

# MM – Unidade 01

## Realidade Virtual

DSC - Depto. de Sistemas e Computação, FURB

Prof. M.Sc. Dalton S. dos Reis ([dalton@inf.furb.br](mailto:dalton@inf.furb.br))

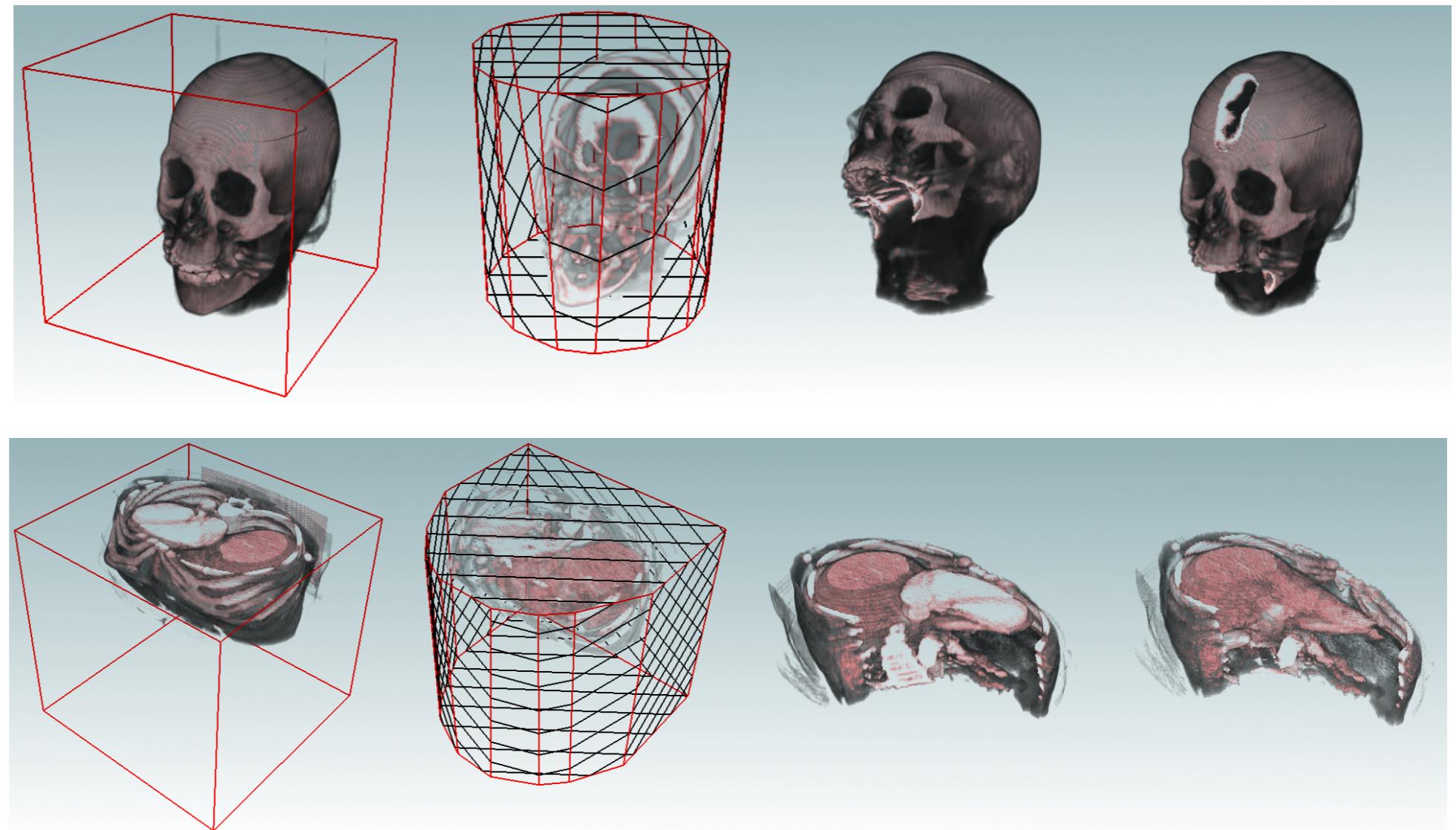
Prof. Dr. Paulo Cesar Rodacki Gomes ([rodacki@inf.furb.br](mailto:rodacki@inf.furb.br))

# Medicina - interação

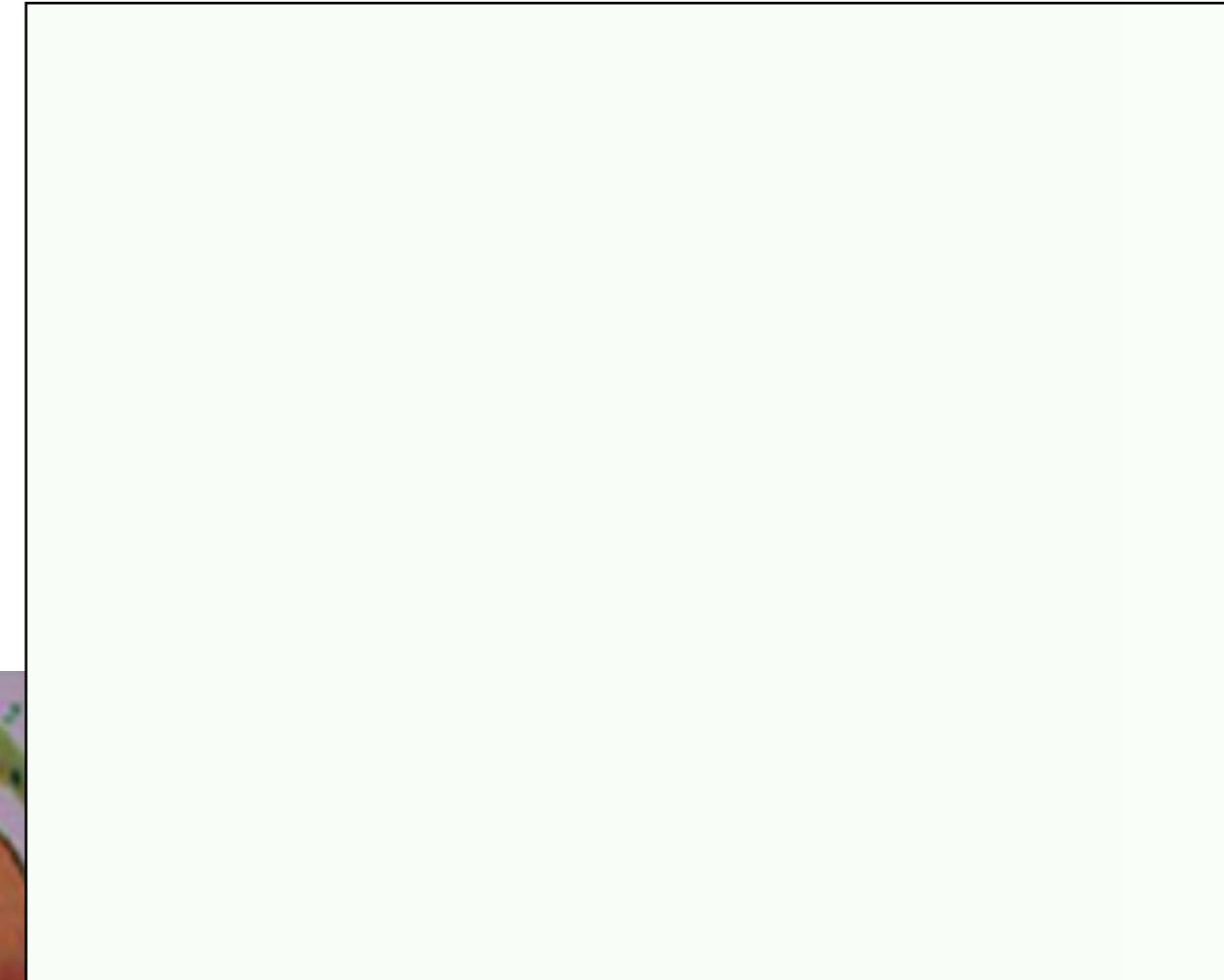
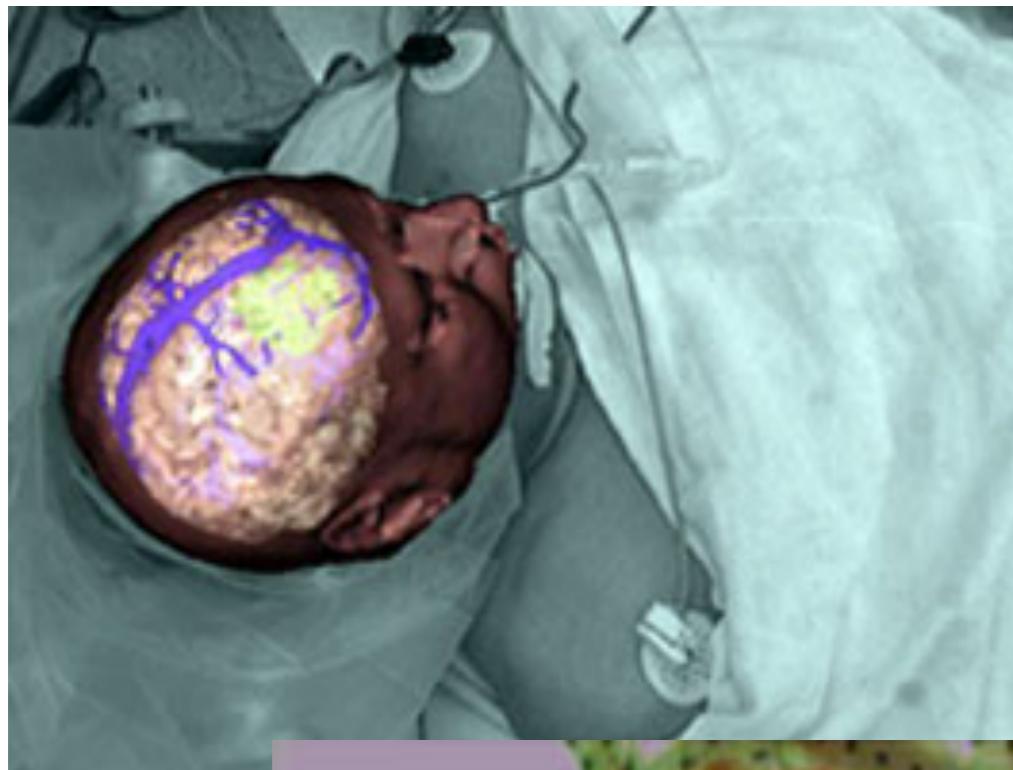
Interação com imagens médicas volumétricas (Voxels)

UFRGS – CG  
Carla Freitas

DSC/BCC – Multimídia



# Medicina - Realidade Aumentada - RV



Duração: 1:15

Profs. Dalton Reis

# Medicina – Imagens Ultrasom 4D

Exames de ultra-som:

antigamente: só os pais

hoje: colorido em 3D (4D)

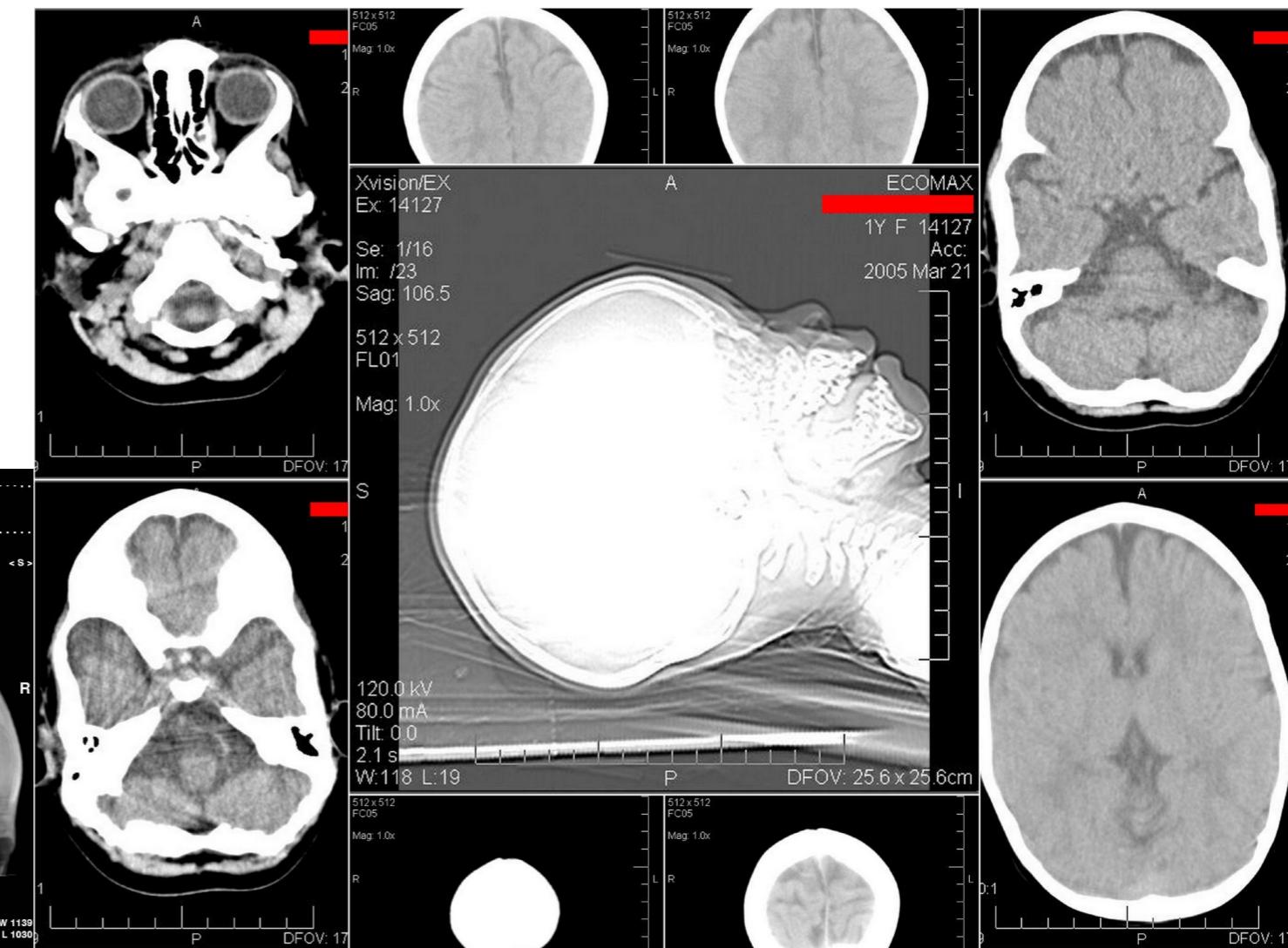
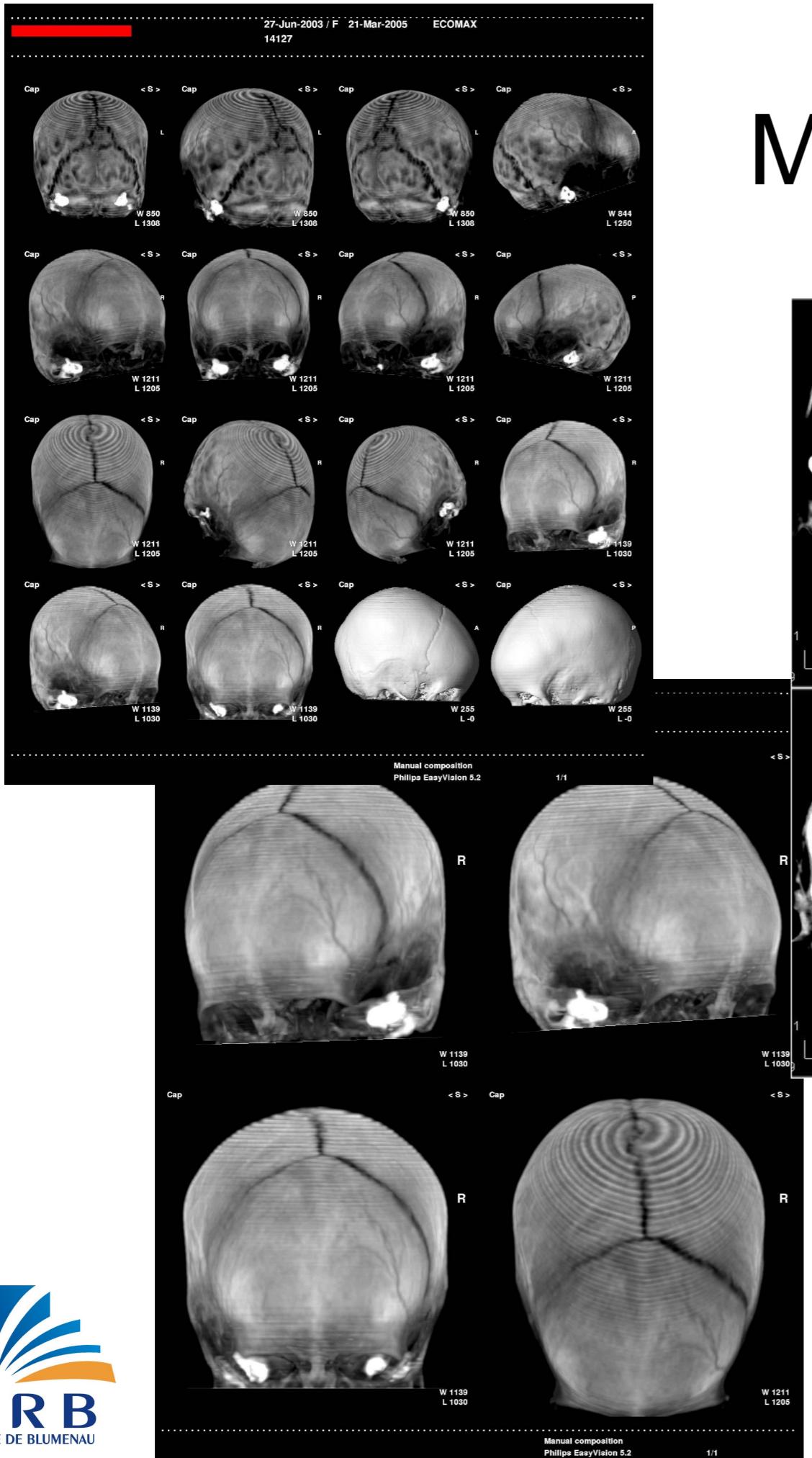


