



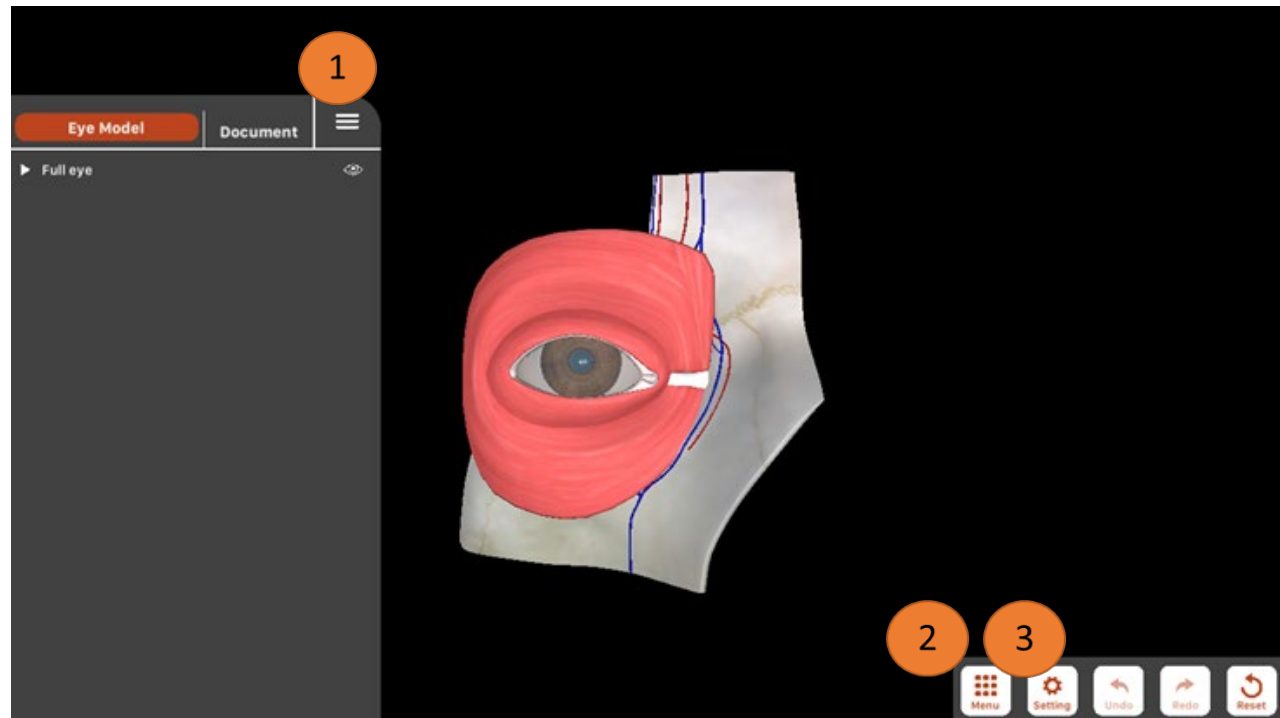
See
STUDY EYES EASY

User Guide

Getting Started

This is the start up screen for the eye model.

- 1 Tap to close the extra menu
- 2 Tap to access other parts of the eye model
- 3 Tap to access display and control setting of the eye model



Settings

1

Change the control speed of the eye model

2

Display one eye or two eyes in the model

3

Quit the eye model programme

The screenshot shows a settings interface with two main sections: 'Control speed' and 'Other Options'. The 'Control speed' section contains three sliders for 'Rotate speed', 'Zoom speed', and 'Move speed', each set to 1.00. The 'Other Options' section has a 'Show two eyes' checkbox. At the bottom, there are two buttons: 'Reset settings to default' and 'Quit'. A vertical orange bar is on the right side of the screen. Numbered callouts (1, 2, 3) are placed over the interface to correspond with the instructions on the left.

