

# CAVEman



By Mr. Ten Eyck

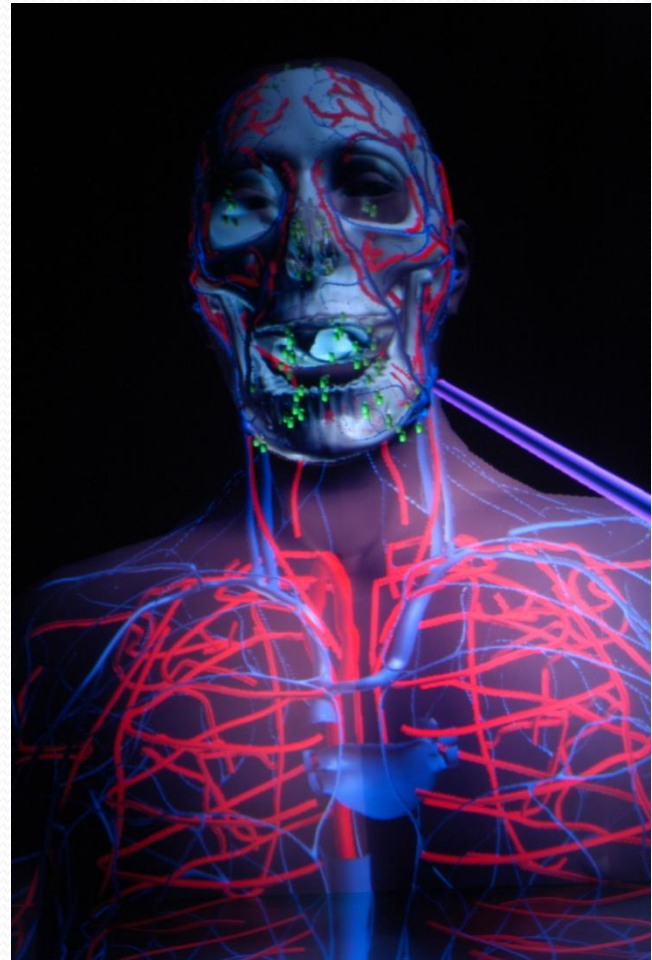
A Four Dimensional Chart of the Human Body

# Science Fiction Available NOW

The CAVEman project is led by scientist Christopher Sensen, and with a team of others from the University of Calgary in Canada he has created something out of an episode of BONES.

Giant holographs, let alone interactive ones, have long been part of Star Trek and other fictional shows, but right now, in a special room named the CAVE, it is a reality.

Not only does this device project a room sized model of the human body, it can simulate the passing of time and zoom in to the level of DNA with the touch of a button.

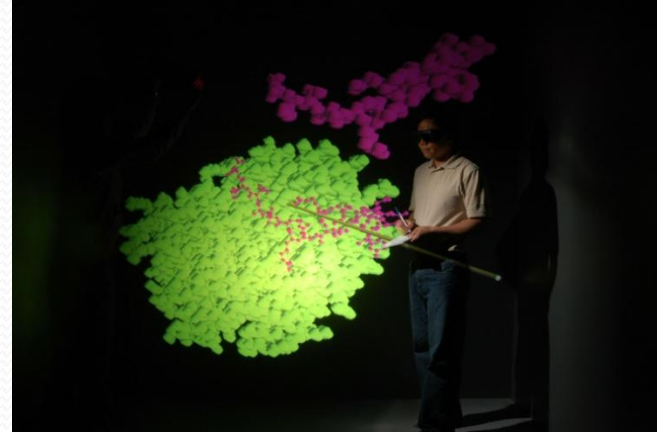


# More than Just One Room

The holograph projector is not the most important aspect of this project, however. The actual program that runs it took over four years for the team to write, and it contains enough information to simulate a human body in the CAVE room, but can also be used on other computers with regular displays to help research and diagnose patients.

The next step for the team is to hook the program into medical sensors in a patient in real time. This way, instead of a model human, you could see what is happening in 3D, predict in 4D, and spin your patient around to see different things without actually causing discomfort.

Take that, House, MD.

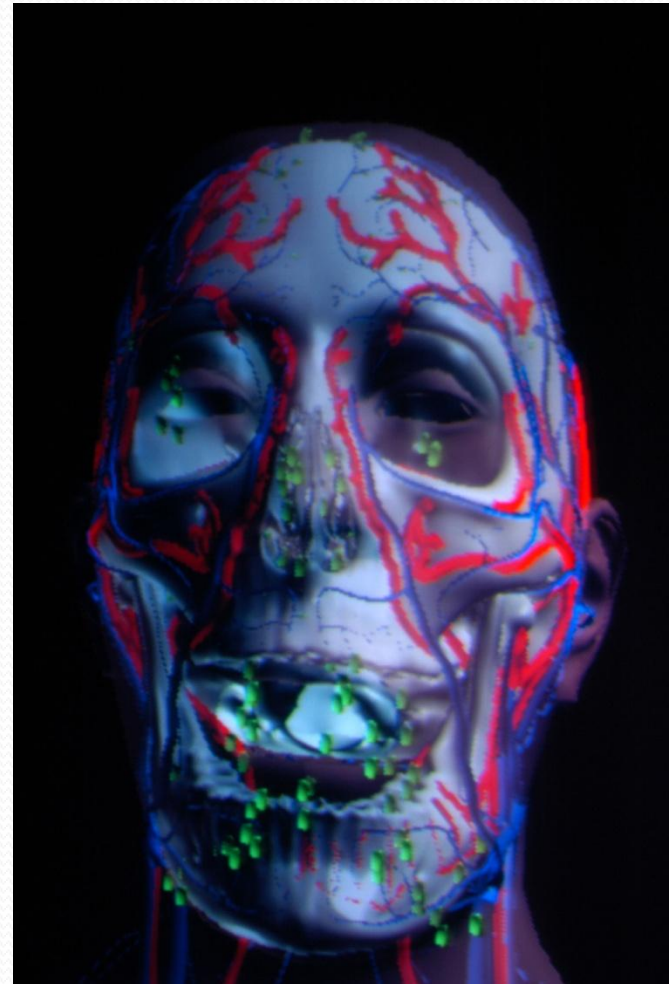


# This Could be a Major Advance

Because this program can look at microscopic parts of the human body, and move the body around without having to look at separate x-rays, scans, etc. Doctors could see a problem they would have missed without all the information together at once.

Even without the real time scanning, medical students can use the holograph to study the human body without waiting for a cadaver to dissect.

The ability to look at a whole body, and then zoom down to see if there are any micro-causes to a problem is amazing as well. This computer program could save lives and cut down on patient pain due to more accurate and timely diagnoses.



# Research Sources

- <http://www.visualgenomics.ca>
- Popular Science; July, 2009