Duração: 0:14

Profs. Dalton Reis

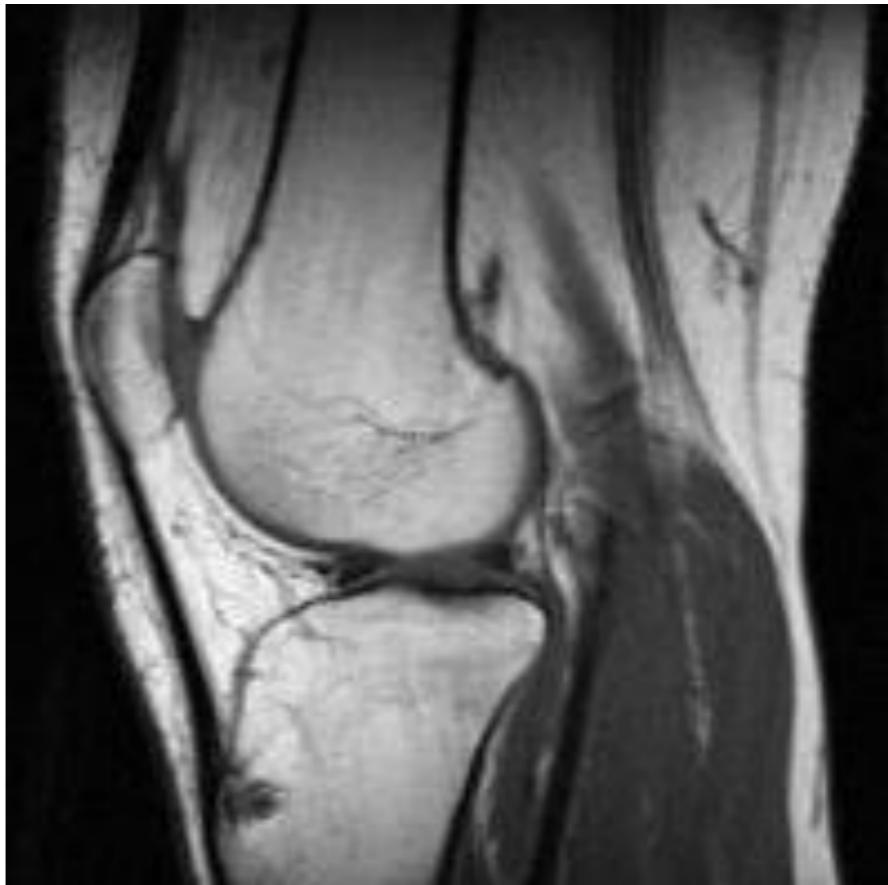
# Medicina – Imagens DICOM

**DSC/BCC – Multimídia**





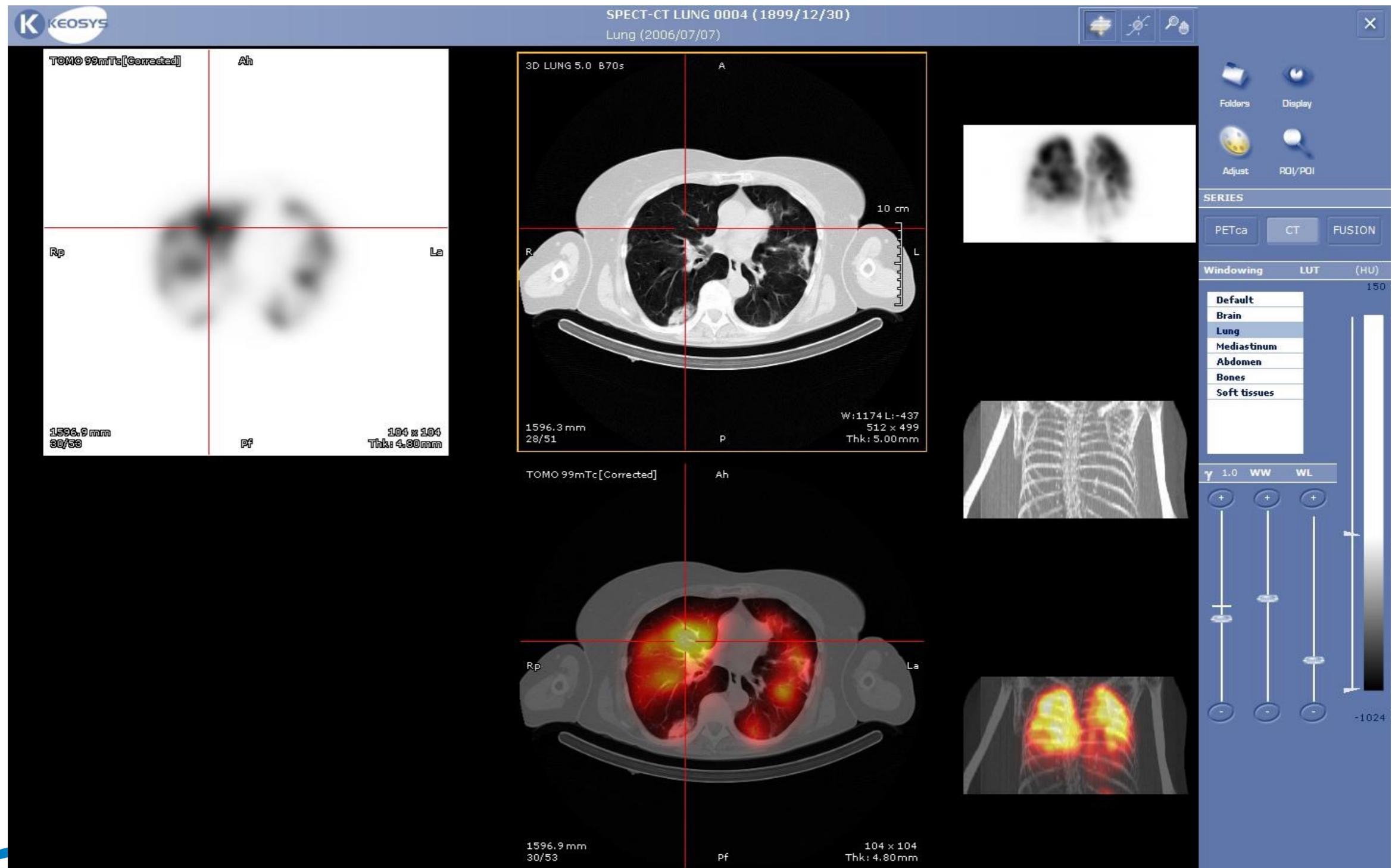
Impressão  
do exame



Profs. Dalton Reis - Paulo Rodacki

# Medicina – Ressonância Magnética

software para visualização de imagens RM – Keosys



# Medicina – Ressonância Magnética

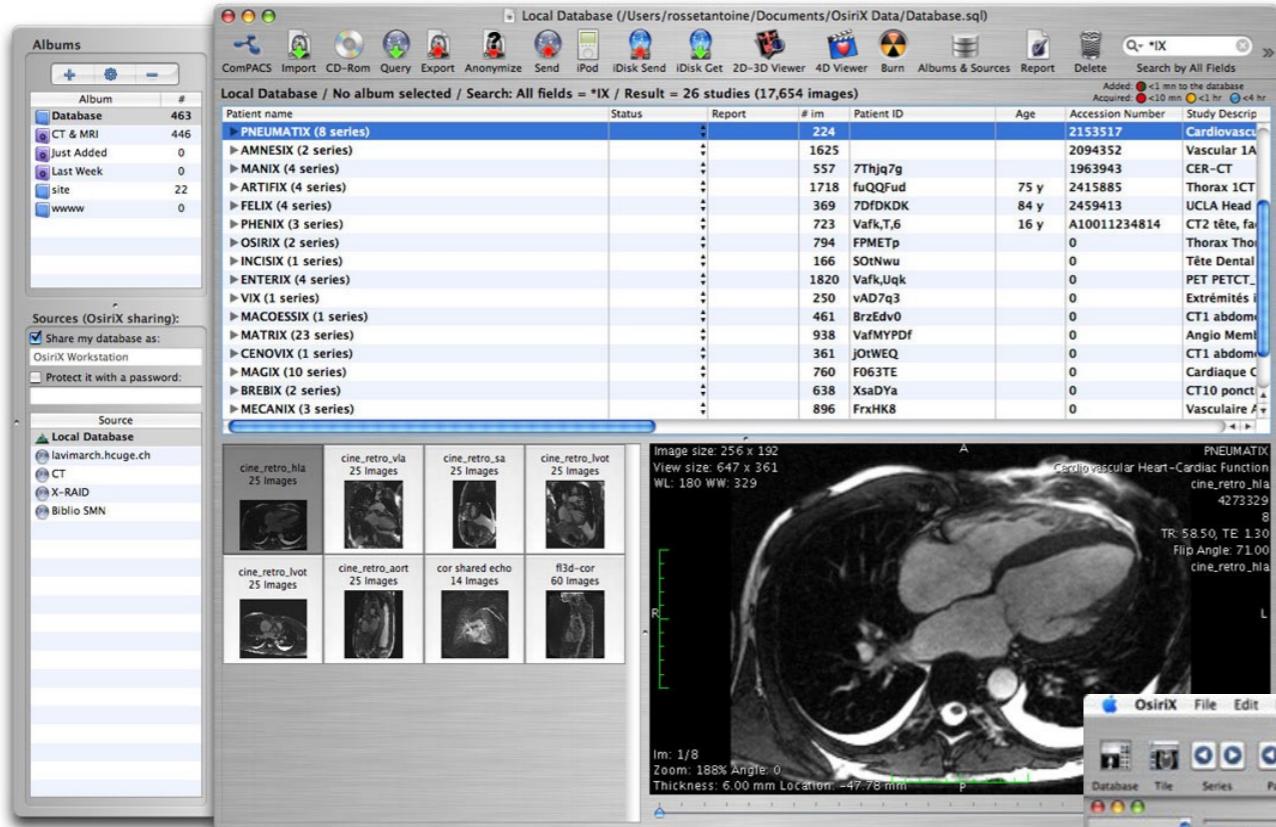
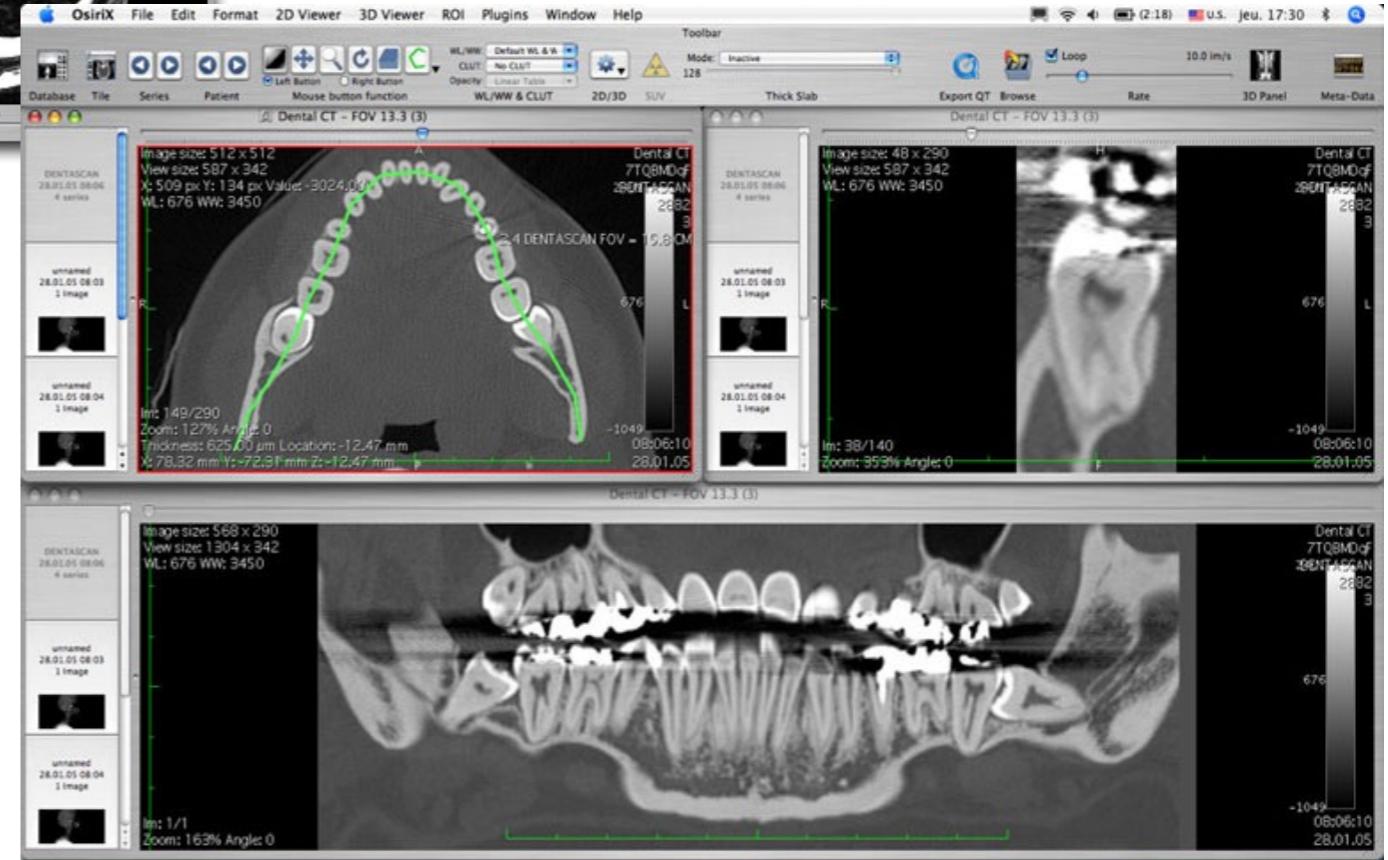


