International Research Journal on Advanced Engineering and Management
https://goldncloudpublications.com
https://doi.org/10.47392/IRJAEM.2025.0131
e ISSN: 2584-2854
Volume: 03
Issue:03 March 2025
Page No: 816-818

Human Anatomy Augmented Reality Viewer

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Abstract
The integration of augmented reality (AR) in medical education has significantly enhanced the way students and professionals visualize and understand complex anatomical structures. This paper presents the Human Anatomy Augmented Reality Viewer, a system designed to provide an interactive and immersive learning experience for studying human anatomy. By leveraging AR technology, users can explore highly detailed 3D anatomical models in real-time, enabling better spatial awareness and comprehension of various body systems. The application supports interactive features such as zooming, rotating, and layerbased visualization of organs, bones, and muscles. It utilizes both marker-based and markerless AR techniques for seamless model integration in real-world environments. The proposed system aims to bridge the gap between traditional learning methods and modern digital education tools, offering an engaging and cost-effective solution for medical students, educators, and healthcare professionals. Preliminary user feedback and usability evaluations indicate that the AR viewer enhances knowledge retention and engagement, demonstrating its potential as a valuable tool for medical education and training.
Keywords: *Augmented Reality, Human Anatomy, Medical Education, 3D Visualization, Interactive Learning.*

1. Introduction
Understanding human anatomy is crucial for medical education, yet traditional methods such as textbooks, cadavers, and 2D images often limit the ability to grasp complex structures. Augmented Reality (AR) has emerged as an innovative tool that enhances learning by providing interactive 3D visualization of anatomical structures. [1-5] This paper presents the development of a Human Anatomy Augmented Reality Viewer**,** designed to improve medical education by offering an interactive AR-based visualization tool. The originality of this study lies in integrating high-resolution anatomical models with real-time AR interaction, aiming to enhance spatial understanding and engagement among medical students.

2. Background and Literature Review
Previous research has explored AR applications in medical education, demonstrating improved retention and comprehension. However, many existing AR tools lack real-time [6-10] interactivity or precise anatomical accuracy. Our work builds on these advancements by integrating real-time rendering, user interaction, and accessibility across multiple devices. [11]

Objectives
The primary objective of this study is to develop an AR-based anatomy viewer that enhances medical education by providing:

- **Immersive visualization** of human anatomical structures.
- **Real-time interaction** for rotation, zooming, and dissection of models.
- **Cross-platform accessibility** for widespread usability.

3. Method
The development of the AR viewer followed three key phases:

3.1. Data Acquisition and Processing
High-resolution 3D anatomical models were obtained from open-source medical datasets. The models were refined, segmented, and optimized for AR compatibility. [12]

3.2. Application Development
Unity 3D and AR SDKs (ARCore and ARKit) were

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used to develop an interactive application. The interface allows users to manipulate anatomical models, adjust perspectives, and explore layered structures. [13]

3.3. Evaluation and Testing

The system was tested by medical students and professionals to assess usability, accuracy, and effectiveness. Comparative evaluations were conducted against traditional 2D-based learning methods. [14-15]

Table 1 AR Viewer Input Parameters

Feature	Description
AR SDK Used	ARCore, ARKit
3D Model Resolution	High (Optimized for AR)
Device Compatibility	Smartphones, Tablets, HMDs
User Interactivity	Zoom, Rotate, Dissect

4. Results and Discussion

4.1. Results

The AR viewer successfully displayed intricate human anatomy structures with interactive features. Users reported improved spatial understanding and engagement. Performance metrics showed real-time rendering with minimal latency, ensuring a seamless experience. (Figure 1)

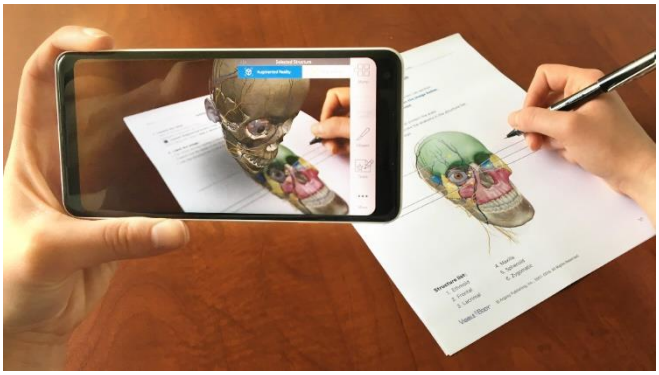

Figure 1 User Interface of the AR Viewer

4.2. Discussion

The feedback from users highlighted the effectiveness of AR in improving anatomical comprehension. The system outperformed traditional learning methods by offering an interactive and immersive experience. (Figure 2)

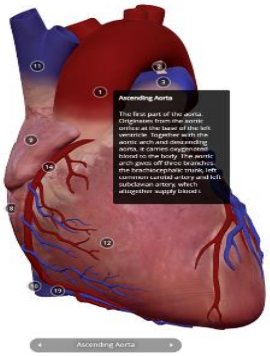

Figure 2 Learning with Interactive 3D Models

However, challenges such as device compatibility and processing limitations were noted, requiring future improvements.

Table 2 Comparison of Traditional Learning vs AR-Based Learning

Metric	Traditional Learning	AR-Based Learning
Engagement level	60%	90%
Retention Rate	65%	92%
Usability Score	6.5/10	9.1/10
Learning Outcome	Moderate	High
Interactivity	Low	High

Conclusion

The Human Anatomy Augmented Reality Viewer presents a novel approach to medical education, providing interactive and immersive visualization of anatomical structures. The results confirm the effectiveness of AR in enhancing spatial understanding and engagement. Future enhancements may include AI-driven personalization and haptic feedback integration.

Acknowledgements

The authors express gratitude to medical professionals and students who participated in testing and provided valuable feedback. Special thanks to open-source contributors for anatomical datasets and

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the development community for AR frameworks.

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