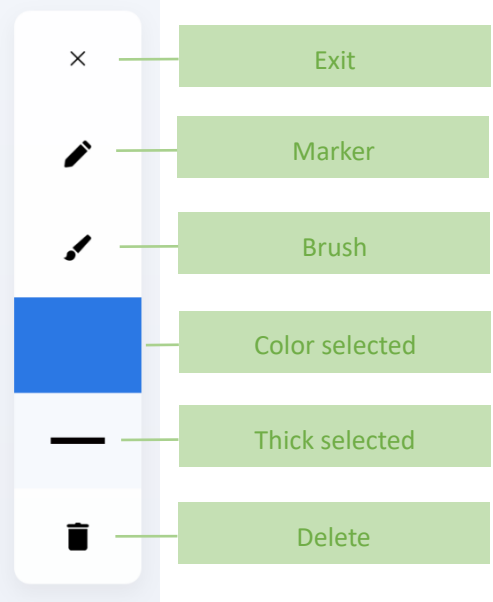


6 Edit Mode

◆ Through the shortcut menu to access to the edit mode.



◆ Under edit mode, user can use marker/brush/ to mark and edit to models.



6.1 Marker

- Marker can be used freely to edit and add information on the screen.
- Using one finger to drag on the screen to write.
- Marker can use to write information, but it doesn't move or turn along with models.

6.2 Brush

- Brush can be used freely to edit and add information on the screen.
- Using one finger to drag on the screen to write.
- Marker can use to write information, but it doesn't move or turn along with models.

6.3 Marker/Brush Adjustment

◆ Select the thickness and the color that you want to use.

6.4 Empty

◆ One click can clear all the writings on the screen.

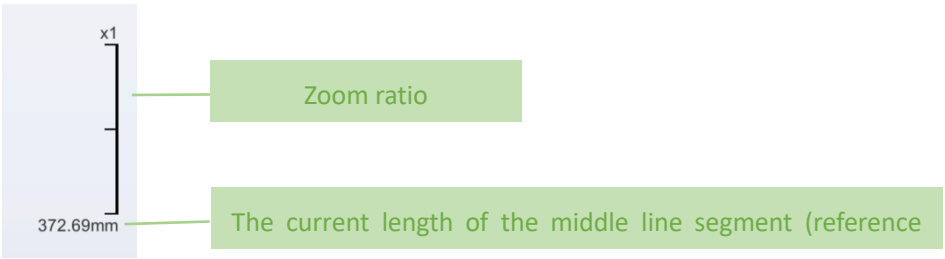
7 Model Scale

◆ Model scale is on the screen's bottom right corner.

◆ The value above represents the current zoom ratio.

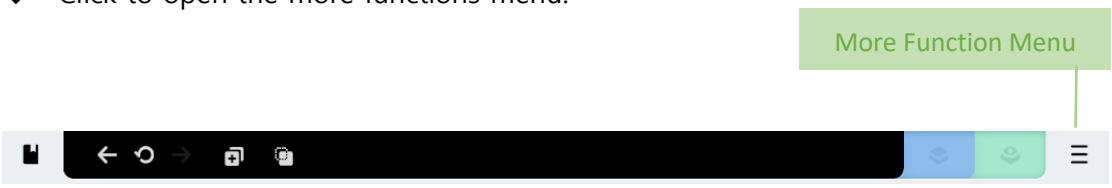
◆ The value below represents the reference length of the current line segment.

◆ Reference rulers are only used for general reference of length.



8 More Function Menu

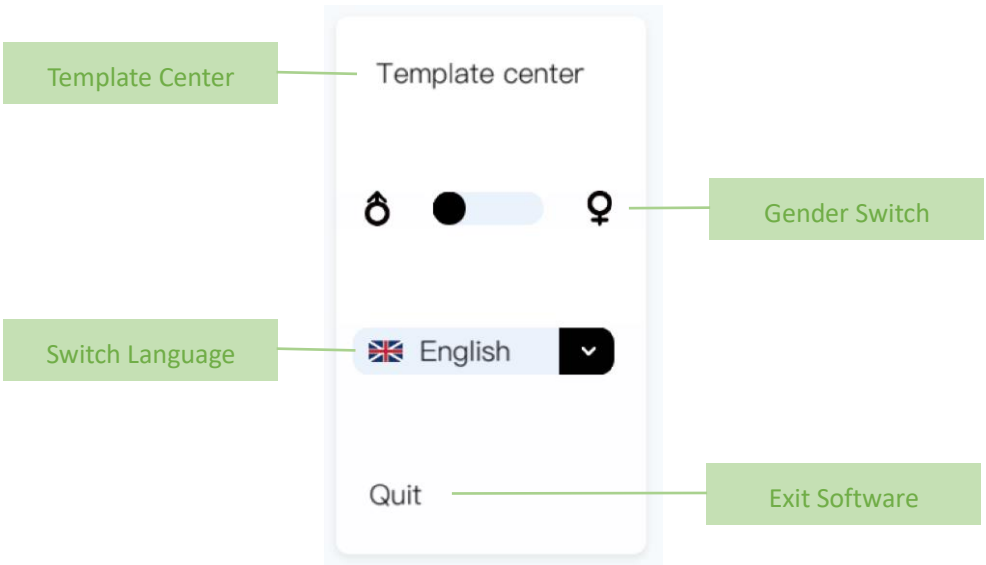
◆ Click to open the more functions menu.



◆ The menu contains the following functions:

Template Center - Open Template Directory

Gender switching-switching model for men and women

Language Switching-Switching Software Language Environment

Exit Software - Exit Software after User Confirmation