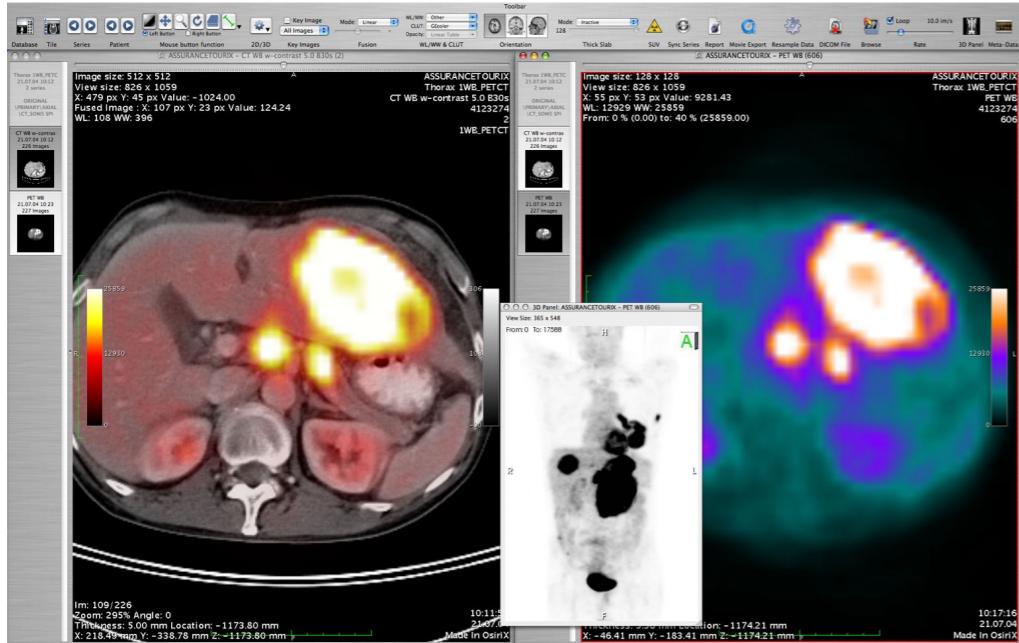
imagem da região buco-facial

OsiriX: consulta textual



# Medicina – Ressonância Magnética

DSC/BCC – Multimídia



OsiriX: imagem usando mapa de cores

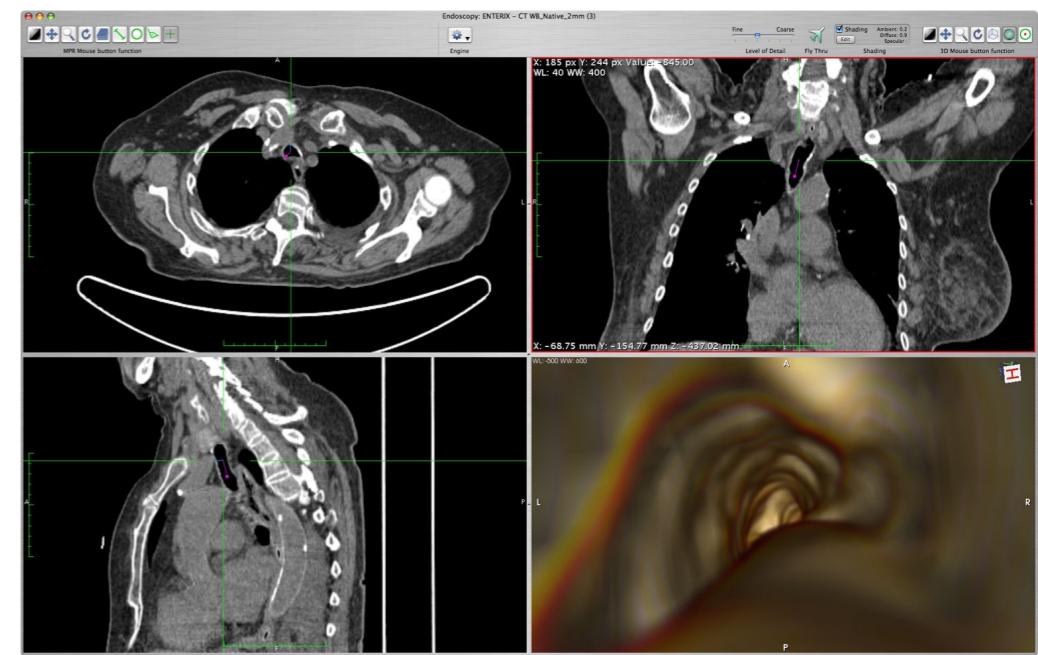
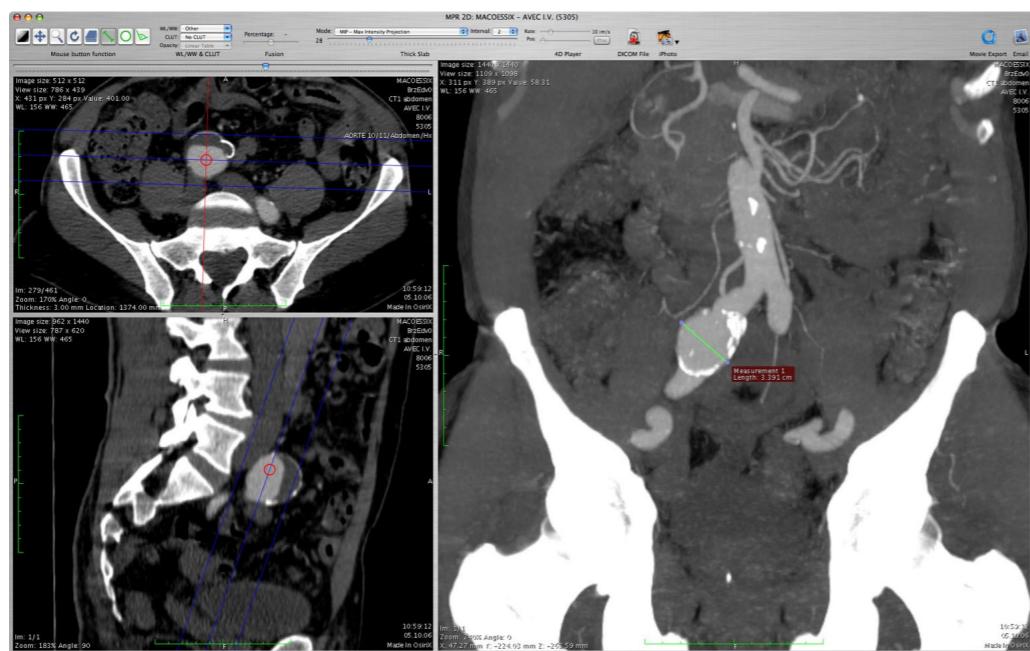


imagem de uma endoscopia



visão oblíqua

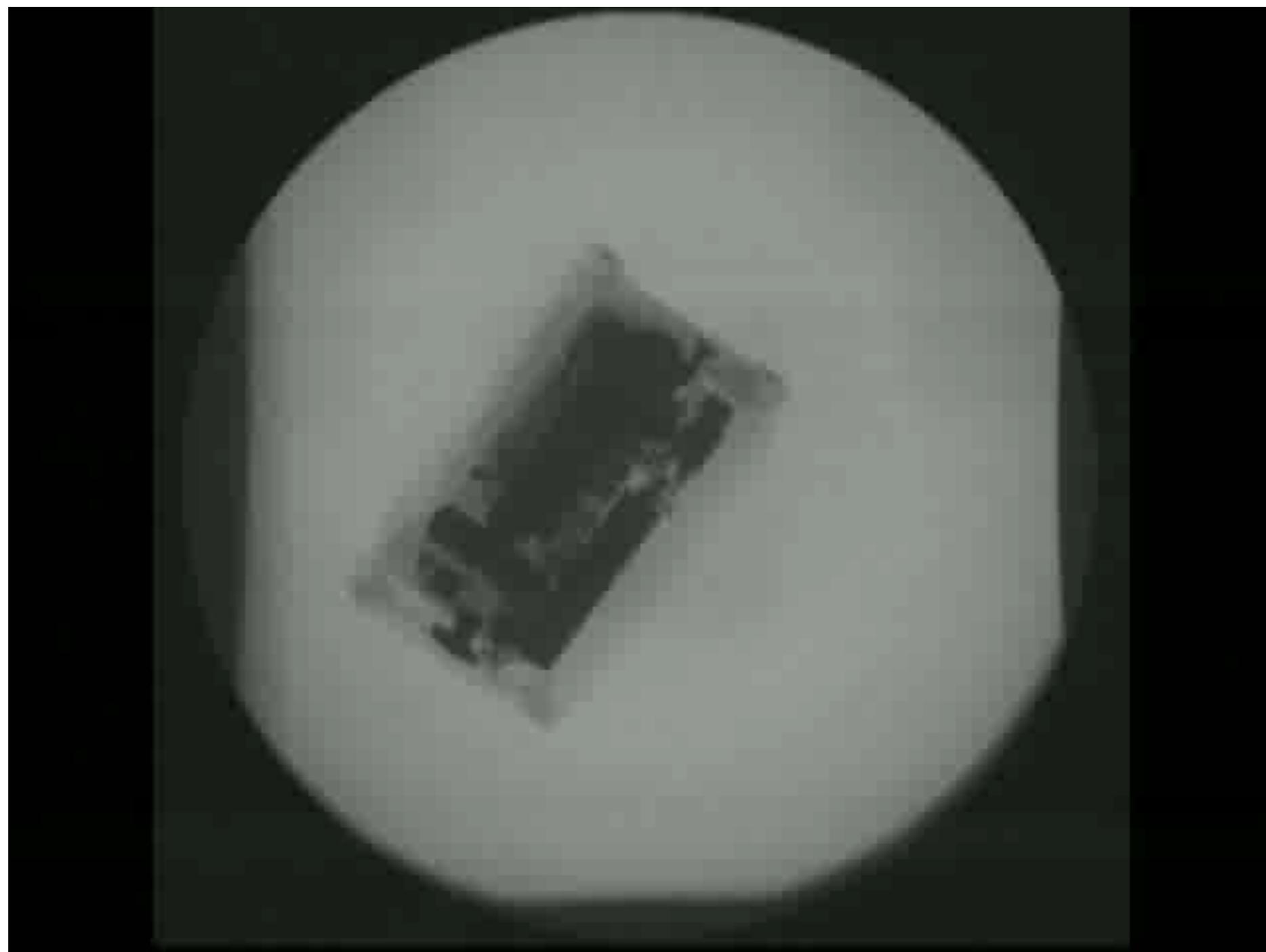
# Medicina – Ressonância Magnética



Duração: 5:26

Profs. Dalton Reis - Paulo Rodacki

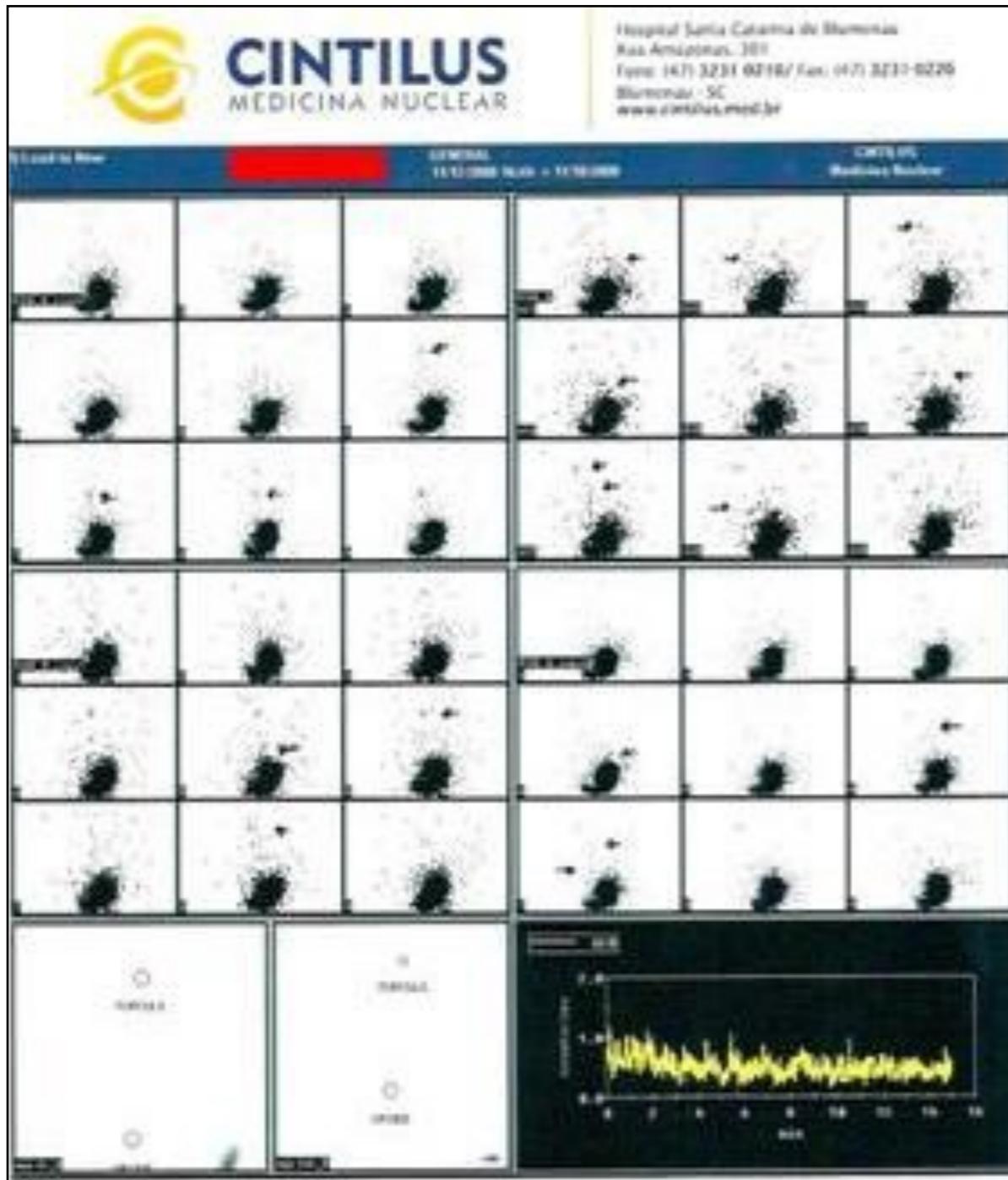
# Medicina – Vide-deglutograma



Duração: 4:23

Profs. Dalton Reis - Paulo Rodacki

# Medicina - Nuclear



**CINTILUS MEDICINA NUCLEAR**

Hospital Santa Catarina de Blumenau  
Rua Amazonas, 301  
Fone: (47) 3231 0210 | Fax: (47) 3231 0226  
Blumenau - SC  
[www.cintilus.med.br](http://www.cintilus.med.br)

Solicitante: Dr. (a) [REDACTED]  
Nome: [REDACTED]  
Data: 17/11/2008 12:52:00  
Atend.: 1565355 Prescr. 0

Hospital Santa Catarina de Blumenau  
Rua Amazonas, 301  
Fone (47) 3231 0210 | Fax: (47) 3231 0226  
Blumenau - SC  
[www.cintilus.med.br](http://www.cintilus.med.br)

Idade: 5 anos

**Pesquisa de Aspiração Pulmonar e Refluxo Gastro-Esofágico (RGE)**

**Técnica**

Imagens seqüenciais a cada 2 segundos durante 15 minutos (agrupadas a cada 30 segundos) foram obtidas nas projeções anterior e posterior do tórax após administração oral de colóide-<sup>99m</sup>Tc diluído em 120 ml de leite. Foram feitas ainda, imagens estáticas do tórax com 4 e 24 horas para pesquisa de aspiração pulmonar.

**Descrição**

Observam-se múltiplos pequenos episódios de refluxo gastro-esofágico distais com máximo de 8 segundos (>80 micro-refluxos durante todo o estudo), 46 episódios com maior duração de 8 segundos atingindo o terço médio, e 25 episódios com maior duração de 12 segundos chegando ao esôfago proximal e boca. Os refluxos proximais estão relacionados principalmente com o grau de enchimento gástrico (maioria no início até a metade do exame).

