



# RecordXR

Record, Replay, Share.  
In Virtual Reality.

Technology Overview

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# Introduction

RecordXR is the recorder for the Metaverse. Develop and record your own content, and share it with users and your students in virtual reality.

RecordXR works like a video recorder, just that it records all your actions and data in three dimensions in a fully immersive environment. Your work, data, activities, and speech are digitally stored in a VR-replayable file.

Replaying also happens in VR, offering amazing advantages. During replay, you can walk around and choose your individual point of view. You can examine the data from any angle and even interact with it.

And you can pause, rewind, and fast-forward any time. In VR.

RecordXR is integrated into Medicalholodeck. Use the provided apps and data, import your files, and start creating your lessons.

Record, replay, and share. Now in virtual reality!

# App Overview

## Key Features

Imagine being able to capture your knowledge not on video but in a three-dimensional digital space and share it with users around the globe. Sounds impossible? RecordXR does exactly that. The app saves your work, presentation, data, and yourself in a VR-replayable file.

**Record.** Recording content in VR offers unique advantages. You can import data and explain it in a fully digital, three-dimensional environment. RecordXR allows you to store your files with your explanations and actions, making them easily accessible to anybody in the metaverse.

**Replay.** Replay your recorded content in virtual reality. Change your position and point of view, and interact with the data during replay.

**Store.** Create a library of content, case reports, and simulations and store and share it online.

**Share.** Create your own fully immersive content, and make it accessible to your students or users worldwide.

# Advantages

## Record Content in VR

RecordXR allows you to create lessons in virtual reality. Import any digital data and use it to demonstrate surgery, teach anatomy, explain cardiology, or discuss any medical topic.

Use digital twins and medical patient data to teach your residents and students. Show pathologies, discuss surgical approaches, and examine cardiology using CT, Echocardiography, and 3D ultrasound files. And record everything in VR.

## Store Content in VR

Recording in VR is easy. Launch Medicalholodeck, load files from the library, or import your medical data. Then press record. All your actions, together with your files, voice, and movements, are recorded in a VR-replayable file.

You can use the Medicalholodeck apps and data or your own files. Medical imaging in DICOM format, 3D file formats OBJ and STL, and many 2D formats are supported.

## Share Content in VR

With RecordXR, you can store your expertise and make your knowledge accessible to your students, residents, and users worldwide.

## Create Courses, Simulations, and Educational Materials

RecordXR will change how you teach. Use the app to create multi-media-rich, three-dimensional, and fully interactive teaching experiences and to develop your simulations, courses, and educational materials in VR.

# Use Cases

## Record Case Reports and Tumor Boards in VR

Record post-operative case reports and tumor boards, store them and make them accessible for teaching, later reply, or archiving.

## Record and Teach Surgery in VR

Import case reports and medical imaging, and use the data to present and discuss surgical approaches and techniques. Medicalholodeck allows you to import patient data, medical imaging, 3D and 2D data, and to create and store your immersive lessons in VR.

## Record and Teach Human Anatomy in VR

Use Dissection Master XR, Anatomy Master XR, and Medical Imaging XR to create your own unique anatomy teaching experiences in VR. Import your data, record your lessons, and make the content available to users worldwide.

## Record and Teach Any Medical Speciality

Use the provided DICOM data or import your medical imaging from CT, MRI, and Ultrasound, and easily create teaching content of your medical speciality in VR.