Spinal Cord Render in Blender

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Project Introduction

My project idea was to build some sort of 3D model of the spinal cord.

The figure to the left here shows the main component of this project - a 3D spinal cord render done in Blender. No presets or models were used. Each vertebrae was sculpted individually and then fitted together to form the full spinal cord.

This was my very first time using Blender. While it was definitely challenging having to learn a completely new technology, it proved both fun and rewarding at the same time.

The rest of the document will first provide an overview of the build and its components. Following that, annotations on the model will be shown highlighting important aspects of spinal cord anatomy.

Model Overview

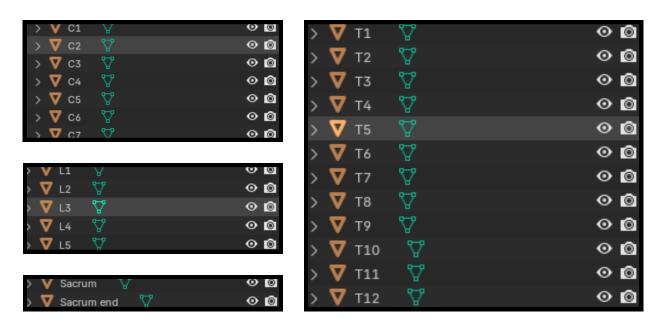






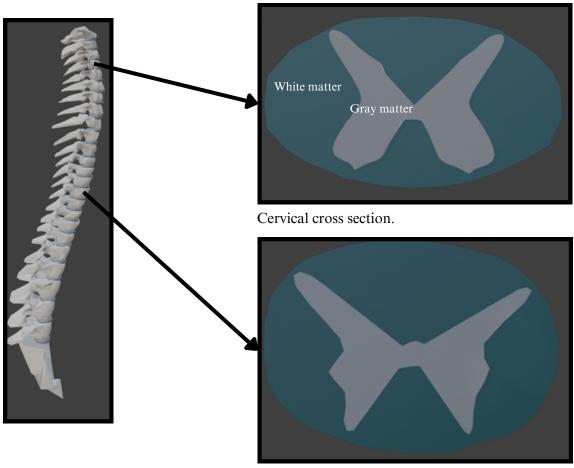


As mentioned in the introduction, all components of the spinal cord were sculpted separately. No models or presets were used.

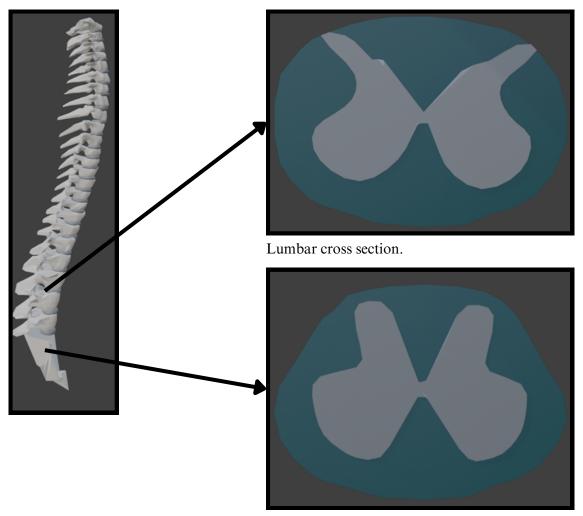


Each vertebrae of the spinal cord was created as a unique object.

Spinal Cord Anatomy - Cross Sections

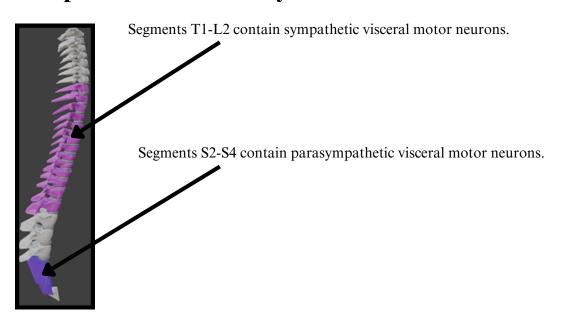


Thoracic cross section.



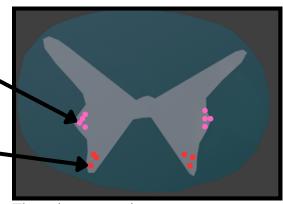
Sacral cross section.

Spinal Cord Anatomy - Visceral and Somatic



Visceral motor cell bodies are found in the lateral horn.

Somatic motor cell bodies are found in the ventral horn.

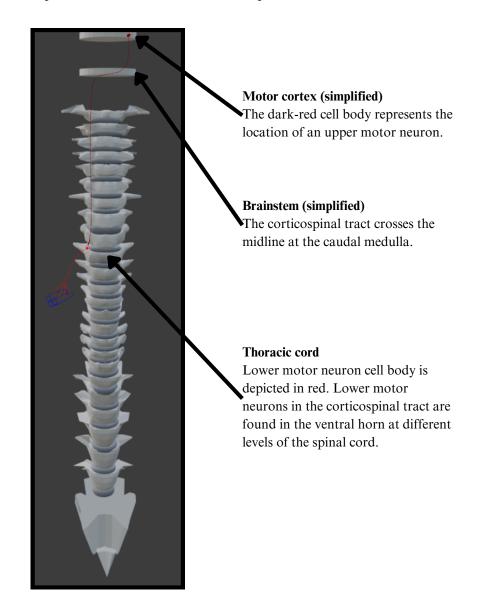


Thoracic cross section.

- Somatic motor cell bodies
- Visceral motor cell bodies

Spinal Cord Anatomy - Tract Tracing

The corticospinal tract will be used as an example here. Annotations were done in Procreate.



Spinal Cord Anatomy - Motor and Sensory Tracts

Arrows show the direction of tracts (ascending or descending)