Não evidenciamos nas imagens de 4 e 24 horas a presença de material marcado nos pulmões, entretanto com considerável quantidade do radiofármaco na boca (RGE atingindo a esôfago proximal, sem aspiração pulmonar).

**Conclusão**

**Estudo negativo para aspiração pulmonar.**

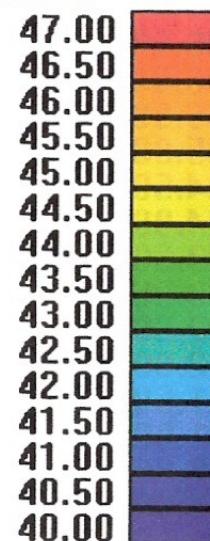
**Estudo positivo para múltiplos refluxos gastro-esofágicos, com episódios que atingem os terços distal (múltiplos com duração máxima de 8 segundos), médio (>40 episódios com duração máxima de 8 segundos), e proximal do esôfago (>20 episódios com duração máxima de 12 segundos).**

Dr. [REDACTED]  
Médico Nuclear  
CRM/SC [REDACTED]

# Medicina – Exame de vista

DALTON REIS

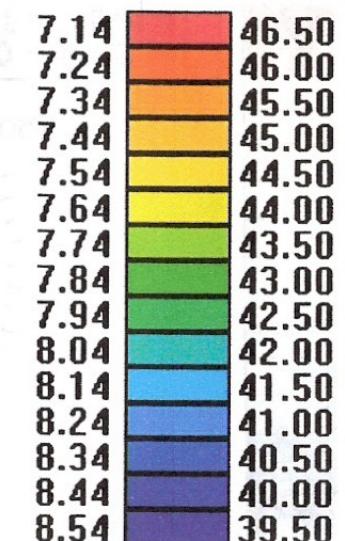
Patient ID: 65646  
Exam #: OD



## Holladay Diagnostic Summary 2000

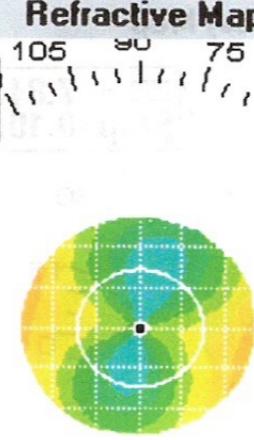
OFTALMOCLÍNICA ESTELO

BLUIMENAU 3522-3222  
30-07-2009 17:53:53



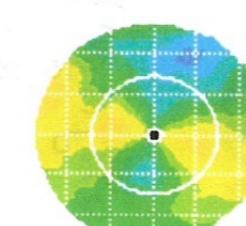
### Refractive Map

[■ = 43.50D  
Step = 0.5D]



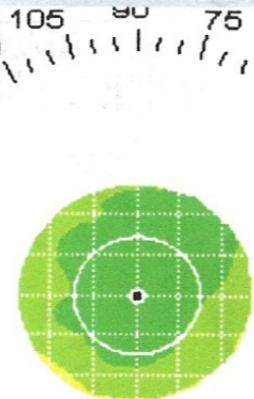
### Local ROC (Radius) Map

[■ = 7.84mm  
Step=0.10mm]



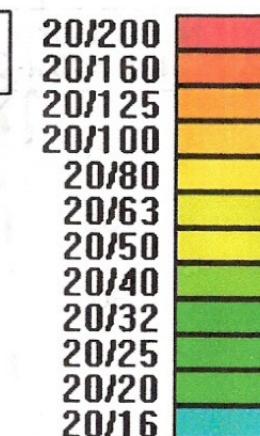
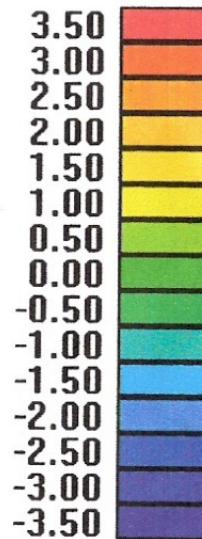
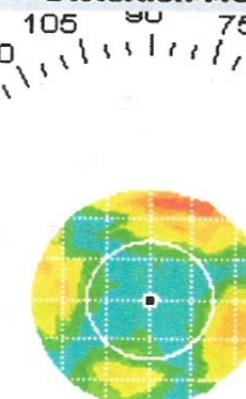
### Profile Difference Map

[■ = Normal  
Step = 0.5D]



### Distortion Map

[■ = 20/20  
Step = 1 line]



### Corneal Parameters for 3mm pupil

Steep RP = 44.03D @ 174°  
Flat RP = 42.39D @ 72°  
Tot Astig = + 1.64D @ 174°  
Eff RP = 43.23D

Steep Sim K= 44.29D @ 165°  
Flat Sim K = 42.24D @ 75°  
Delta K = + 2.05D @ 165°  
Avg Sim K = 43.27D

H Pupil Dec = 0.00mm IN  
V Pupil Dec = 0.00mm UP  
Avg Pupil Dia = 4.59mm  
Reg Astig = + 1.63D @ 166°

Asph(Q) = -0.09  
CU Index = 90%  
PC Acuity = 20/20  
I-S Value = N/A (p=N/A)



