

STEREO 3D PRESENTATION OF THE HUMAN DIGESTION SYSTEM

By

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The main purpose of this thesis is to present a 3D representation of the human digestive system. For people who study complex 3D objects like human digestive system, it will be very helpful to present the 3D objects in stereo using stereo goggles. Hopefully this will give them a faster, more detailed and more interesting learning experience. Models were deigned as NURBS using Rhino3D. The models were converted to VRML polygons. A VRML environment with stereo viewing, viewpoints, and an animated tour was created. The resulting virtual environment was critiqued and future extensions were proposed.



Table 1

	Size of Models		
Model	Rhino 3D	VRML	Time spent to create the model (Hrs)
Tongue	138 KB	89.8 KB	4.5
Teeth	12.8 MB	10.3 MB	12
Esophagus	96.5 KB	1.09 MB	8.5
Stomach	2.14 MB	1.41 MB	11.5
Small Intestine	56.2 KB	733 KB	2.5
Large Intestine	3.19 MB	1.67 MB	23
Blending the above models to each other	N/A	N/A	15
Entire Digestive System	21 MB	21.6 MB	77

