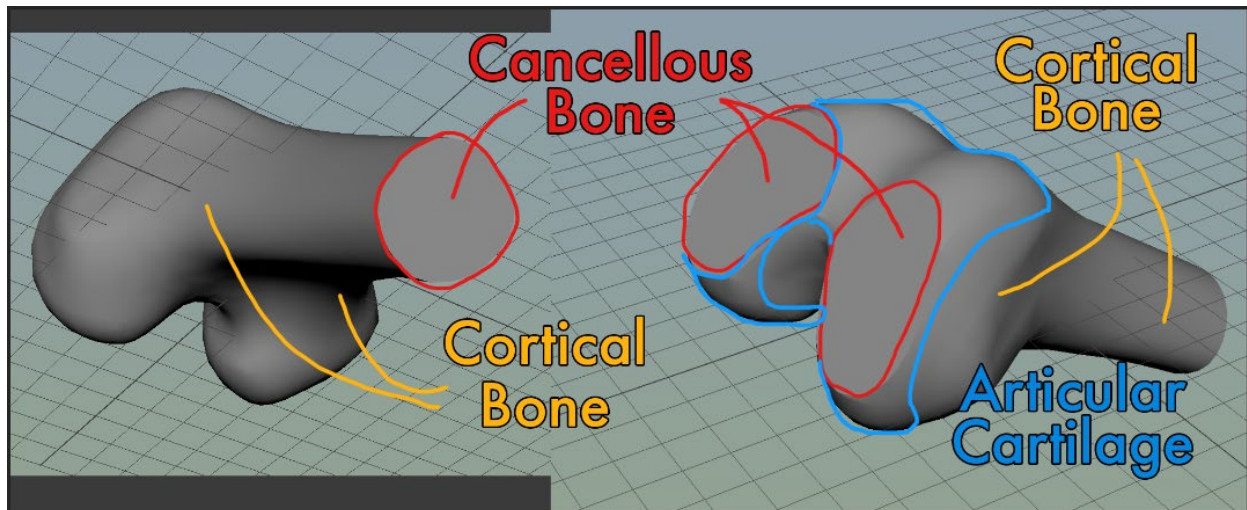
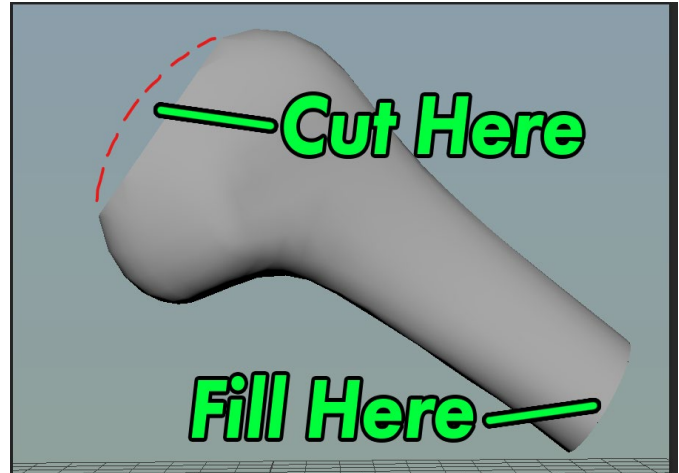


# VR Artist Art Test Reference

For this art test our expectations are to have the artist create textures, materials, and lighting for this posed knee model. This model is focused to show the boney anatomy of the knee with the first distal cuts made for a total knee implantation.

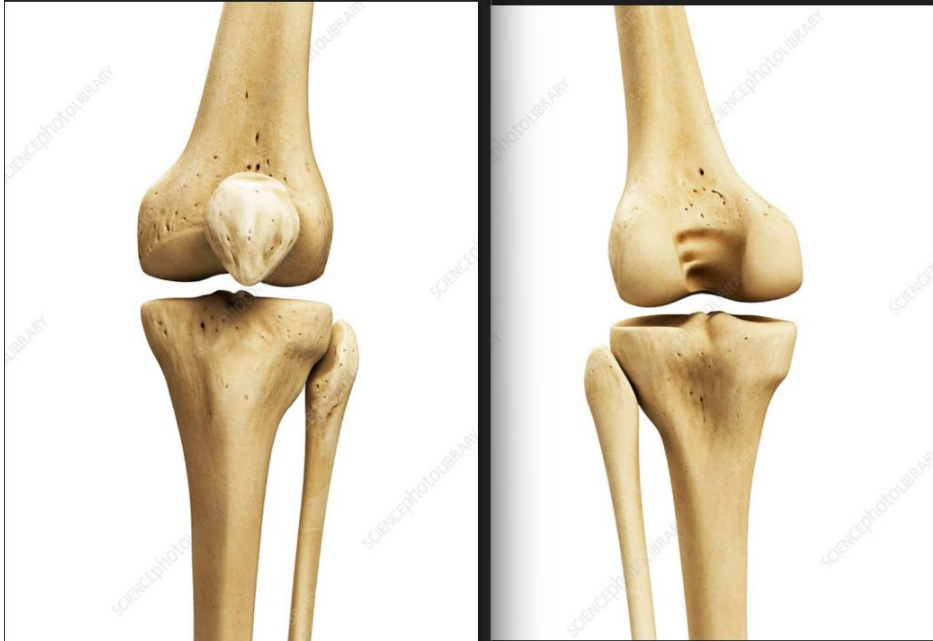
The artist is to use the supplied model file (Sourcefiles/FemurModelingTest.mb).