© 1990-1999 EyeSys Premier Version 4.2

# Medicina - interação

Modelagem anatômica do sistema mastigatório  
em humanos virtuais

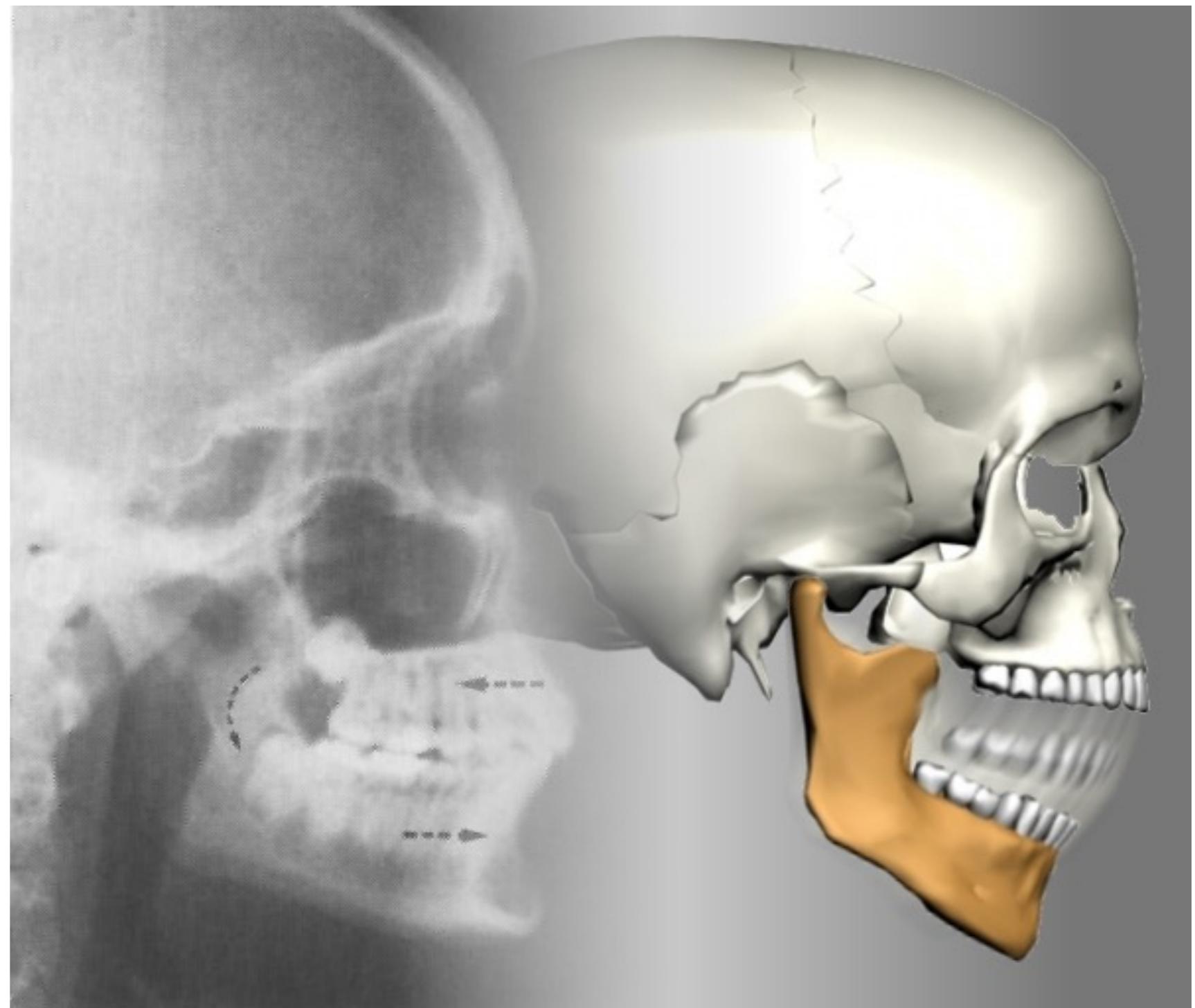
UFRGS – CG

Marta Becker Villamil

Carla Freitas

<http://www.inf.ufrgs.br/~mbvillamil/index.htm>

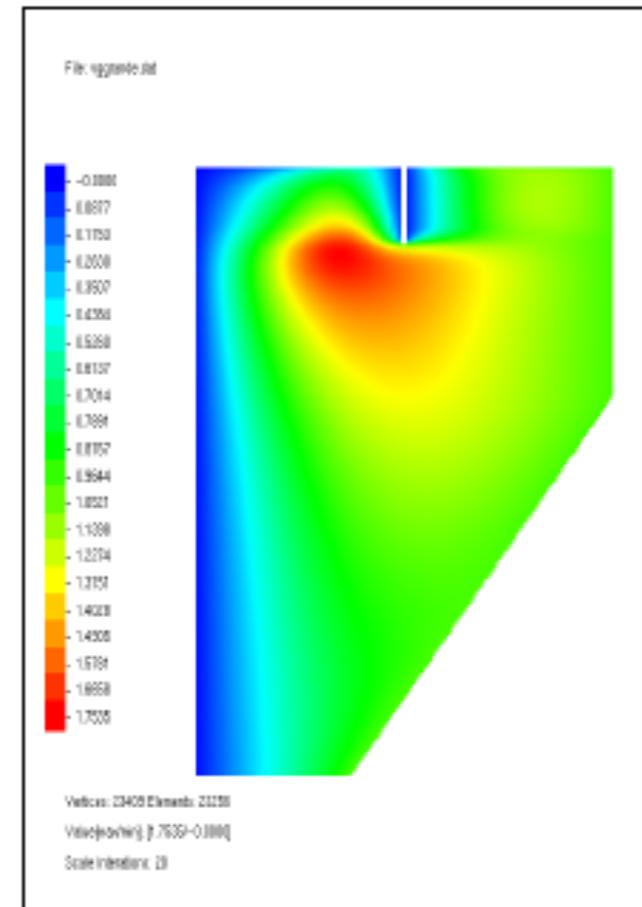
DSC/BCC – Multimídia



# Simulação dinâmica de fluidos – TCC

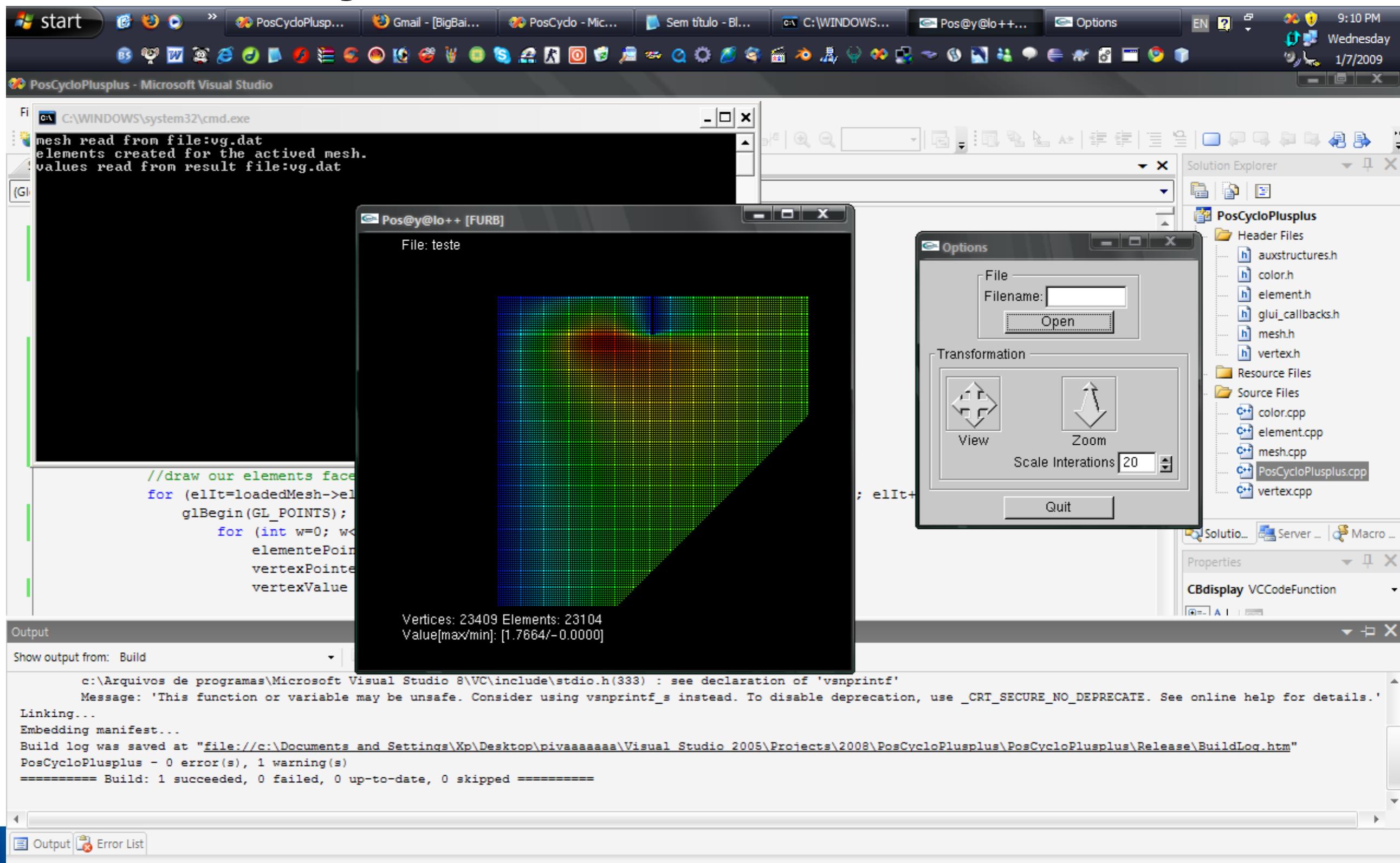


Tela de acompanhamento da solução  
do software Cyclo-Hexa

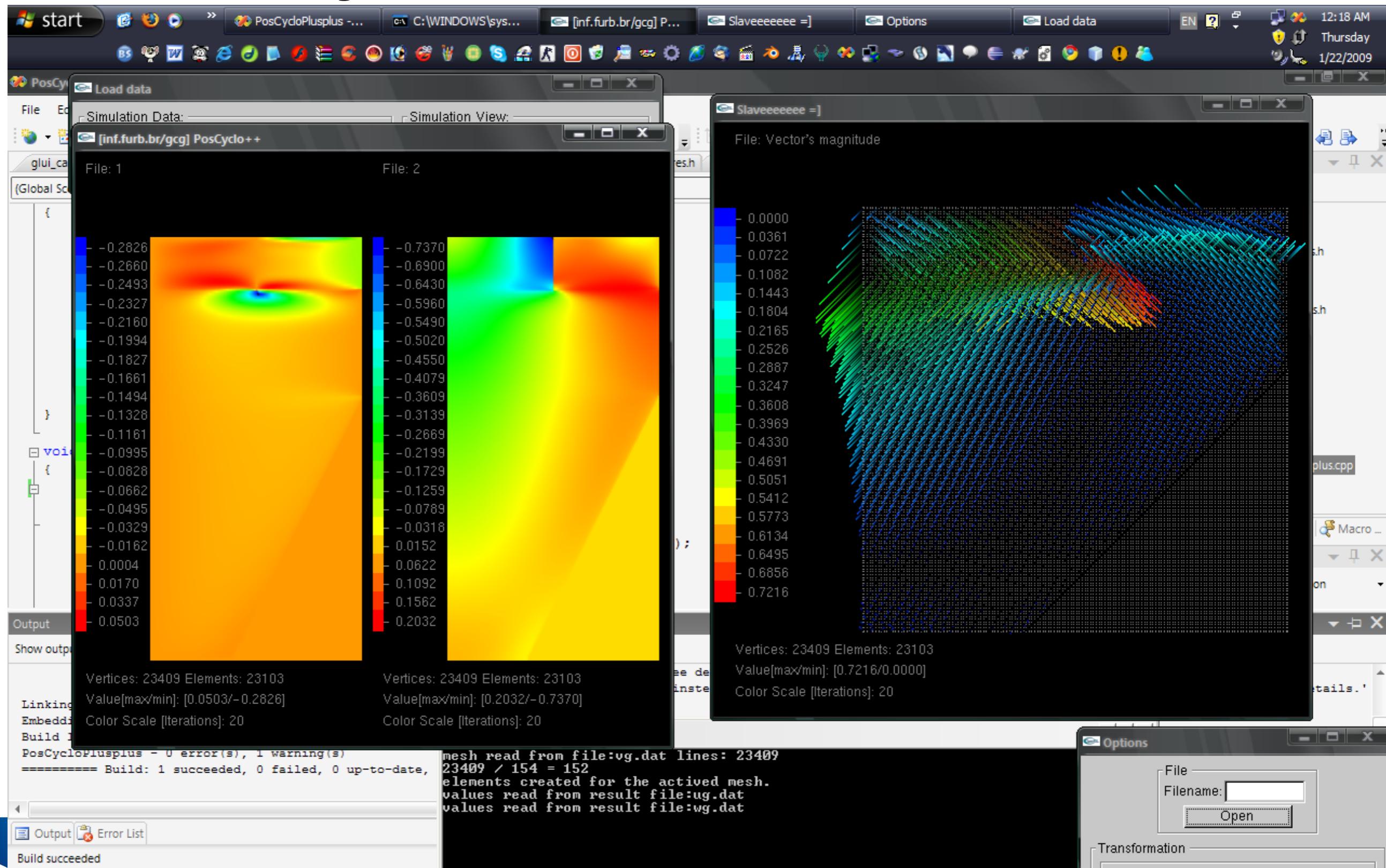


Uso da técnica color transformation  
representando um campo escalar

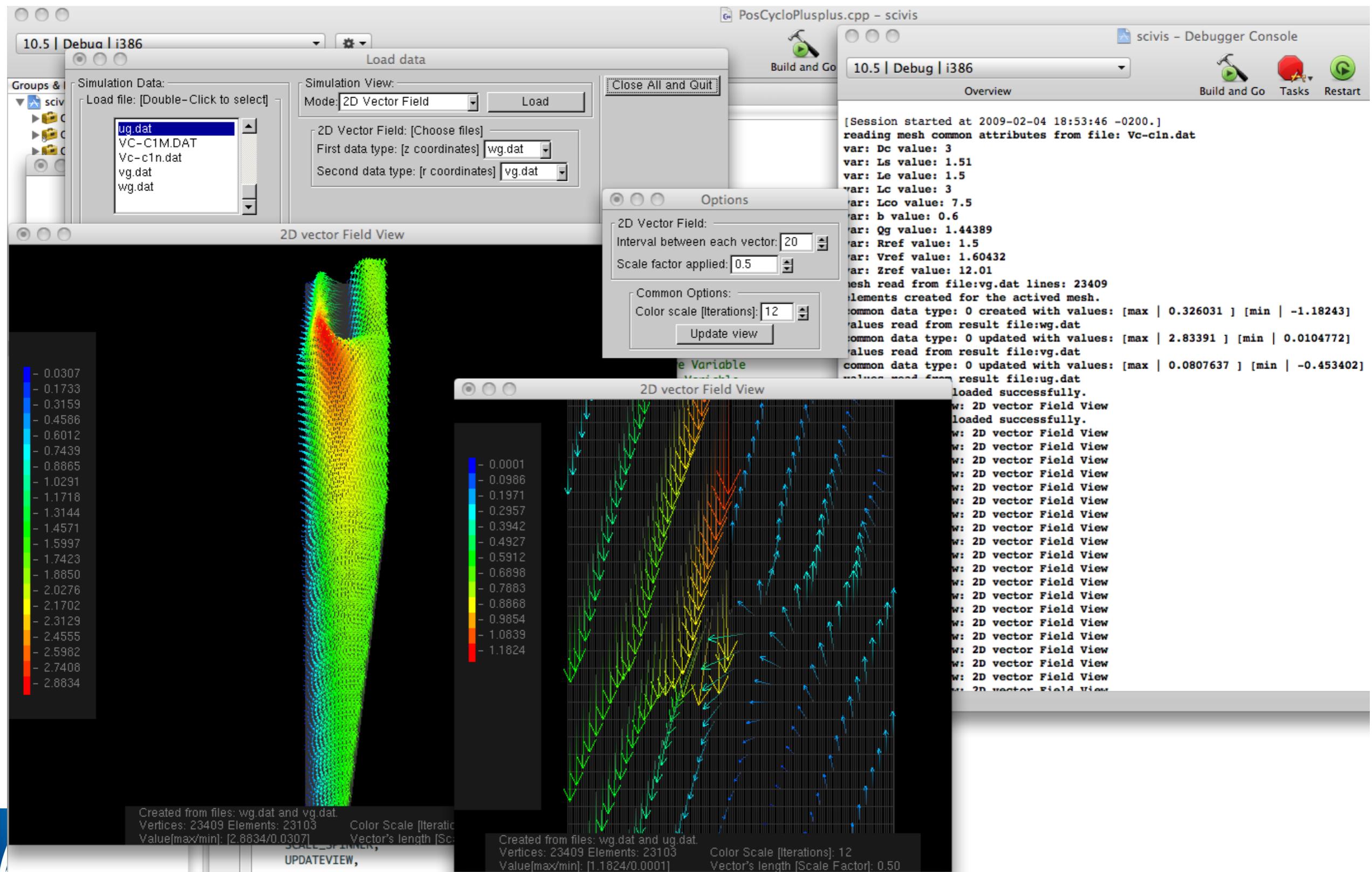
# Simulação dinâmica de fluidos – TCC



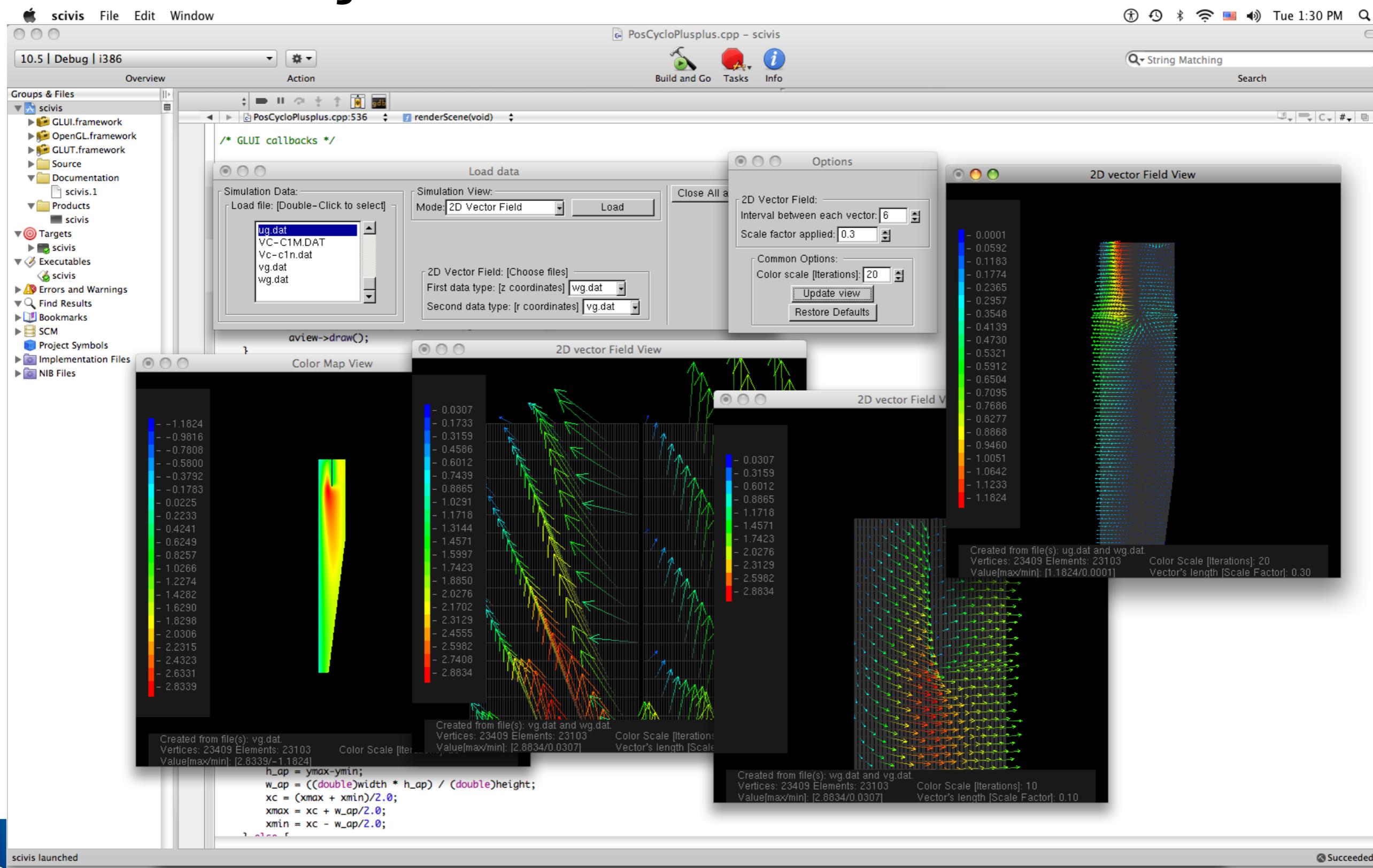
# Simulação dinâmica de fluidos – TCC



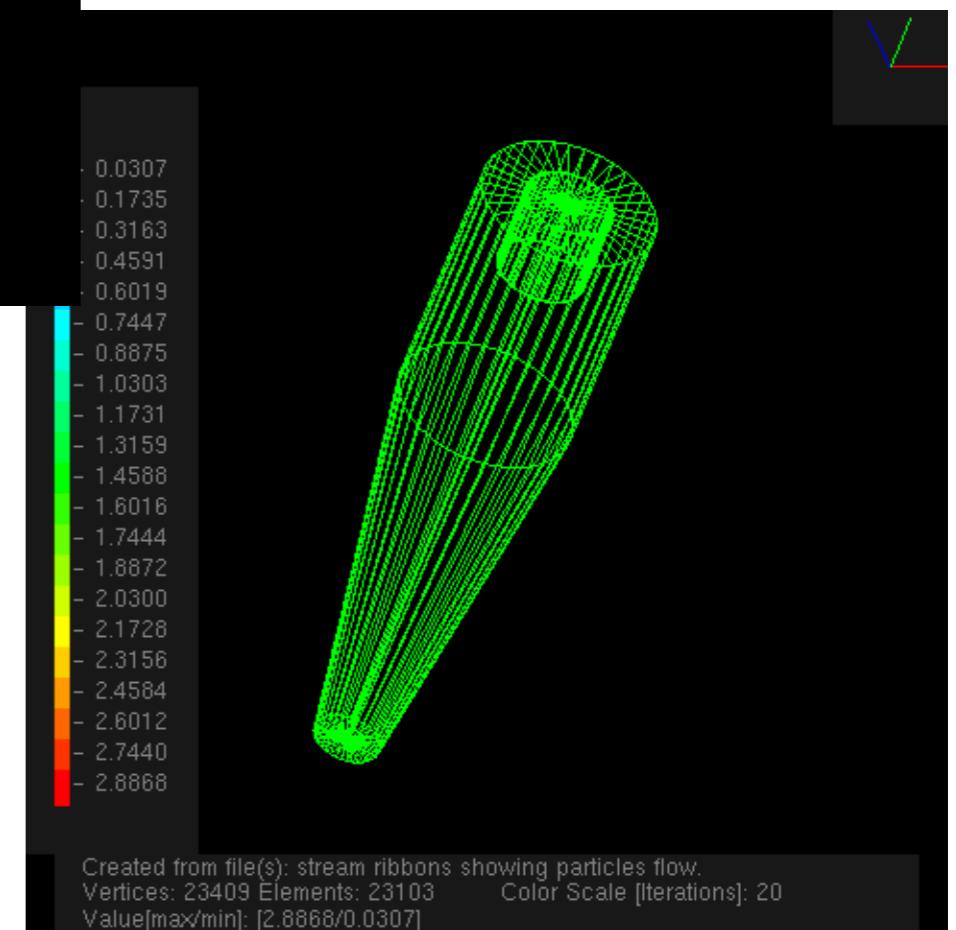
# Simulação dinâmica de fluidos – TCC



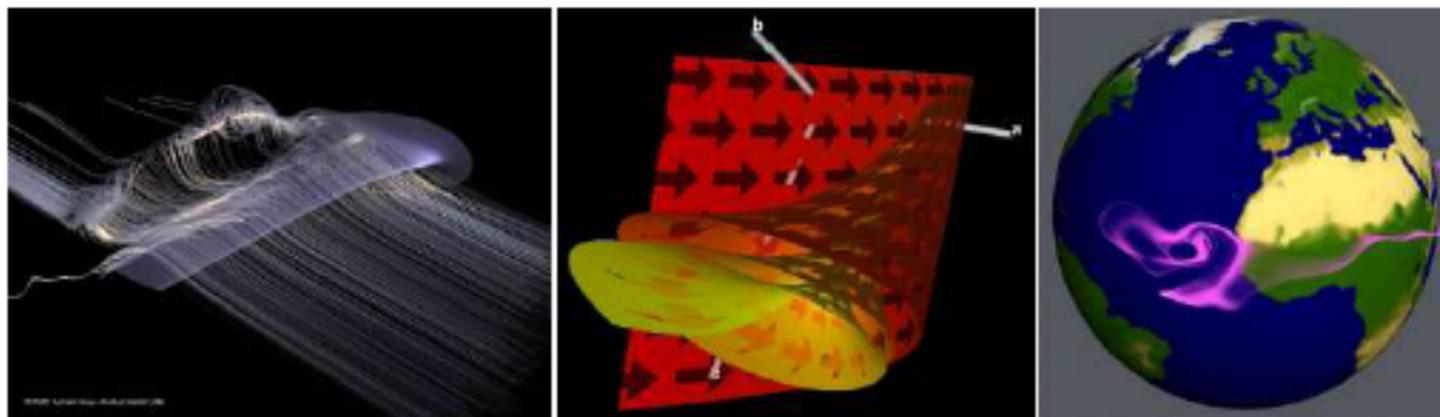
# Simulação dinâmica de fluidos – TCC



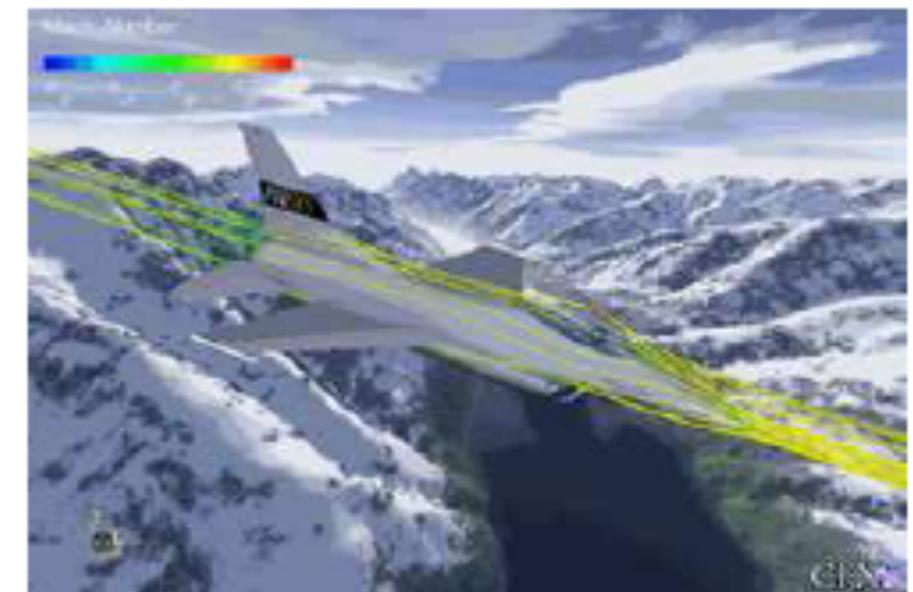
# Simulação: dinâmica de fluidos



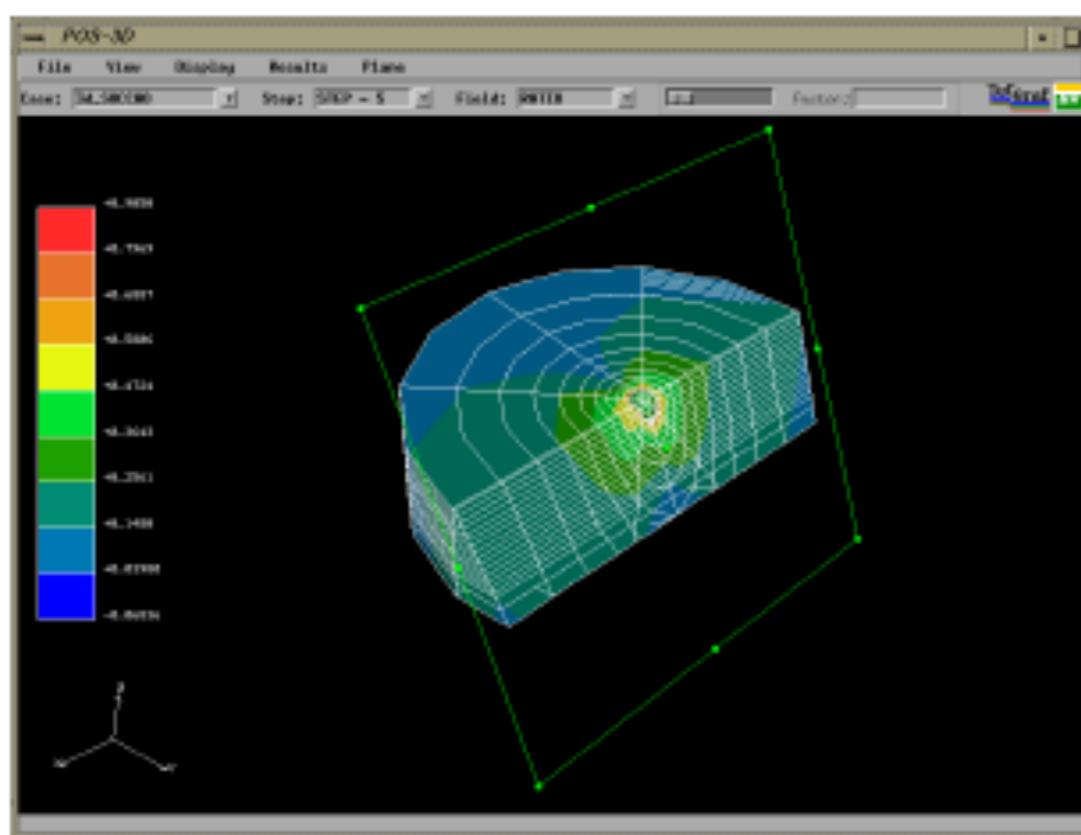
