題名:Occlusion- Chinese edition

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摘要:OBJECTIVE: To look for the way of three-dimensional simulation of the craniofacial system. METHODS: A three-dimensional laser scanner was used for gypsum models digitization and computed tomography scans was employed for skull reconstruction, then the data of teeth and temporomandibular joint were picked up and integrated. The ARCUS sigma system was used to record spatial mandibular movements. The data of both digital reconstruction and spatial movements were transferred into one coordinate system. The software for three-dimensional simulation was programmed. RESULTS: The preliminary program could be used to analyze static and dynamic occlusion and gnathic relations, to check the contact points and to show from various visual angles and slices. The occlusal plane, curves, and helical axis were initially defined and displayed. CONCLUSIONS: Using available instruments and methods, we developed the primary edition for three-dimensional simulation of the craniofacial system. However, it is far from a mature system and there is still plenty of work to be done.