



IADR Hands-on Workshop
Convention Center Room 299
Friday, March 23, 2007
9:00 AM-10:30 AM



Using 3D Simulation Models in Education and Research

- 9:00 Welcome and Introductions
- 9:10 Workshop Overview
- The simulation concept and outcomes measures
 - The University of Michigan 3D prototype
- 9:15 Intro to ZBrush
- View demonstration video clip
 - Overview of workstation activity
- 9:25 Hands-on manipulation of the model by each participant
Each participant will have ~ 5 minutes to work with the model
- ZBrush Station 1 — Sharon Grayden (4 participants)
 - ZBrush Station 2 — Eric Maslowski (4 participants)
 - ZBrush Station 3 — Grayden/Maslowski (4 participants)
 - ZBrush Station 4 — Stephen Bayne (4 participants)
 - ZBrush Station 5 — Lynn Johnson (4 participants)
 - Haptics Station 6 — Mark Fitzgerald (participants rotate through)
- 10:00 Discussion and Next Steps
- Possibilities as a learning tool
 - Creating additional models
 - Testing models with students
 - Evaluation/Assessment
 - Developing a global VR “collaboratory”
 - Resources needed
 - Technology Wrap-up and on-going development
- 10:30 Adjourn

Collaboration Team: University of Michigan School of Dentistry <http://www.dent.umich.edu/>
University of Michigan 3D Lab <http://um3d.dc.umich.edu/>