# Simulação: dinâmica de fluidos



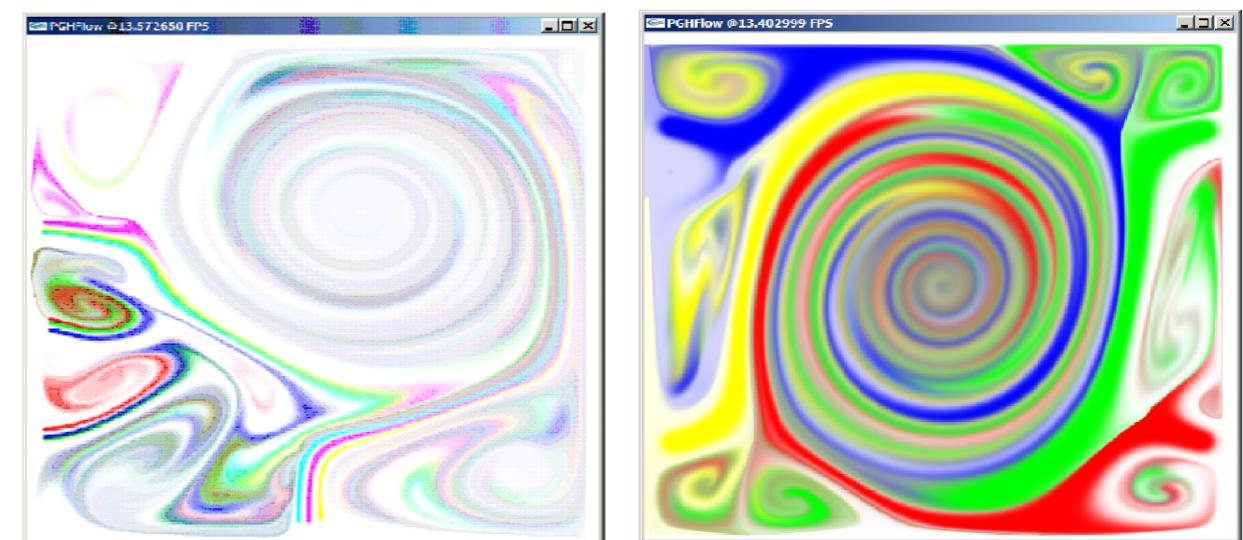
Exemplos de visualização de fluxos utilizando técnicas de streamlines (esquerda), stream arrows (centro) e flow volume (direita).



ANSYS CFX Post-Processor



Interface do software Pos3D



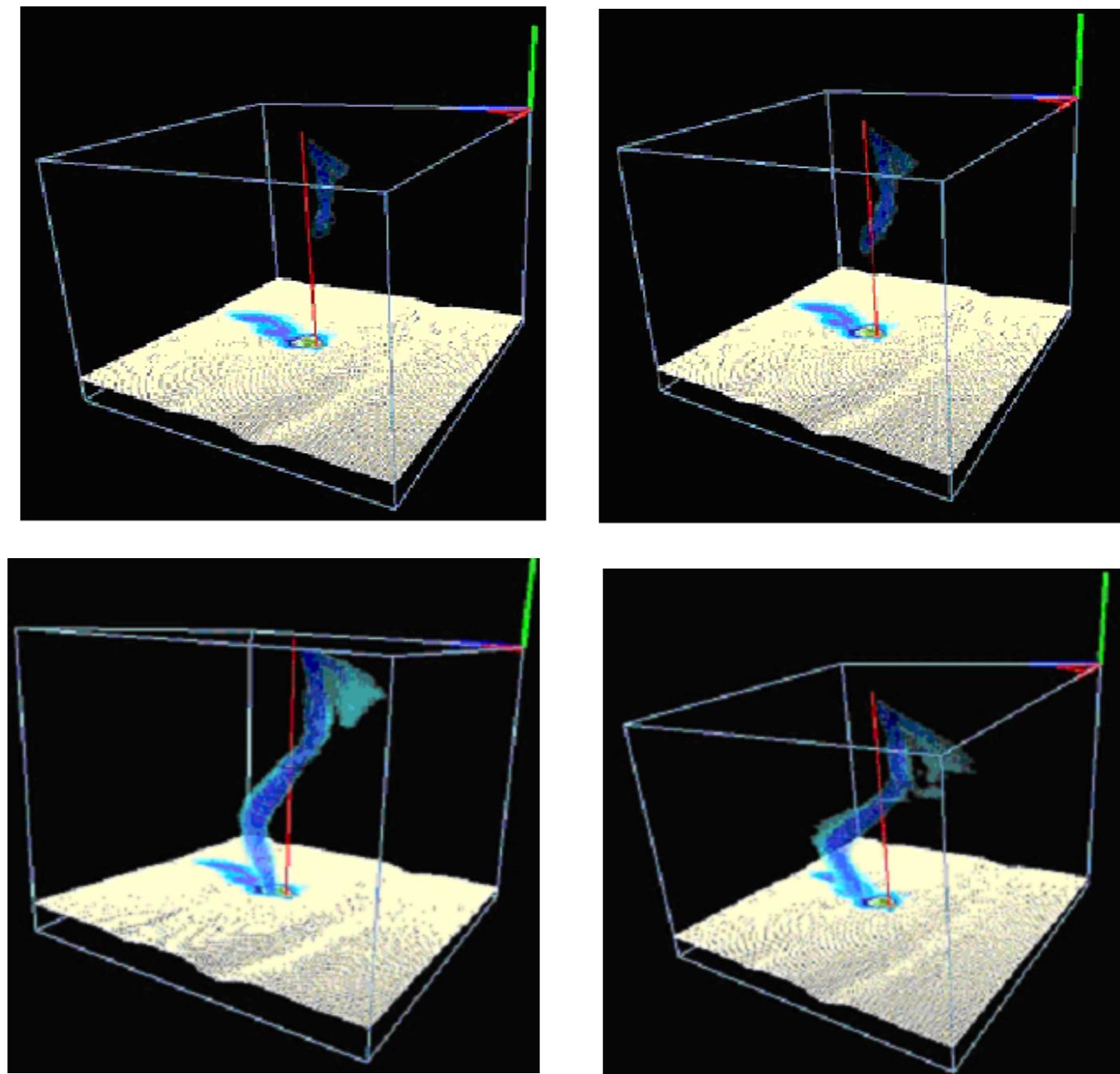
UFRGS – usando GPU

# Visualização volumétrica

Dados com variação temporal em tempo-real

UFRGS – CG  
Carla Freitas

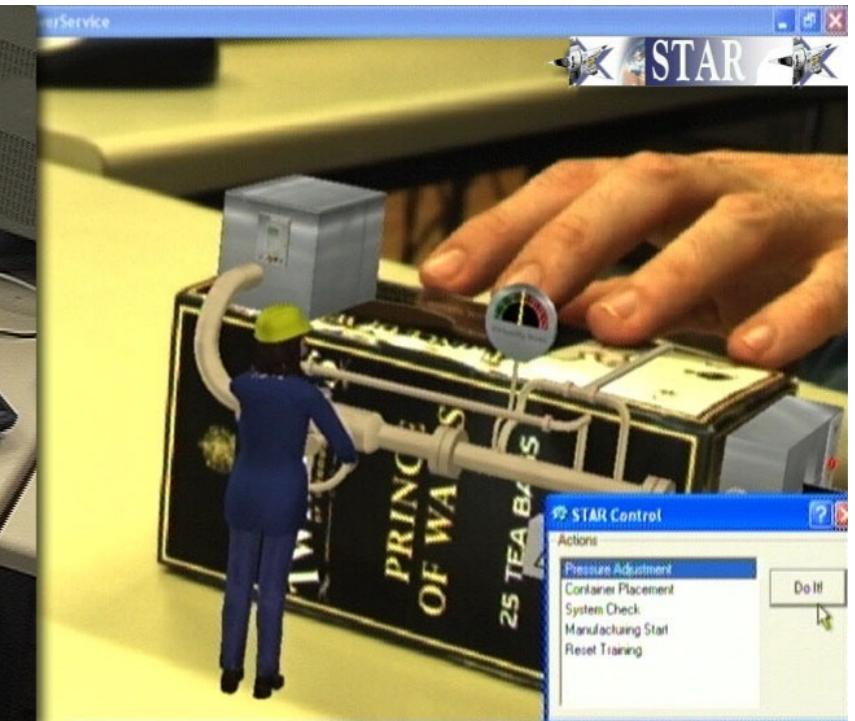
DSC/BCC – Multimídia



# Realidade Virtual – RV - VRlab

- <http://vrlab.epfl.ch/>
- The Virtual Reality Lab (VRlab), formerly Computer Graphics Lab (LIG), at the Swiss Federal Institute of Technology (EPFL) in Lausanne (map) was founded in July 1988 by its director, Professor Daniel Thalmann. The laboratory is mainly involved in the modelling and animation of Three-Dimensional Inhabited Virtual Worlds. VRlab is a world leader laboratory in real-time Virtual Humans and a key player in the area of multimodal interaction, immersive Virtual Environments, and Augmented Reality.

