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| --- | --- | --- | --- | --- | --- |
| Introduction | Pre-Requisites | Home | Stage 1 | Stage 2 | Stage 3 |

Introduction

3D Netra is an interactive animation application to aid students and teachers in learning about the detailed structure and functioning of the human eye, in 3D perspective. They will be guided through a sequence of well-planned stages of animation, and tested on those concepts using interactive activities at every stage.

#### **Back to top**

## Pre-Requisites

The users should have access to an Android device of minimum 2.2 OS version, along with plugins for Blender Player and Video Player.

#### **Back to top**

## Home

This page is the home screen which gives a brief introduction to the application. It also provides the user with three options to navigate to the desired stage.

#### **Back to top**

## Stage 1: Structure of the eye

The first stage gives a three dimensional-cross sectional view of the human eye, with labels and positioning of its parts. Users can rotate the model in two directions and zoom into smaller parts. While in zoomed-in mode, the labels are temporarily disabled, and get automatically enabled when zoomed back out. The stage has a corresponding activity where the user will be given a choice of three labels for any one part. He has to select the correct label from the options and will be prompted accordingly.

#### **Back to top**

## Stage 2: Working of the eye

The second stage shows an animated video about the detailed working of the eye, the light –dark adjustment of the pupil and the formation of images on the retina and the brain.

#### **Back to top**

## Stage 3: Light Adaptation of the eye

This stage demonstrates how the iris and the pupil constrict and dilate according to the light intensity of the surroundings.