



Preliminary Desktop UI
for 'Atlas' MacOS App

Generated by
Eric M. Scharf
02-27-2009

eHuman

DIGITAL ANATOMY



eHuman
DIGITAL ANATOMY

The BASSETT INTERACTIVE, ANNOTATED
HUMAN ANATOMY ATLAS



Choose a navigation icon above to begin.

eHuman.com
developers of 3-D Interactive Digital Anatomy

Welcome to the Bassett Interactive Human Anatomy Atlas.

This comprehensive Interactive Atlas of Human Anatomy was made possible by the National Institute of Dental & Craniofacial Research at NIH, Grant# 5 R44 DE014944-04 Brown (PI). It has been produced by Brown and Herbranson Imaging, Inc. in association with the Stanford/NASA Biocomputation Center, the Division of Anatomy at Stanford University and SUMMIT at Stanford.

Use the navigation icons above to begin, or, for first time users, click on the Help icon (?) to review the available instructions.

eHuman
DIGITAL ANATOMY

The BASSETT INTERACTIVE, ANNOTATED
HUMAN ANATOMY ATLAS



Please select an anatomy model from the list below.

- > Head & Neck
- > Muscles of Mastication
- > Cranial Meninges
- > Brain
- > Orbit & Eye
- > Ear
- > Nose
- > Oral Region
- > Pharynx
- > Larynx
- > Neck
- > Thoracic Wall, Diaphragm
- > Heart
- > Lungs
- > Mediastinum
- > Abdominal Wall
- > Inguinal Region
- > Peritoneal Cavity
- > Abdominal Viscera
- > Posterior Abdominal Organs

eHuman
DIGITAL ANATOMY

The BASSETT INTERACTIVE, ANNOTATED
HUMAN ANATOMY ATLAS



Please choose a component of - [Head & Neck model](#)