1. The artist is to fill in femur and texture it to show cancellous bone in cross-section.
2. Make distal cuts on the femoral condyles on the femoral head.
3. Create and apply a texture using the supplied direction outlined below.
4. The anatomy should show boney anatomy, cartilage on the articular surfaces, and cancellous bone on the distal chamfer cuts on the femur.



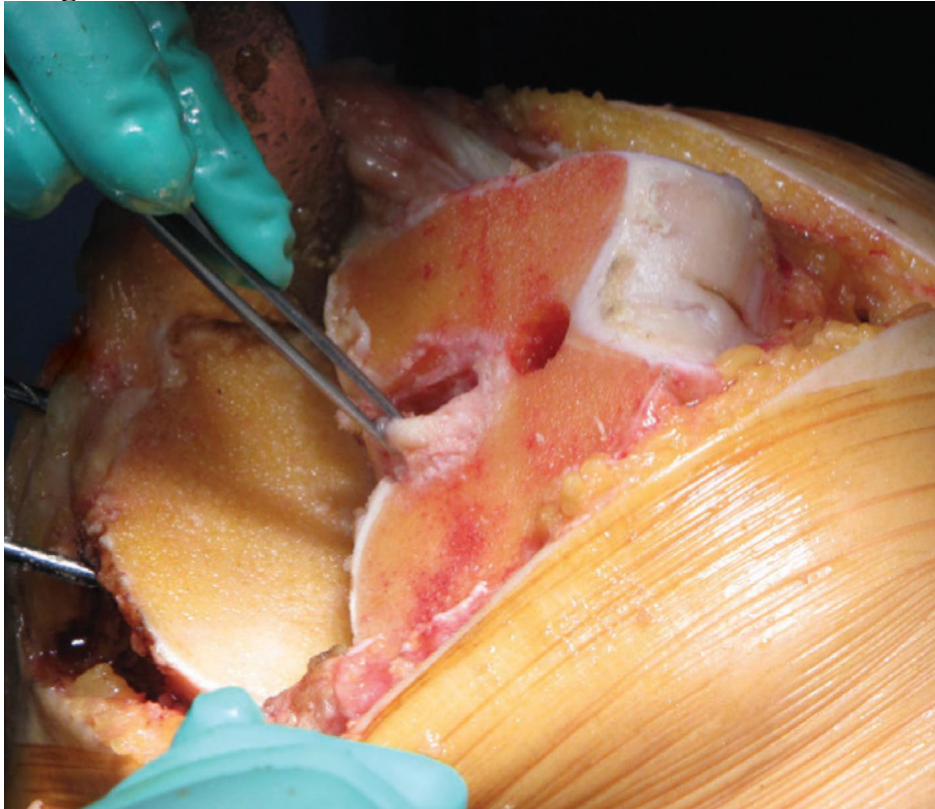
Below is image reference provided by our VR Medical Director to assist in texture creation.