# RV - VRlab - Augmented Reality

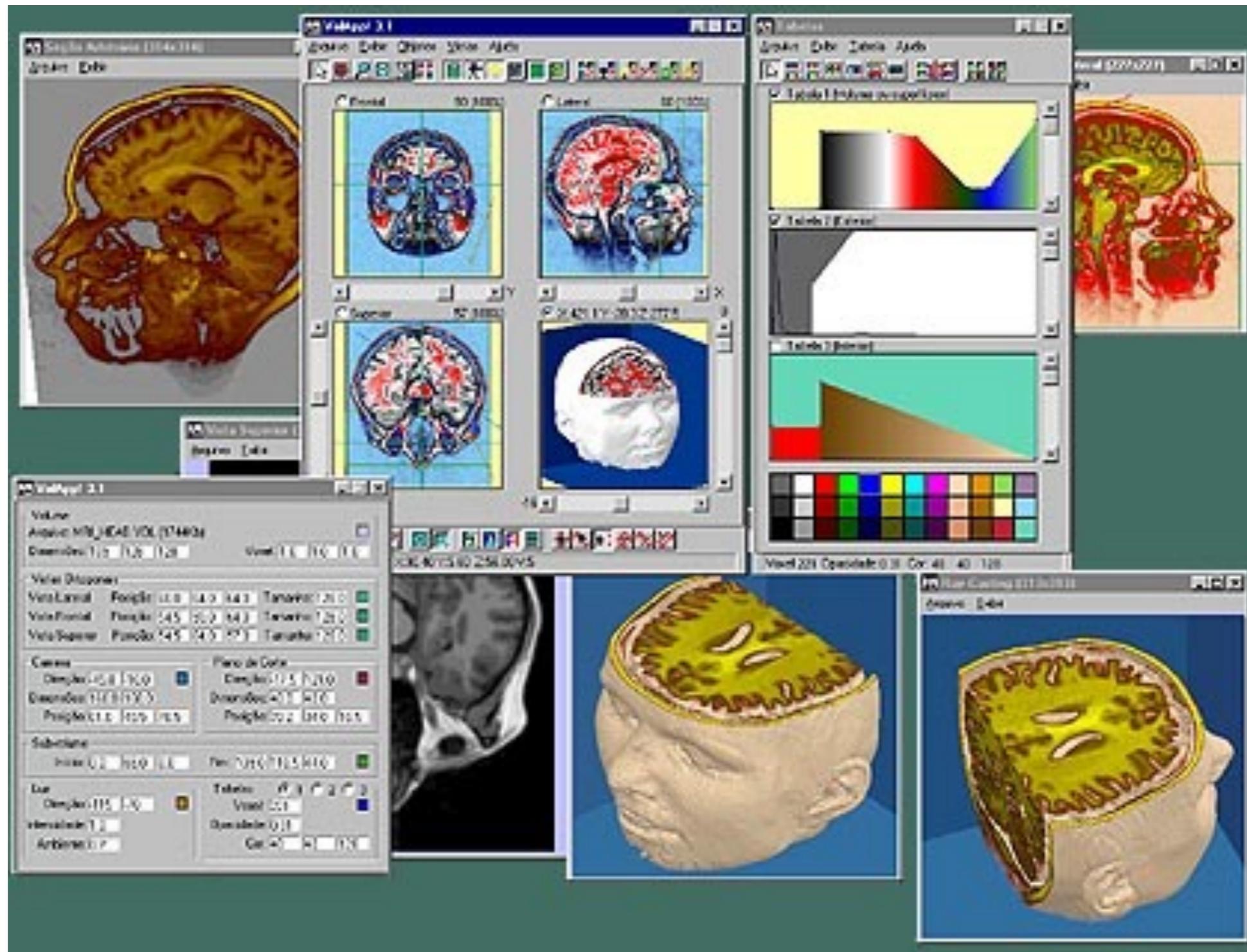


blend  
Camera &  
VR

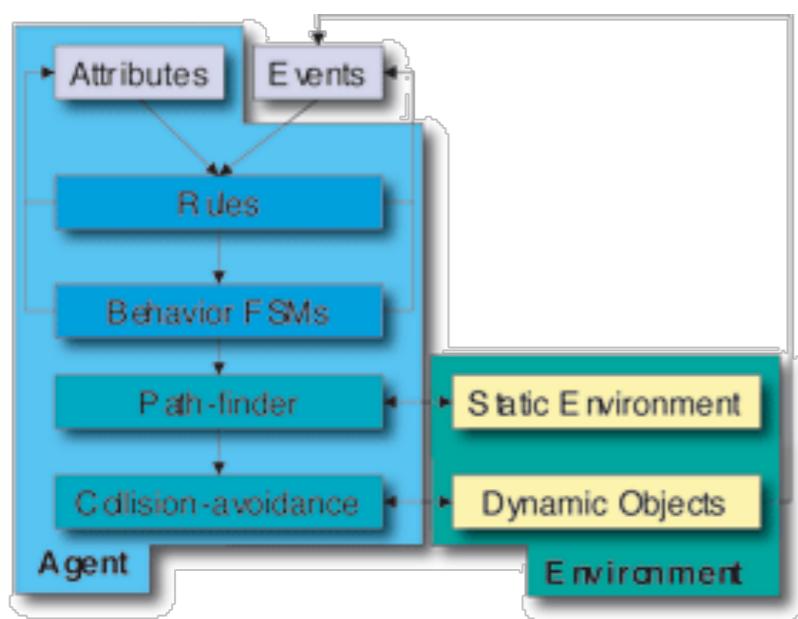
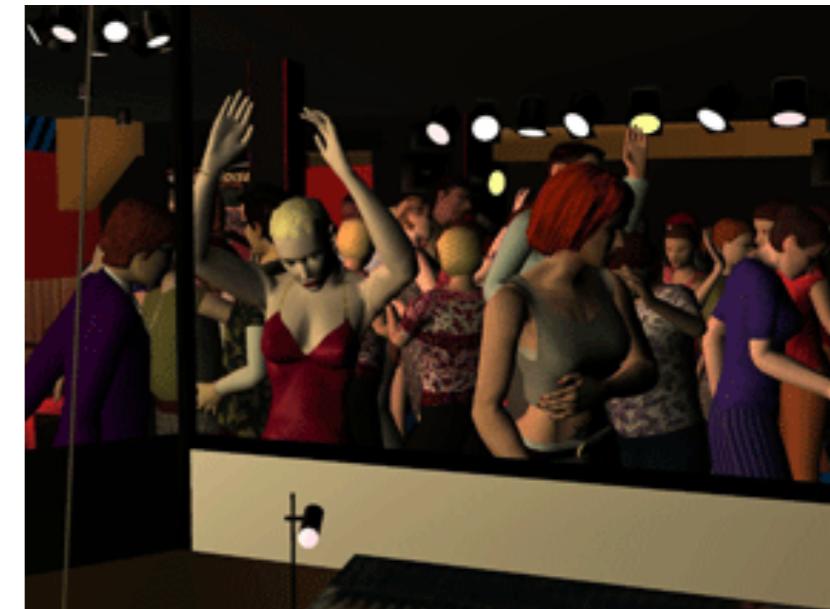


[http://vrlab.epfl.ch/research/AR\\_augmented\\_reality.html](http://vrlab.epfl.ch/research/AR_augmented_reality.html)

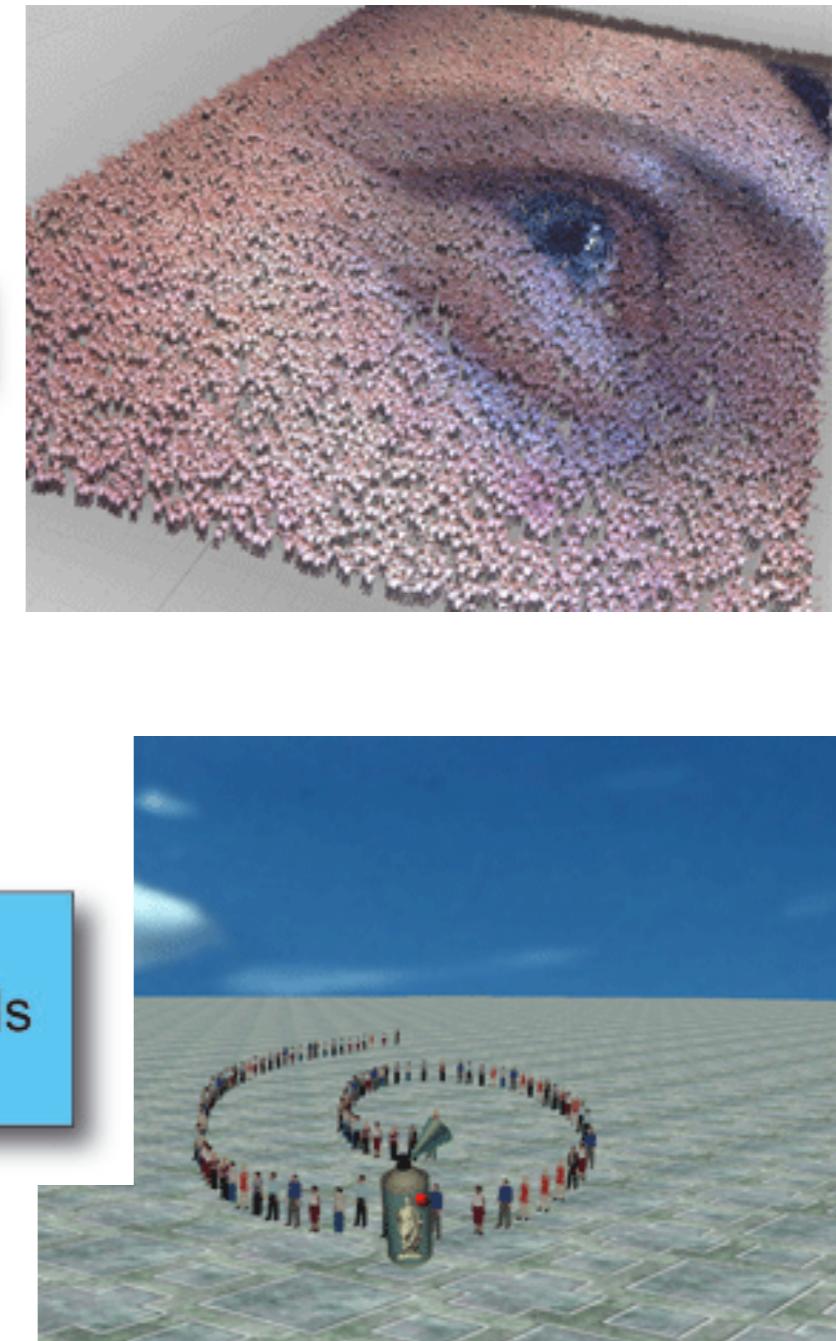
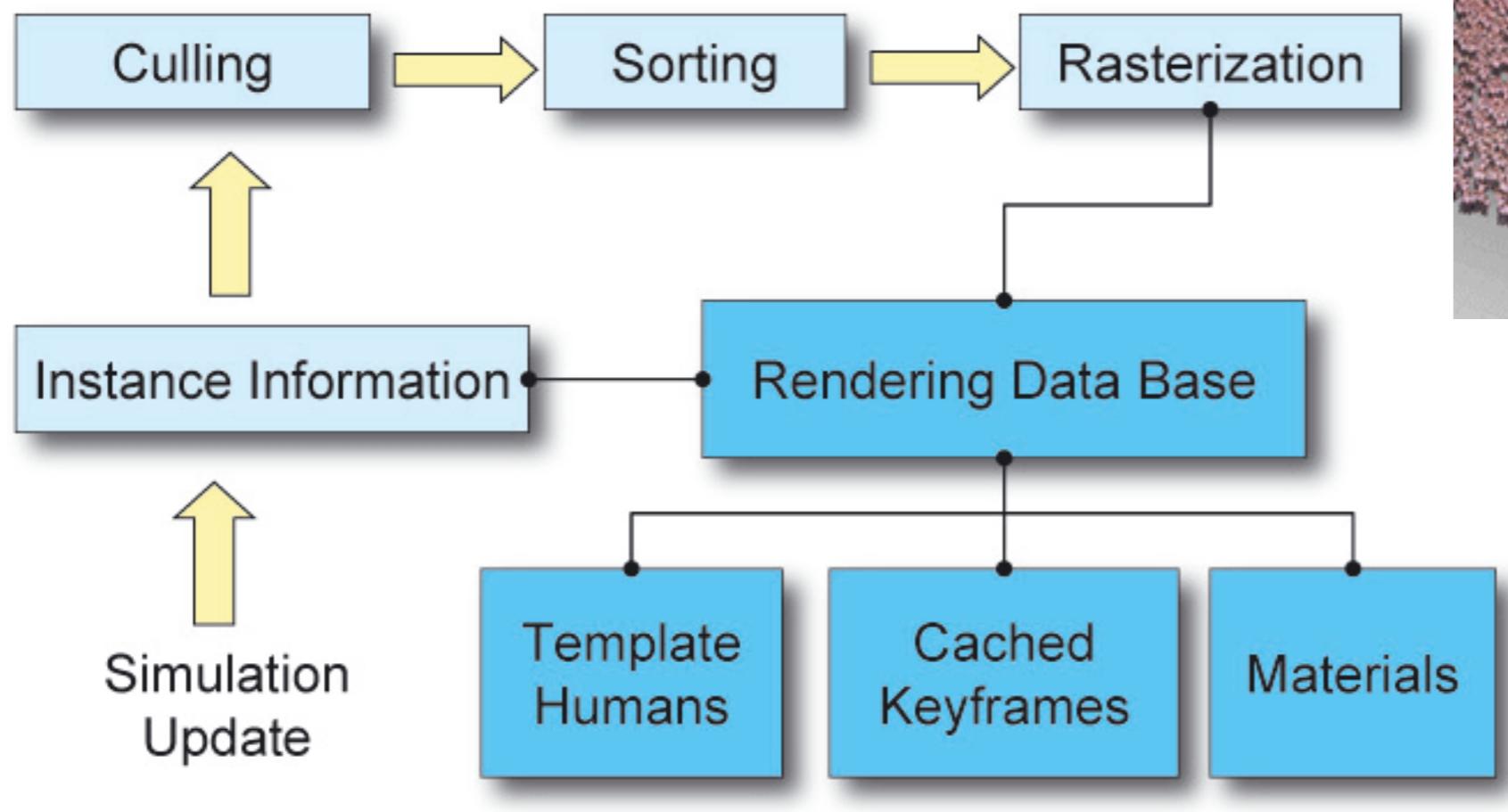
# RV - Augmented Reality



# RV - VRlab - Virtual Crowds



# RV - VRlab - Virtual Crowds

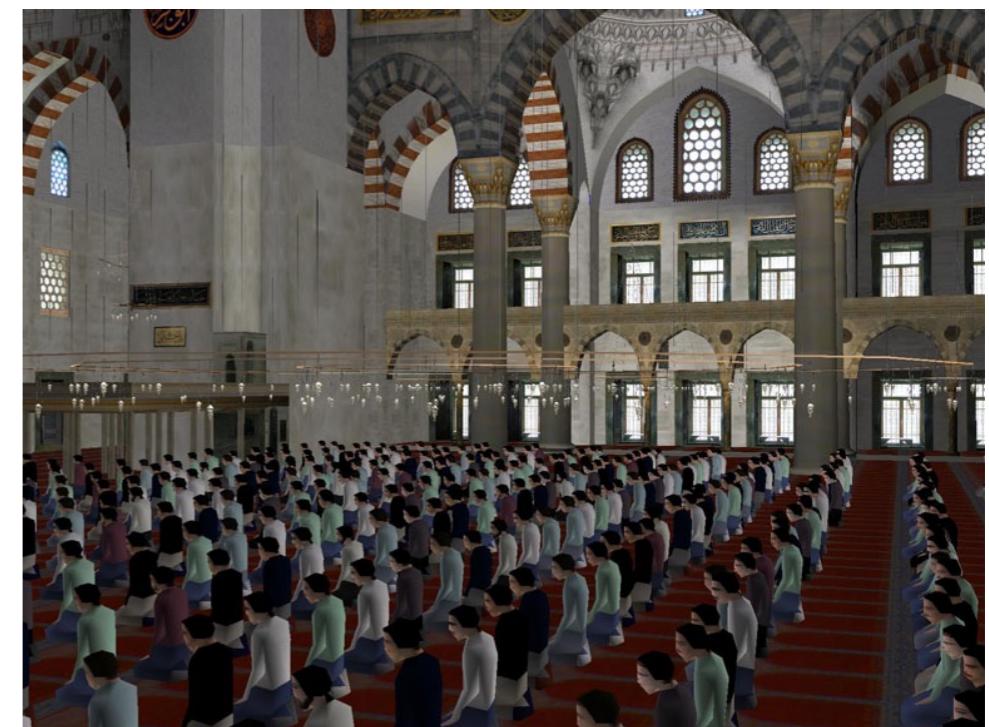
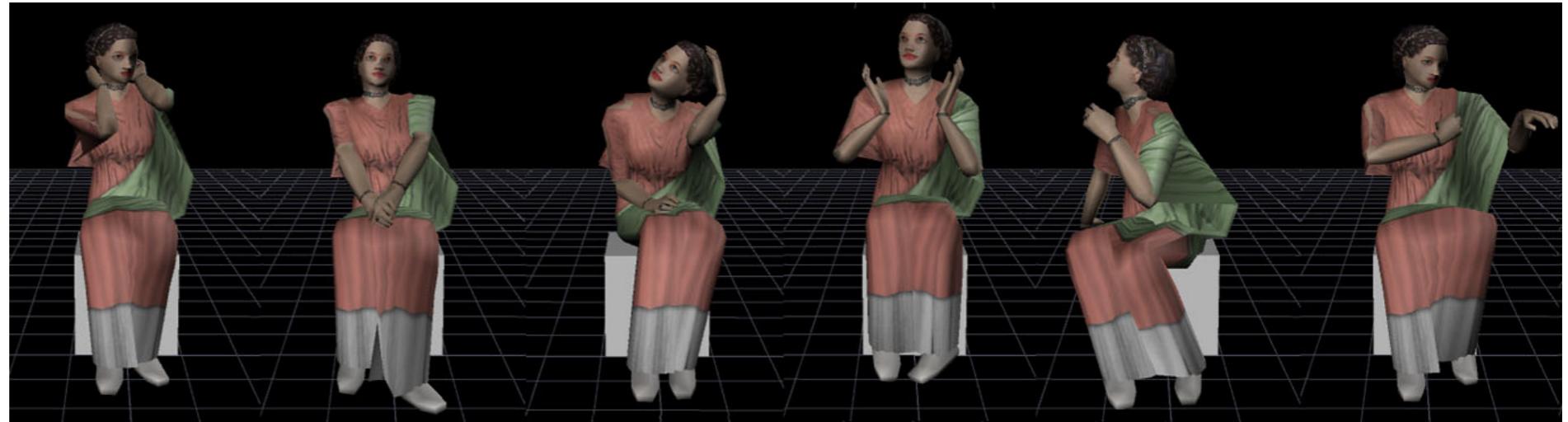


[http://vrlab.epfl.ch/research/VC\\_virtual\\_crowds.html](http://vrlab.epfl.ch/research/VC_virtual_crowds.html)