1 Control speed:

Rotate speed: 1.00

Zoom speed: 1.00

Move speed: 1.00

2 Other Options:

Show two eyes:

3

Reset settings to default

Quit

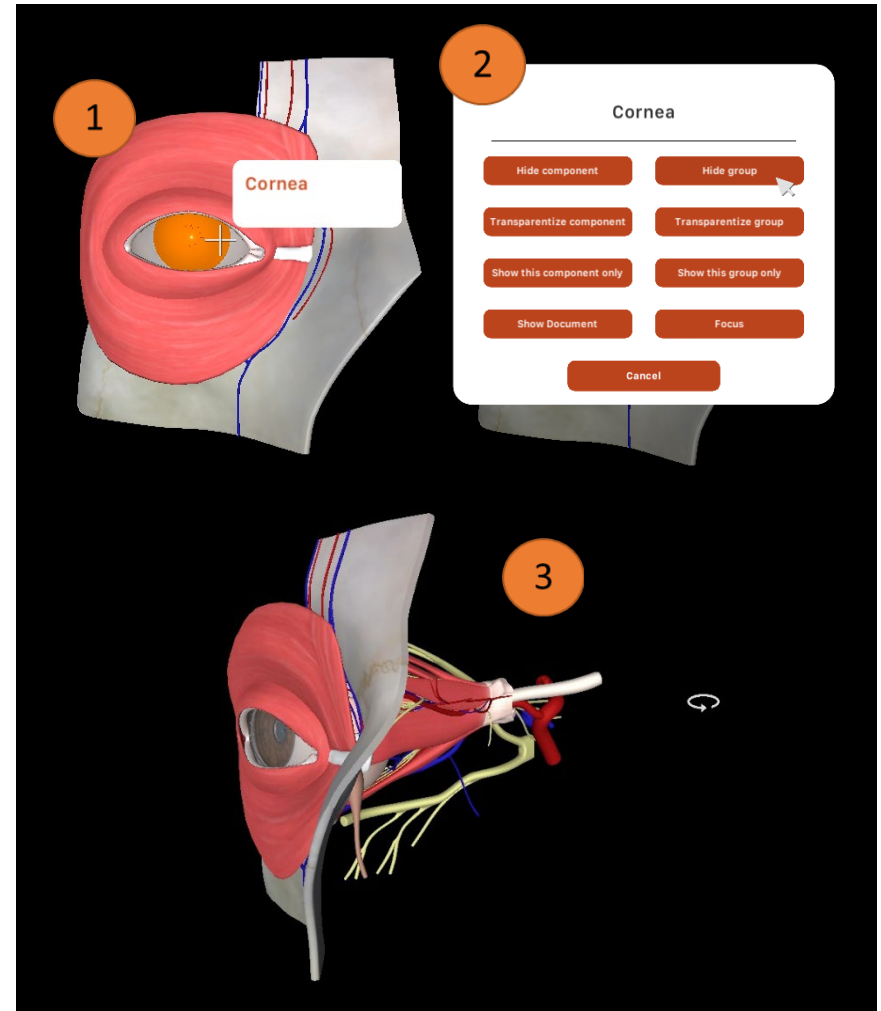
Basic Controls

1 Tap a structure to see the name

2 Tap the structure name to open option menu for that structure

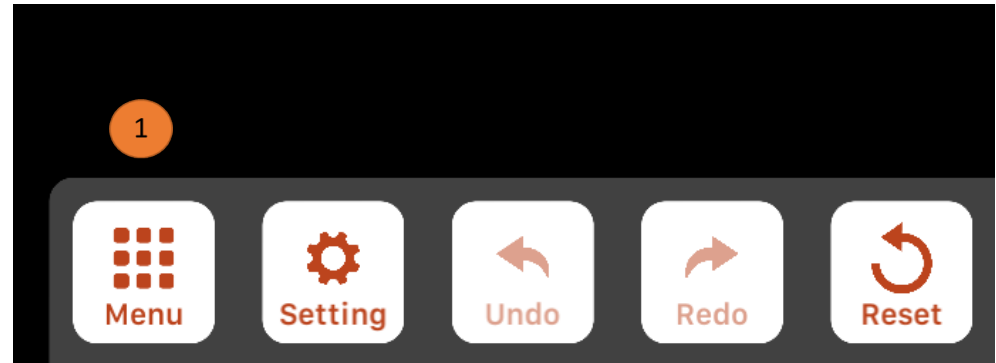
3 Two fingers swipe to rotate the eye model