## **Bone:**

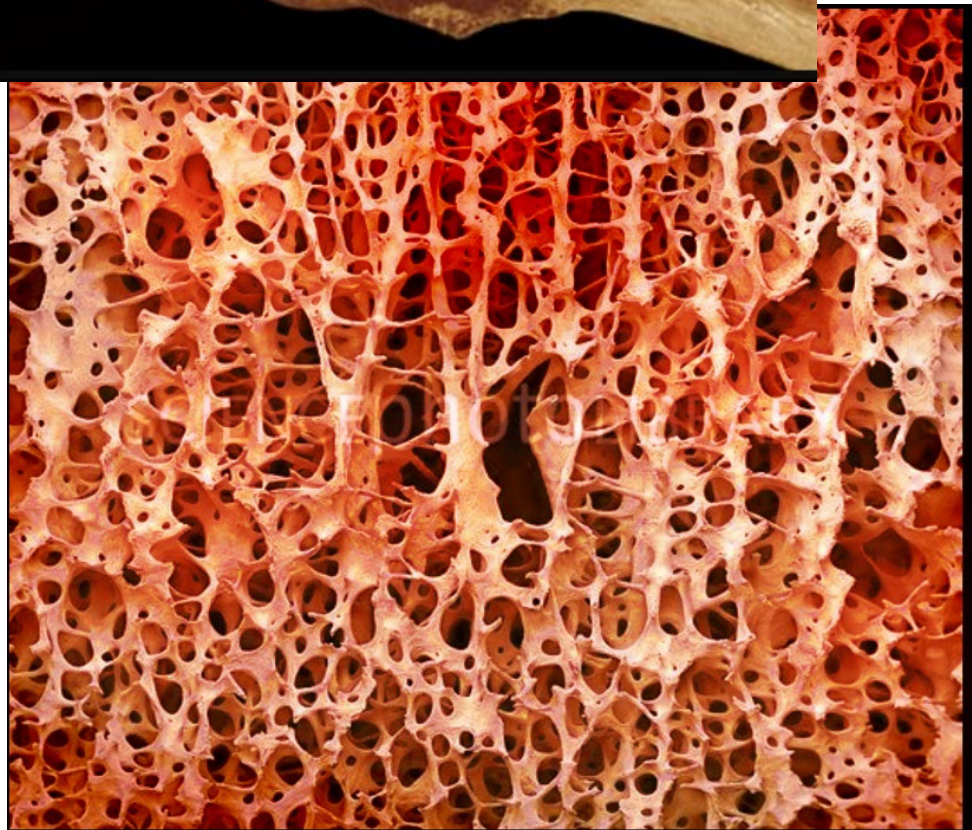
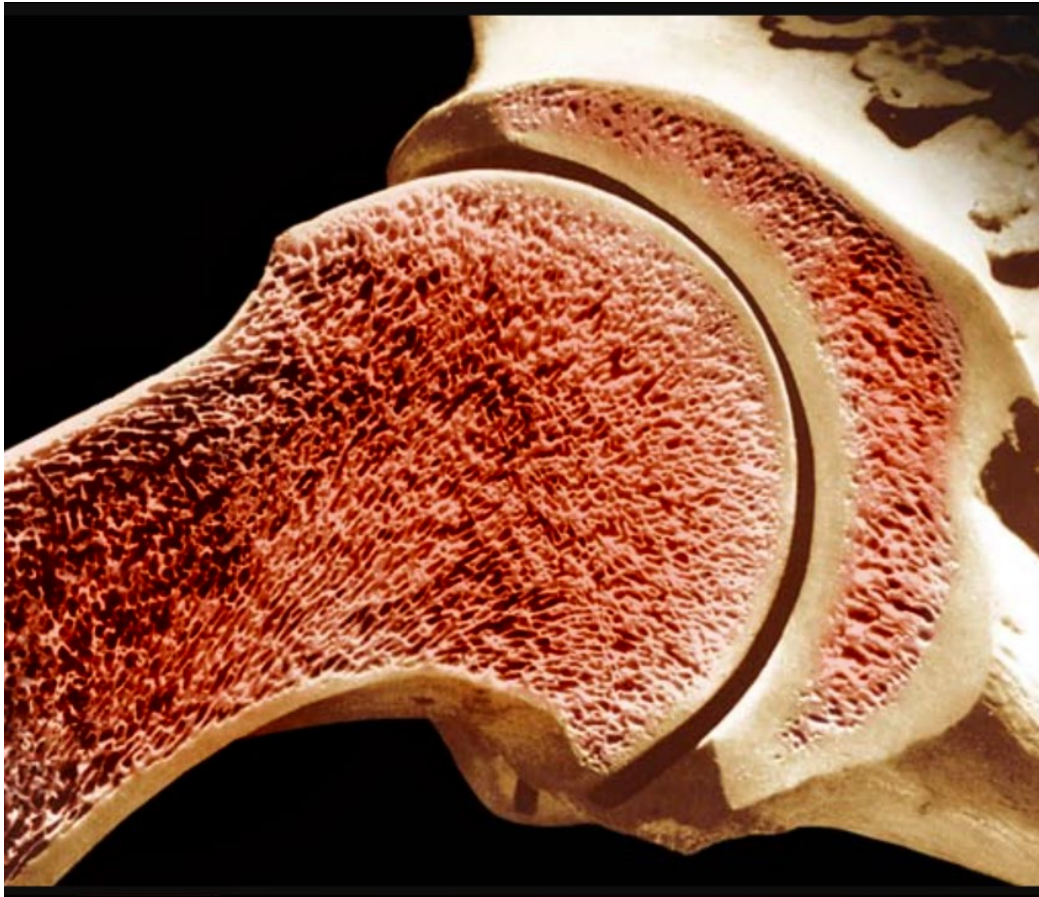