# RV - VRlab - Cultural Heritage

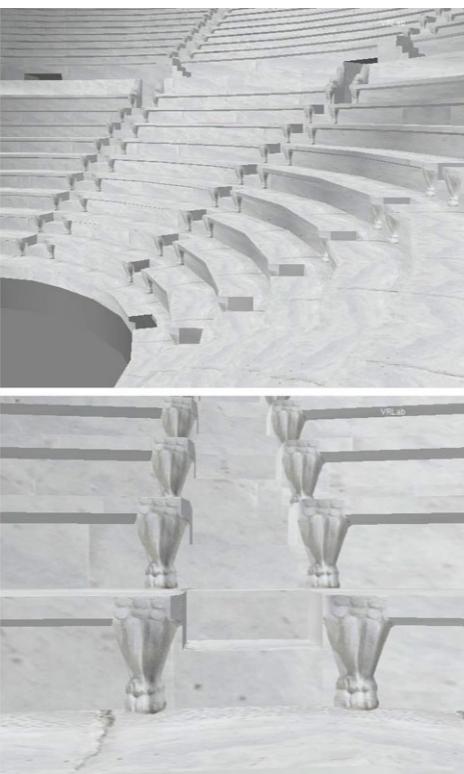
DSC/BCC – Multimídia



[http://vrlab.epfl.ch/research/CA\\_cultural\\_heritage.html](http://vrlab.epfl.ch/research/CA_cultural_heritage.html)

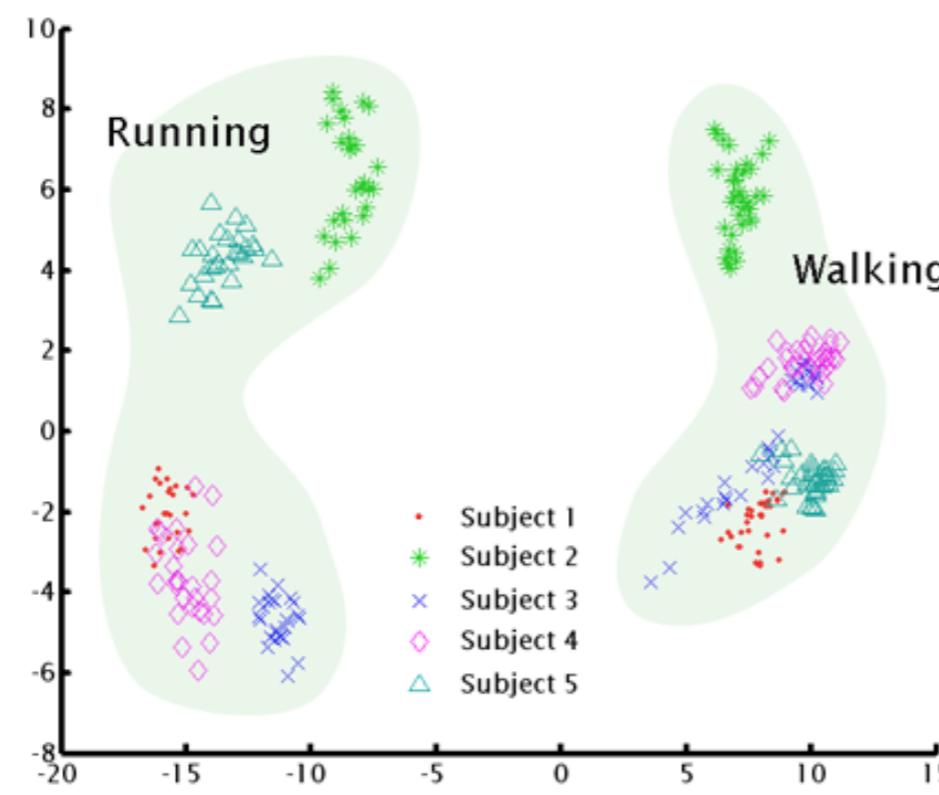
# RV - VRlab - Cultural Heritage

DSC/BCC – Multimídia



[http://vrlab.epfl.ch/research/CA\\_cultural\\_heritage.html](http://vrlab.epfl.ch/research/CA_cultural_heritage.html)

# RV - VRlab - Versatile Locomotion Engine



[http://vrlab.epfl.ch/research/LO\\_locomotin\\_engine.html](http://vrlab.epfl.ch/research/LO_locomotin_engine.html)

Profs. Dalton Reis - Paulo Rodacki

# RV - VRlab - Versatile Locomotion Engine

DSC/BCC – Multimídia



[http://vrlab.epfl.ch/research/LO\\_locomotin\\_engine.html](http://vrlab.epfl.ch/research/LO_locomotin_engine.html)

Profs. Dalton Reis - Paulo Rodacki

# RV – VRlab - Muscle Builder

DSC/BCC – Multimídia

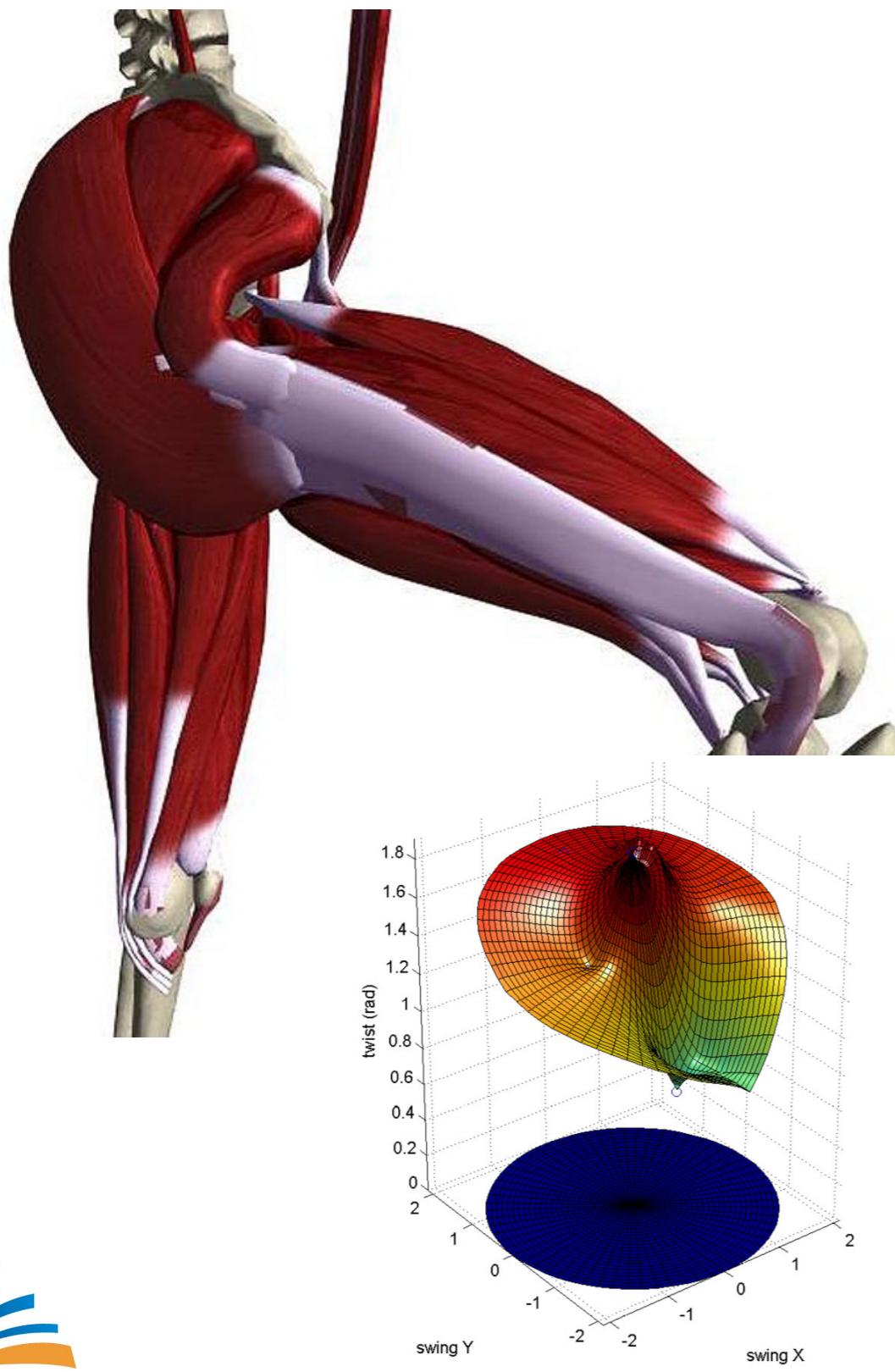


[http://vrlab.epfl.ch/research/MB\\_muscle\\_builder.html](http://vrlab.epfl.ch/research/MB_muscle_builder.html)

Profs. Dalton Reis - Paulo Rodacki

# RV – VRlab - Muscle Builder

DSC/BCC – Multimídia



[http://vrlab.epfl.ch/research/MB\\_muscle\\_builder.html](http://vrlab.epfl.ch/research/MB_muscle_builder.html)

Profs. Dalton Reis - Paulo Rodacki

# RV – VRlab - Exposure for Cognitive and Behavioral Therapy



[http://vrlab.epfl.ch/research/VRE\\_phobia.html](http://vrlab.epfl.ch/research/VRE_phobia.html)

Profs. Dalton Reis - Paulo Rodacki

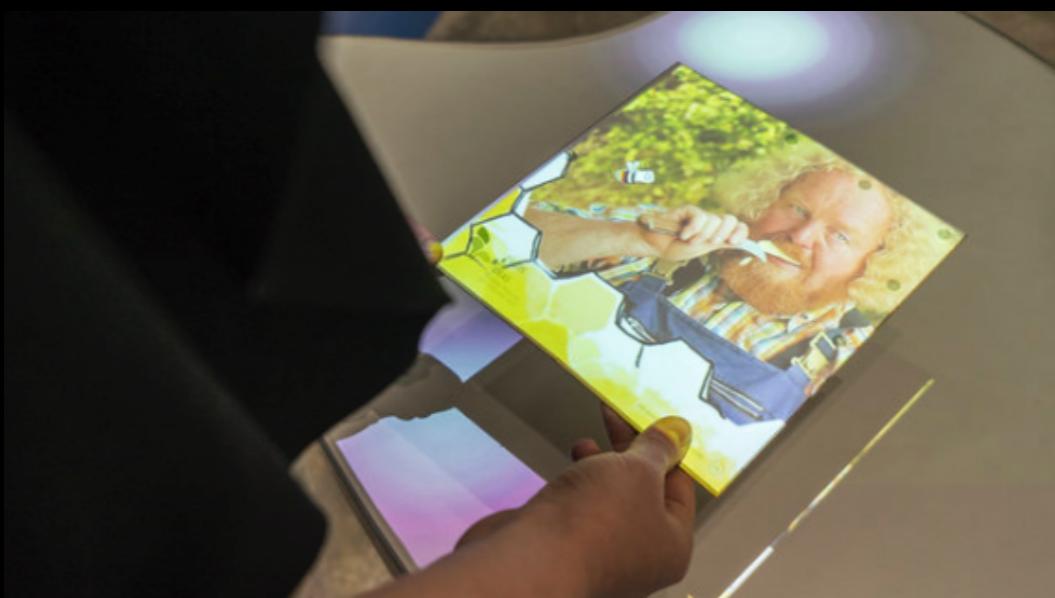
# RA: Expo2015-germany (livro interativo)



<https://expo2015-germany.de/en/exhibition/ambassador/sepp-braun?source=be-active>



<https://expo2015-germany.de/de/ausstellung/botschafter/michael-schieferstein?source=be-active>

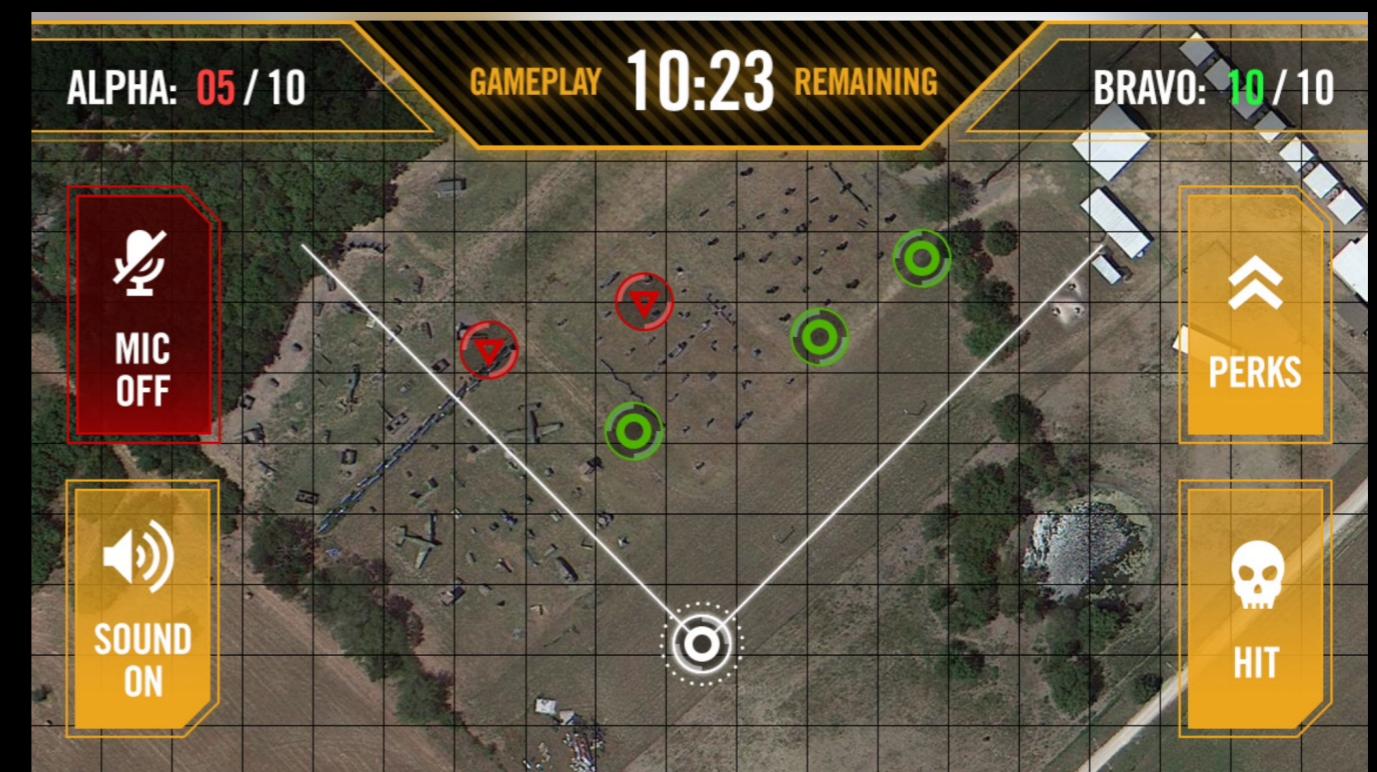


<https://expo2015-germany.de/de/ausstellung/botschafter/eckart-brandt?source=be-active>



<https://expo2015-germany.de/en/exhibition/ambassador/felix-finkbeiner-franziska-funk?source=be-active>

# RA: Overwatch - Innovis Labs (jogo interativo)



# RA: Overwatch - Innovis Labs (jogo interativo)

PLAYER STATS		
PLAYER NAME	KILLS	DEATHS
WHOSHOTME	4	0/1
RED6RED7	2	1/1
STORM.RIDER	1	1/1
RECOVEDICT	0	1/1



## Descrição

Overwatch is the next generation in interactive gaming; bringing the features of combat video games to real life airsoft, paintball, and laser tag matches. Track the location of teammates and opponents through GPS Radar, communicate with squad members at all times using Bluetooth-enabled voice chat, and utilize perks to gain an edge on your opposition. Perks include Radar Jam, Comm Hack, and more.

Buy an Overwatch tactical smartphone mount [rail mount/armband], join the Overwatch community, and get in on our gaming forums at [OverwatchApp.com](http://OverwatchApp.com).

If you own/operate an airsoft, paintball, or lasertag facility, get in touch with us to discuss integrating Overwatch into your fields and arenas.

**MK**  
MAKENJI

VIRTUAL  
REAL

SAIDA