Pinch to zoom out and in

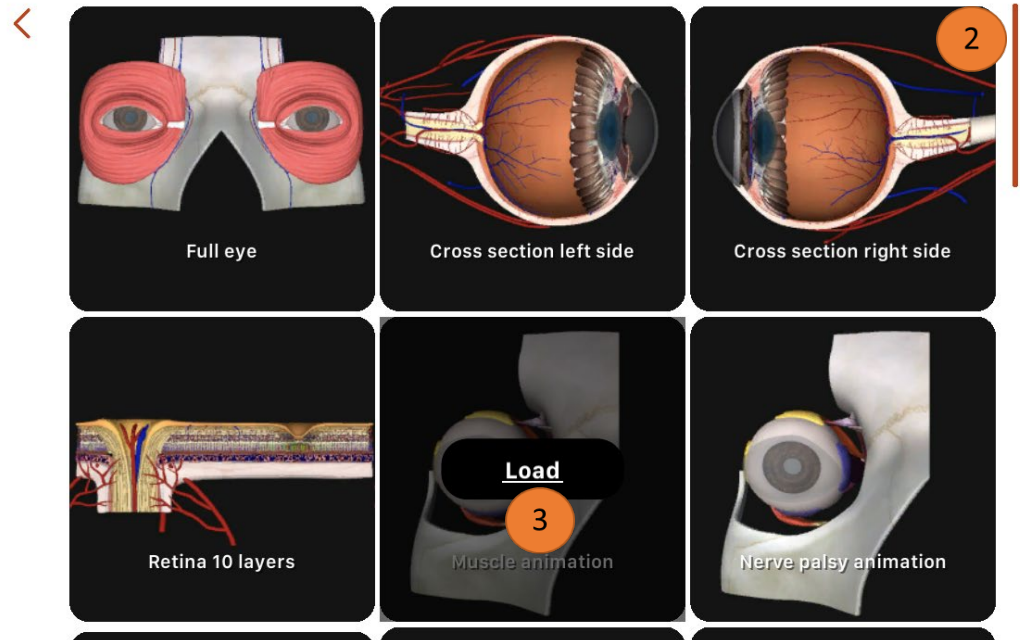


Menu

1 Tap menu to access other parts of the eye model



2 Scroll down to see more parts of the eye model



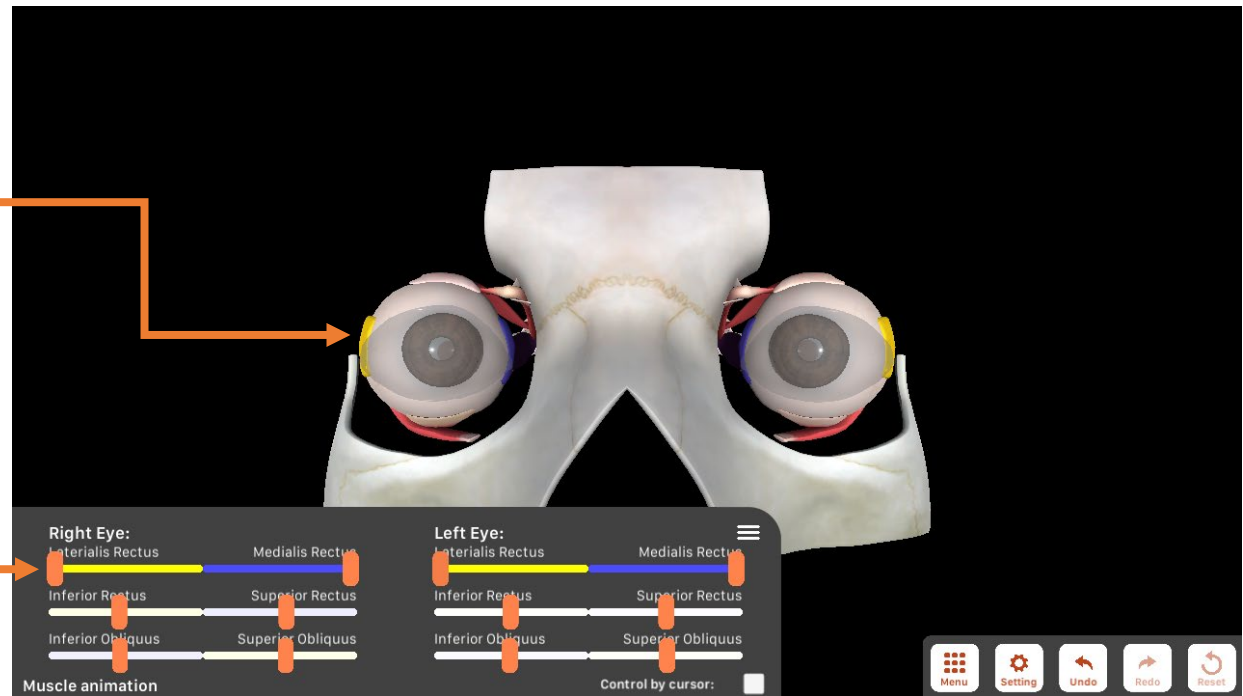
3 Tap on the icon then click "Load" to use the selected part of the eye model