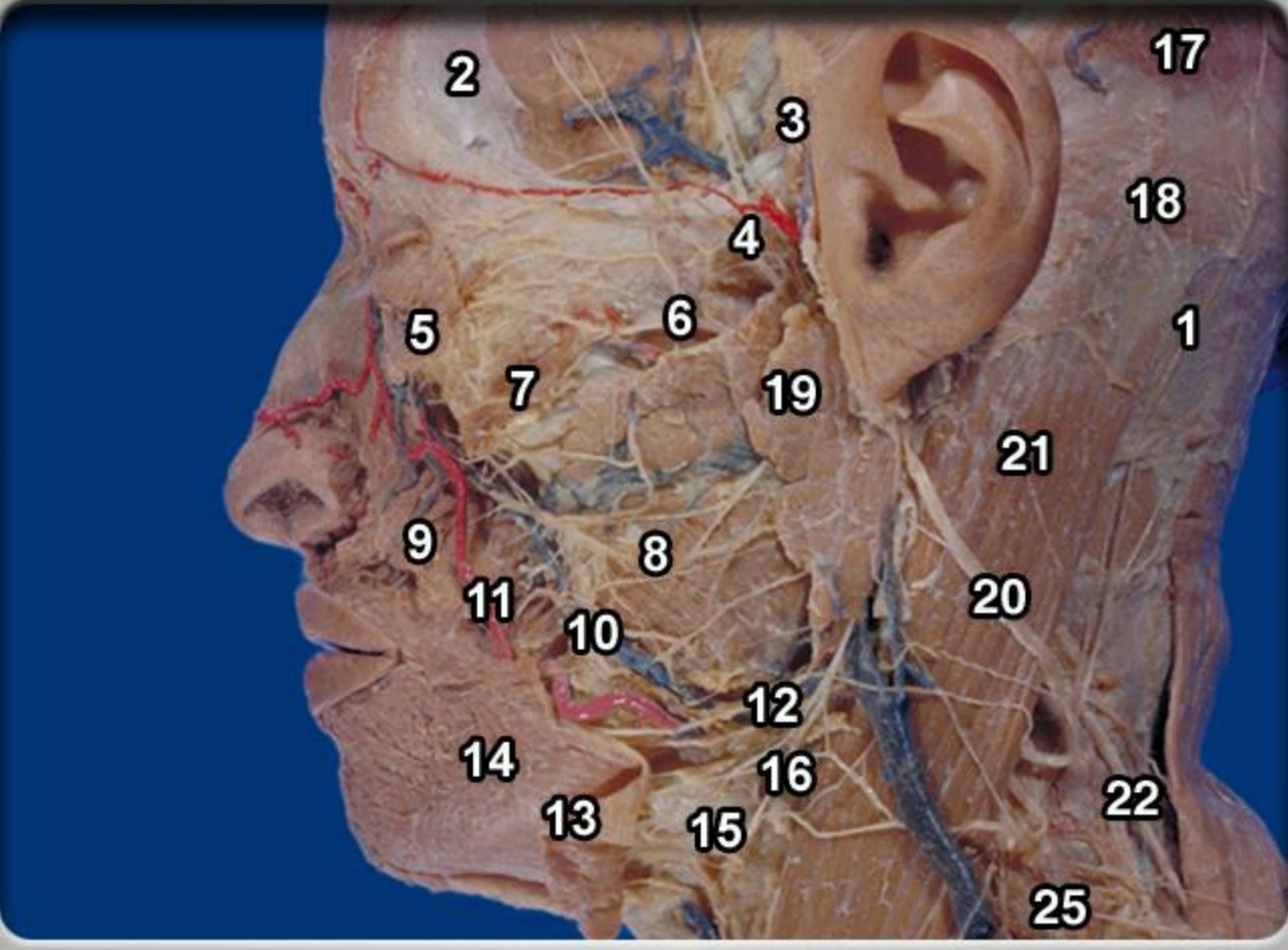
- ▶ **Parotid Gland**
- ▶ **Lateral View Of Superficial Structures**
- ▶ **Dissection: General Orientation Views**
- ▶ **Scalp: Side**
- ▶ **Scalp: Rear**
- ▶ **Parotid Gland Facial Nerver**
- ▶ **Dissection: Parotid & Masseteric Region**
- ▶ **Infraorbital, Labial, & Buccal Regions**
- ▶ **Sphenoid Bone: Superior View**
- ▶ **Osteology: Occipital Bone - External**

eHuman
DIGITAL ANATOMY

The BASSETT INTERACTIVE, ANNOTATED
HUMAN ANATOMY ATLAS



Please select from the numbered subcomponents to study this image.



Model - Head & Neck - Component - Parotid Gland; distribution of facial nerve, lateral view - Please select a Subcomponent above

