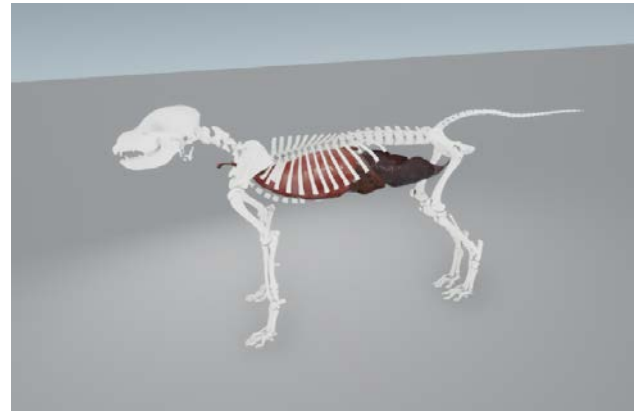


Library Letters:

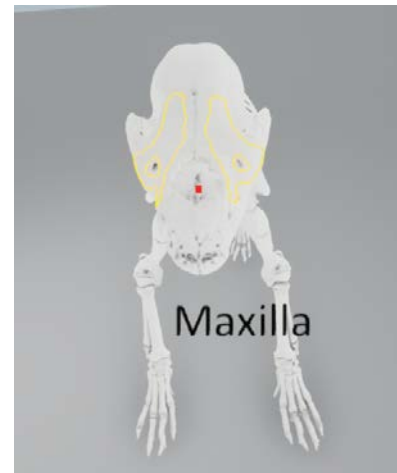
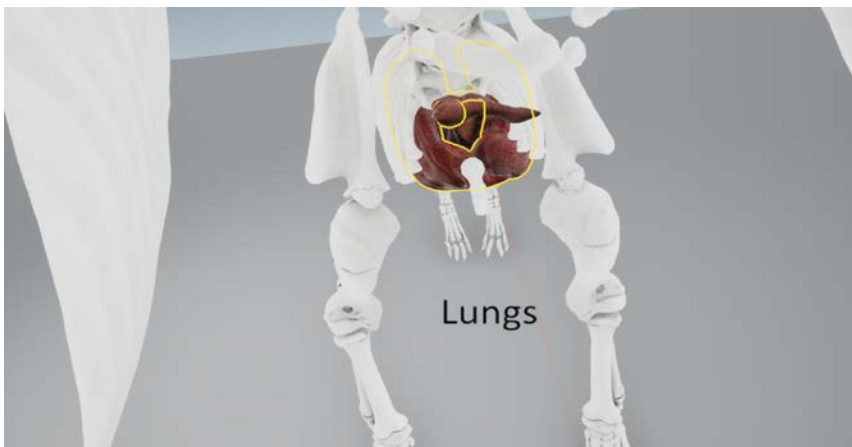
February 2019: Virtual Reality Dog

Veterinary Medicine Library



What is the Virtual Reality (VR) Dog?

This is a software program that has been developed within the VMCVM in collaboration with the School of Visual Arts and the University Libraries to provide a new way to explore canine anatomy by literally taking you inside the dog.



Where can I access the VR Dog?

The program is located in the Vet Med Library. You will need to check out the VR headset and handset at the front desk. We will provide a quick training on how to access and use the software. We are also conducting a study of how effective this software is in learning anatomy, so we'll ask that you sign in and out and take a short survey each time you use the program.

Future enhancements:

We plan to add more anatomical features to the program beyond what is currently available. Our goal is to make this an effective learning tool, but to do that we need your help! Come on by and try out this program and let us know what you like & dislike so we can make enhancements and other improvements. And for all you cattle enthusiasts, a VR cow is under development. Stay tuned!