Muscle animation

The eye model can also be rotated, zoomed in/out in this mode

Muscle in action
will be highlighted
Blue: contracting
Yellow: relaxing

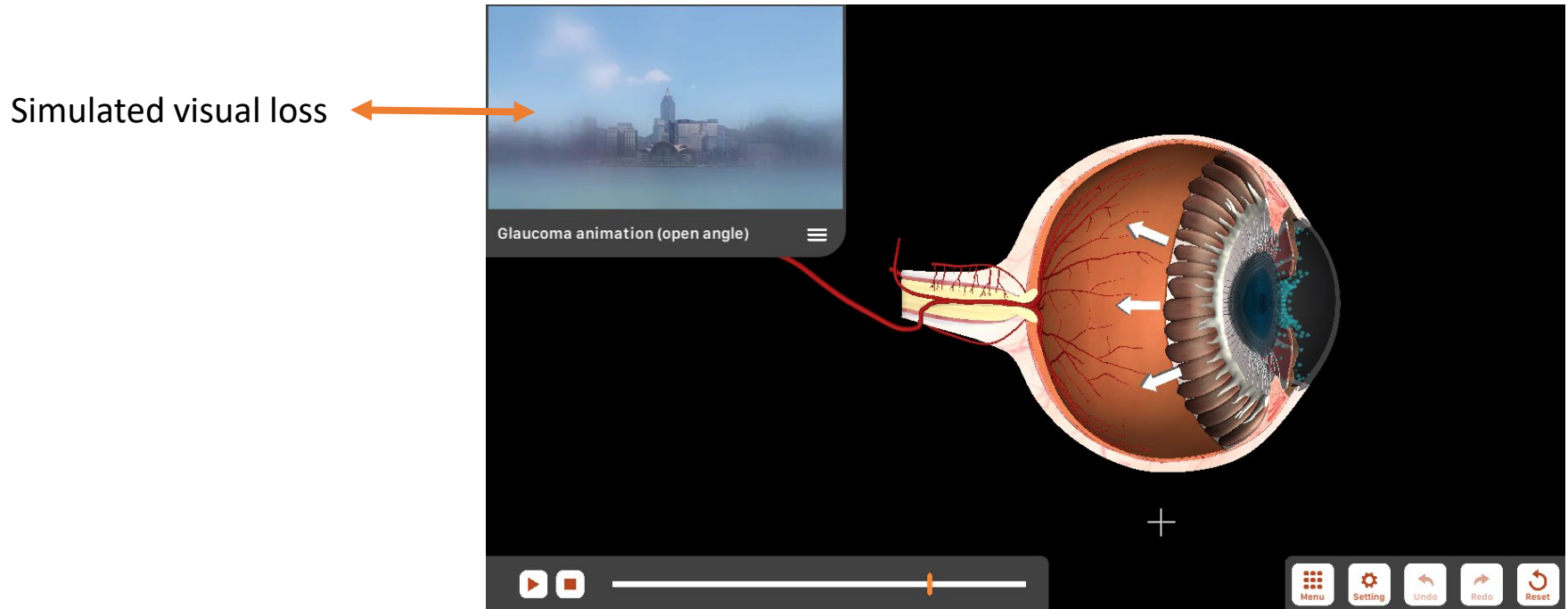
Drag to contract each muscle
Blue: contracting
Yellow: relaxing