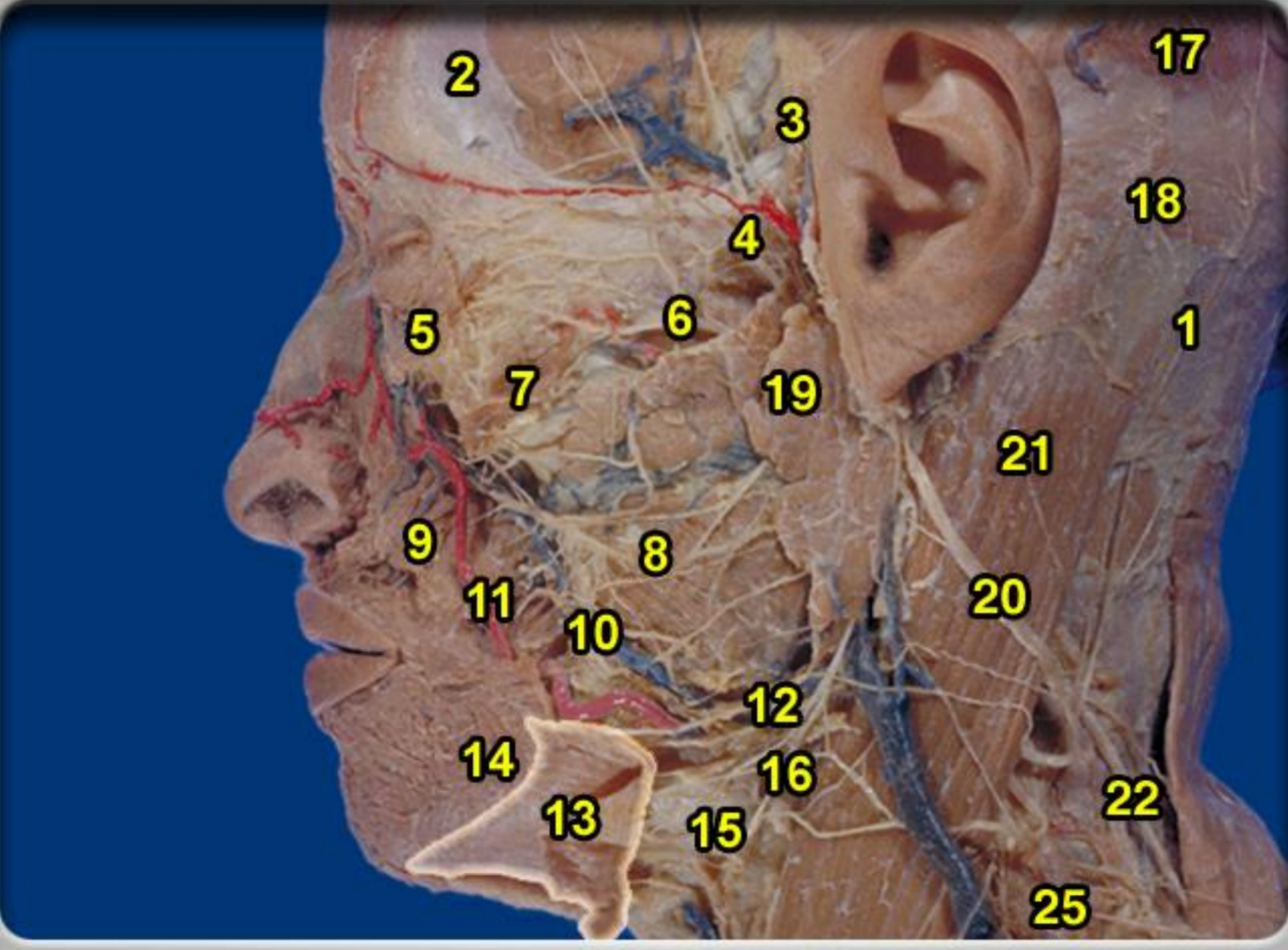
The parotidomasseteric fascia has been cut away to reveal the parotid gland and various branches of the facial nerve. In the temporal region the auricular muscles, obicularis oculi muscles, galea aponeurotica and underlying temporal fascia have been resected but superficial branches of nerves and arteries have been

eHuman
DIGITAL ANATOMY

The BASSETT INTERACTIVE, ANNOTATED
HUMAN ANATOMY ATLAS



Selected Subcomponent - Buccal branches of facial n.



Model - Head & Neck - Component - Parotid Gland; distribution of facial nerve, lateral view -
Subcomponent - Buccal branches of facial n.

