PRIMAL PICTURES REAL-TIME FUNCTIONAL ANATOMY

Visualize, interact with & learn biomechanics in motion like never before

Gain full 360 control of our model in motion to explore animated movement from any angle, along with its related anatomy, with our flexible Real-time technology. Add or remove structures while in motion, from superficial musculature right down to deep ligaments.

CLICK HERE TO SEE REAL-TIME FUNCTIONAL ANATOMY IN ACTION

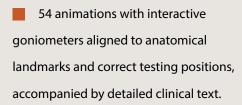
Real-time Functional Anatomy is vital for anyone who requires an understanding of biomechanics, such as in Physical/Physiotherapy, Occupational Therapy or Sports Science. Visualize and manipulate core functional movements and gross motor movements – such as running, kicking or climbing – with new goniometry animations to measure range of motion in correct testing positions.



This resource includes:

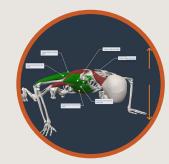


73 functional and 10 gross motor movement animations to interact with, dissect/hide or ghost structures.

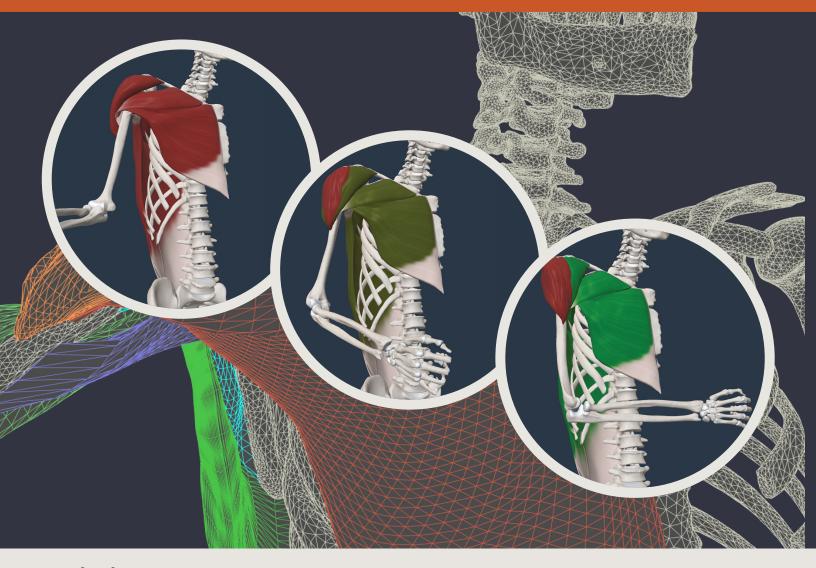




- 80+ pre-set and editable views aligned to movements to visualize whole body systems and dive deeper into musculature and neurovasculature.
- Real-time's interactive features, including ability to dissect/hide/ghost structures, and edit tools to label, draw and pin on 3D models.







Perfect for:

- Practicing clinical scenarios with correct goniometer placement and understanding joint limits with accurate range-of-motion angles.
- Building knowledge with detailed structure, movement and goniometer text.
- Dissecting structures to appreciate joint movement details, from muscles to bones and ligaments.
- Seeing movement from every perspective.



Students often ask, 'How detailed do I need to know anatomy?' and my reply is, 'How detailed of a therapist do you want to be?' Primal challenges the student to take those details to a level of mastery.

Jim Lewis, PT, DPT, ATC Professor of Physical Therapy Brenau University