Tap to make the model eyes
follow the movement of the
cursor

Animations

The eye model can also be rotated, zoomed in/out in this mode

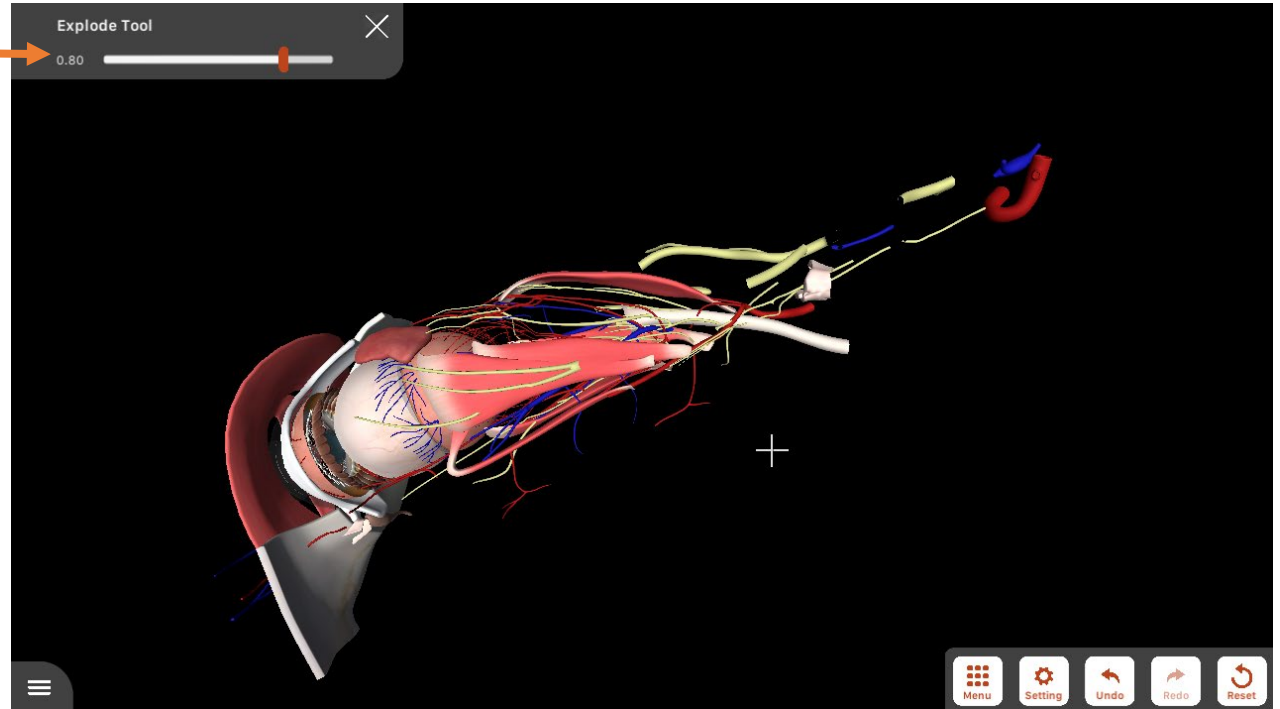


Play, pause or drag the cursor to view the animation frame by frame

Explode the eye!

The eye model can also be rotated, zoomed in/out in this mode

Drag to separate the structures of the eye



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