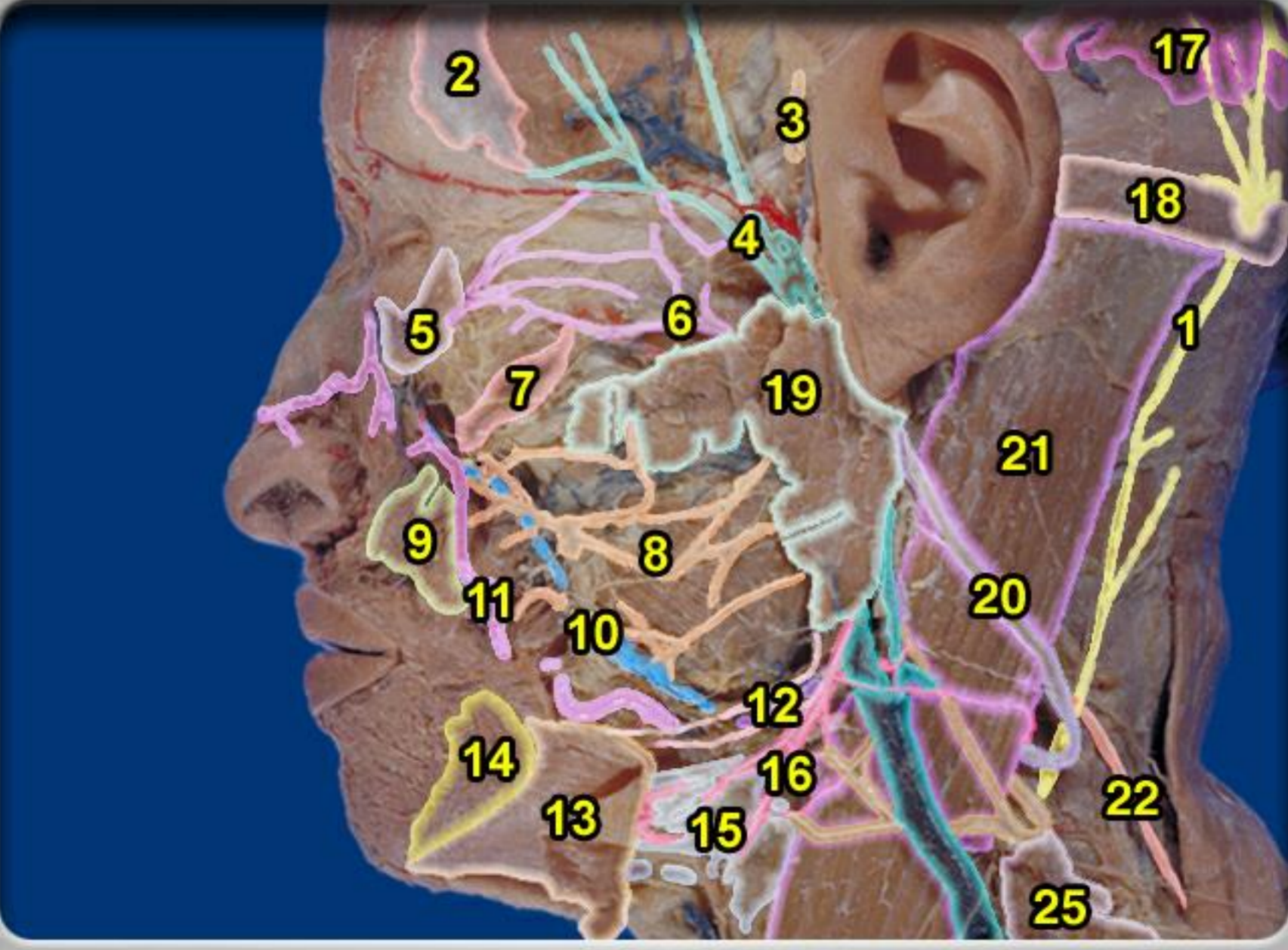
The parotidomasseteric fascia has been cut away to reveal the parotid gland and various branches of the facial nerve. In the temporal region the auricular muscles, obicularis oculi muscles, galea aponeurotica and underlying temporal fascia have been

eHuman
DIGITAL ANATOMY

The BASSETT INTERACTIVE, ANNOTATED
HUMAN ANATOMY ATLAS



All Subcomponents Shown.



Model - Head & Neck - Component - Parotid Gland; distribution of facial nerve, lateral view - Subcomponent - All Shown:

1. Temporal fascia [cut]
2. Auriculotemporal n.
3. Temporal branches of facial n.
4. Obicularis oculi m. [partially removed]
5. Zygomatic branches of facial n.

eHuman
DIGITAL ANATOMY

The BASSETT INTERACTIVE, ANNOTATED
HUMAN ANATOMY ATLAS



Search by keywords or Bassett numbers and hit the Enter key

Search results will be displayed in this space.



Parotid

Select from any of the 7 models listed below to review information on "Parotid."

