# Canine Anatomy VR Training

360°
Teaching

Introduction

Virtual anatomy experiments highly simulate real world instrument and specimen operation through human-machine dialogue. Students can dissect various parts of animals via the experiment operating system anytime, free from the limits of traditional experimental teaching, time, and space.

More importantly, it allows repeated operations, effectively solving the problem of non-repeatability and insufficient resources. VR technology makes abstract issues concrete, static objects dynamic and complex problems simplified in a virtual anatomy laboratory, thus reducing teaching difficulties and improving teaching quality.
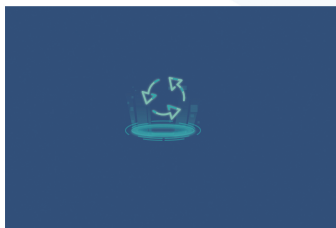
Composition

10 main modules: Integumentary System, Skeletal System, Muscular System, Digestive System, Respiratory System, Urinary System, Circulatory System, Lymphatic System, Endocrine System, and Nervous System divided by different genders.
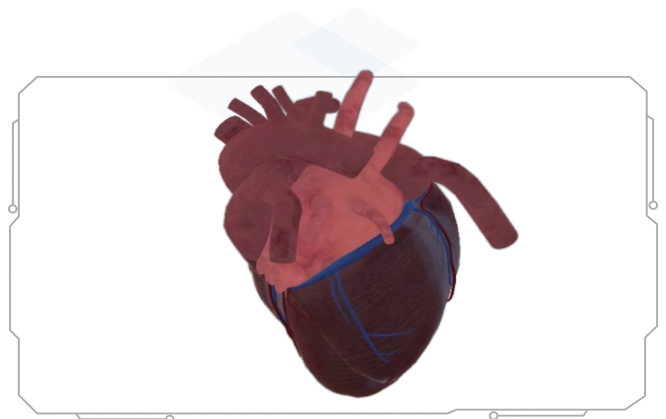
🛡️ Highlights

It is suitable for the world's leading desktop VR equipment, Zspace all-in-one machine and PC computer, with a smooth operating experience and clear display effect.

Intended for teaching demonstration and practical training, the application is sound, reliable, accurate, and easy to use with excellent performance.

Realistic scenario simulation contains 10 physiological systems, each of which supports male and female modes. It also supports heart display.

🛡️ Samples

It reproduces the actual operation, saving high costs of consumption and avoiding high risks of operating on real animal.

It includes different genders and heart model that has vibration function , highly simulating real scenarios and letting students be fully immersive .

You can rotate or move any part in this software freely and zoom in or out to observe in greater detail.