## **Cancellous bone:**

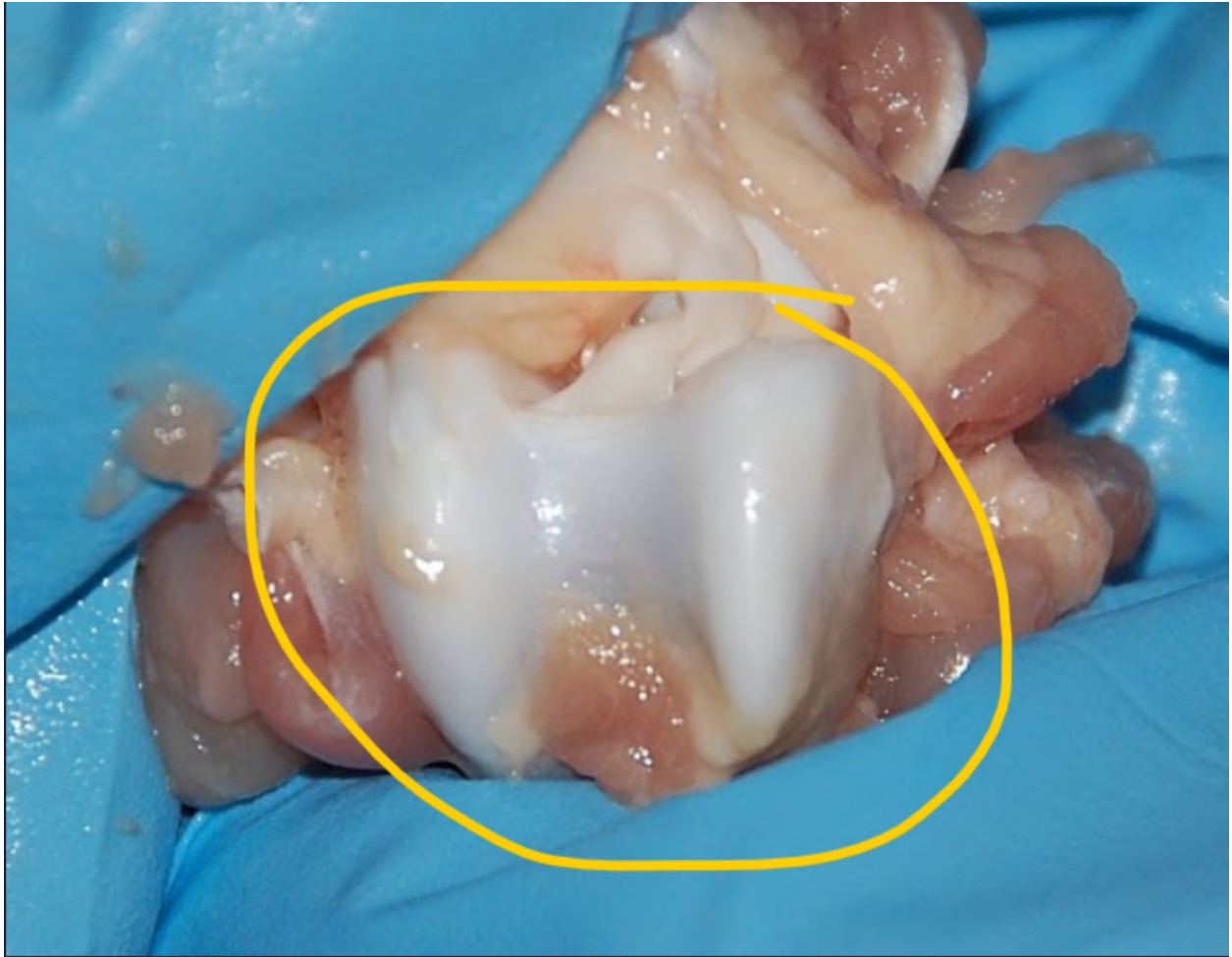
## Surgical Context



## Stylized Representation



## Articular Cartilage:



The artist may do their own research for additional image references. If so, please provide copies or links to this reference for assessment.