- ▶ Parotid gland; distribution of facial nerve, lateral view
- ▶ GENERAL ORIENTATION VIEWS OF DISSECTION Deep facial dissection, lateral view: temporal muscle; course of facial nerve through parotid gland
- ▶ Facial nerve within parotid gland
- ▶ Dissection of left parotid & masseteric region
- ▶ Left masseter muscle, lateral view
- ▶ Parotid gland; distribution of facial nerve, lateral view
- ▶ GENERAL ORIENTATION VIEWS OF DISSECTION Deep facial dissection, lateral view: temporal muscle; course of facial nerve through parotid gland

eHuman
DIGITAL ANATOMY

The BASSETT INTERACTIVE, ANNOTATED
HUMAN ANATOMY ATLAS



Please select an anatomy model and quiz type - or select "Automatic."

- [Automatic](#)
- [Head & Neck](#)
- [Muscles of Mastication](#)
- [Cranial Meninges](#)
- [Brain](#)
- [Orbit & Eye](#)
- [Ear](#)
- [Nose](#)
- [Oral Region](#)
- [Pharynx](#)
- [Larynx](#)
- [Neck](#)
- [Thoracic Wall, Diaphragm](#)
- [Heart](#)

Quiz type: **Automatic** Images Names Numbers

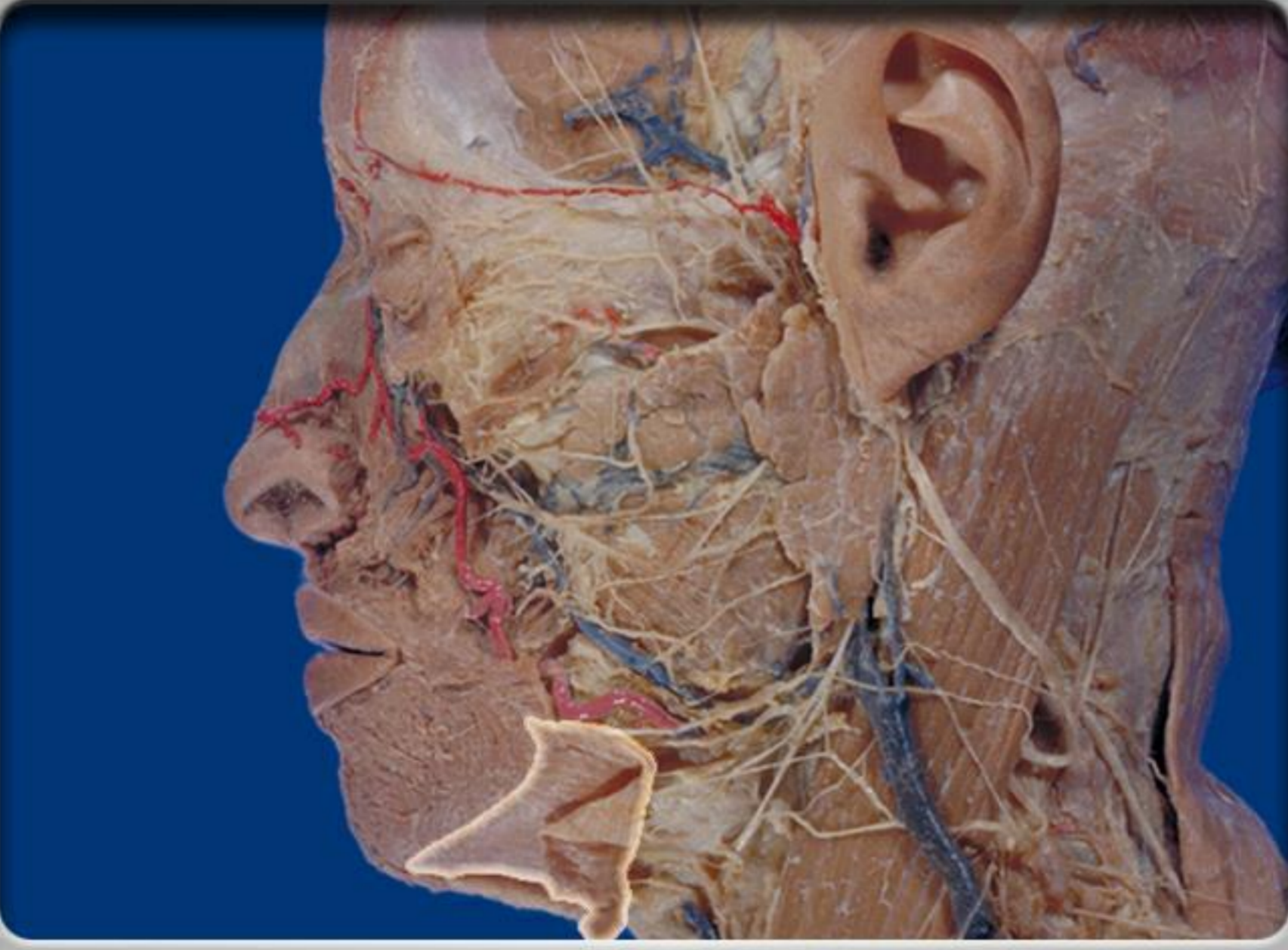
Begin a new quiz by selecting the Quiz button in the navigation menu. Each quiz provided is based upon randomly chosen model data, and each question will appear below in this space.

