Visible Body+ Human Anatomy Atlas

Settings Done
- Background — Gray >
- Model — (toggle)
- Font Size — Medium >
- # Version — 2.00.012

Help Done
- Acknowledgements >
- User Agreement
- Tutorials and Online Help
- Contact Us

Refresh   Fullscreen   Exit

Undo Redo

Affected Region
- All Regions (default)
- Head and Neck
- Thorax
- Abdomen
- Back and Spine
- Right Shoulder/Arm/Hand
- Left Shoulder/Arm/Hand
- Pelvis and Hip
- Right Leg and Foot
- Left Leg and Foot

Views

All Regions

Selected Structure

∨ Frontal
Os frontale

Definitions

Pathologies

Pronunciation

∨ Related Content

Fade | Hide | Select Others

Options ∨

*see related
Systems and Views

Skeletal   Muscular

Ligaments   Digestive

Arteries   Reproductive   Systems

Veins   Lymphatic

Respiratory   Endocrine

Nervous   Integumentary

***Icons display color to
indicate active system**

Menu   *Use **Menu** to access
other Biology <u>Tiles</u> or
<u>Visible Body+ Biology</u>

Multi-Select

zSpace

Visible Body+ Biology

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Undo ⟨ ⟲ ⟩ Redo

Views

Animal Cell

ℹ️ **Animal Cell**
Animals and humans are eukaryotes that are composed of several different types of cells. Animal cells are complex and specialized to carry out the unique functions of each body system. Most types of animal cells have a membrane-bound nucleus that contains all their DNA, compacted within several chromosomes. Most animal cells also contain membrane-bound organelles that each perform various specialized functions for the cell.

⌄ Related Content

Units

- Prokaryotic and Eukaryotic Cells
- Monocot and Dicot Plant Structure
- Energy
- Genetics
- Blood Cells

Use **Menu** to access other Biology Tiles or Human Anatomy Atlas

Menu · Multi-Select

zSpace

Visible Body+

Keyboard Shortcuts

Spacebar: Hold down spacebar and click to move the camera in the direction the mouse is moved.

W, S, A, and D keys: Use to pan the camera in the selected direction (up, down, left, and right).

←↑↓→ **arrow keys**: Use to rotate the camera in the selected direction.

−/=: Hold down the dash key to zoom out or hold down the equals key to zoom towards the model.

Shift: Hold down and click to select multiple objects.

H: Pressing the 'H' key cycles between the solid and hidden states of selected objects.

V: Pressing the 'V' key cycles between the solid and transparent states of selected objects.

O: Pressing the 'O' key hides all unselected objects and shows and solidifies all selected objects.

P: Hold down and click to select the object's parent.

T: Hold down and click to select through transparent objects.

X or Y: Hold down and click on the model to rotate only in the x or y-axis.

Ctrl Z: Hold down Ctrl and press the Z key to undo your last action.

Home: Press the Home key to reset the camera view to it's original position.

End: Press the End key to unhide all hidden objects.

Esc: Press the Esc key to exit the app.

Mouse Buttons

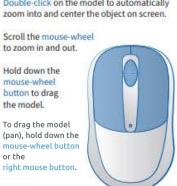**Left click** on the model to select an object.

Left click on the model and drag your mouse to rotate.

Double-click on the model to automatically zoom into and center the object on screen.

Scroll the **mouse-wheel** to zoom in and out.

Hold down the **mouse-wheel button** to drag the model.

To drag the model (pan), hold down the **mouse-wheel button** or the **right mouse button**.

zSpace Stylus Controls

Primary (front) button pans, rotates, and dollies. Also selects menu items.

Secondary (left) button selects structures and menu items.

Tertiary (right) button scales the model and selects menus items.

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