A technique to improve the displaying quality of skin deformation caused by external force

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Abstract— This article continues the research on simulation of preclinical medical practice started by Do Nang Toan and Nguyen Duc Hoang Error! Reference source not found.. In previous research, a technique to present colour of the human skin was introduced and in this rearch we continue improve the displaying quality of skin deformation cause by external force. Pressing on the skin and observing changes in capillary refill time (CRT) of human skin to evaluate the patient's health though terms of blood pressure, heart rate, etc. is an indispensable operation in medical examination and treatment. This articale mentions a technique to improve the detail of the deformation of the shape of human skin affected by external force without increasing the detail of the entire object. The proposed technique is applied on a 3D model simulating emergency medical practice of children in Vietnam and proved to be effective in displaying the deformation of the shape of human skin caused by the external force.

Keyword— Skin simulation, automatically tris generated, limited interactive area, virtual reality

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