eHuman
DIGITAL ANATOMY

The BASSETT INTERACTIVE, ANNOTATED
HUMAN ANATOMY ATLAS



Question 6 out of 30 in progress.



Quiz type: **Automatic** Images Names Numbers

- 6) Select the name below that correctly matches the highlighted region in the image above.
- ▶ Temporal fascia [cut]
 - ▶ Auriculotemporal n.

eHuman
DIGITAL ANATOMY

The BASSETT INTERACTIVE, ANNOTATED
HUMAN ANATOMY ATLAS



Review the guidelines below to gain maximum benefit from this Atlas.

eHuman.com
developers of 3-D Interactive Digital Anatomy

The Bassett Dissection requires java version 1.5 or later is installed on your machine.

If you are not sure your machine has Java installed yet, please Click [HERE](#) to check it.

If your machine does not have java installed yet, please Click [HERE](#) then Click on Free Java Download button to start download and install java.

Please also Click [HERE](#) to check the setting of your web browser.

To launch and interact with the Bassett Atlas of Human Anatomy, simply click on the thumbnail found on the Home page. This will bring up the Bassett Interface Window and begin loading the Bassett image data. This may take a moment and must be allowed to complete before the data can be viewed or controlled.

Once loaded, the graphic annotations may be viewed by either rolling the mouse arrow over the image, or by clicking an annotation title in the column to the left.

To display all of the annotations simultaneously, click 'Show All' found at the upper left of the screen. To return to the normal viewing

eHuman
DIGITAL ANATOMY

The BASSETT INTERACTIVE, ANNOTATED
HUMAN ANATOMY ATLAS



Read about the company, its founders, its partners, and its products.

eHuman.com
developers of 3-D Interactive Digital Anatomy

- [About Dr. Bassett](#)
- [About The Authors](#)
- [About The Software](#)
- [eHuman Web Site](#)



In 1948, as Assistant Professor of Anatomy at Stanford University, David L. Bassett began to focus his research time on the preparation of the Stereoscopic Atlas of Human Anatomy (Bassett, 1963). It was in August of that year that he met William B. Gruber, inventor of the well-known Viewmaster system, and the photographer responsible for the dissection images in the Bassett Atlas. Thus started the Gruber/Bassett experiment at Stanford University's Anatomy Department.

After months of experimentation, work started on what was to become the stereoscopic Atlas of Human Anatomy. The work continued for 17 years. During these years Bassett developed special instruments and techniques using special embalming fluid together with red and blue colored latex. He prepared the materials for dissection in remarkably well-preserved condition. He used only two cadavers for this enormous number of dissections of the central nervous system.

The process of the Bassett/Gruber effort consisted of preparations