Summary

In the present study, the sheep was used as a model during preparation of audiovisual aids for use in teaching veterinary anatomy. These aids prepared 3D virtual models of sheep skeleton using multimedia software that enable the users to rotate the individual bones in different direction to view many aspects in 360^{0} degrees. Labels are available when ever needed, together with pronunciation of the labels if requested. The second part includes the prepared air-drying specimens of sheep lungs and stomachs which will be a useful tool to demonstrate the external and internal structures of these organs. These specimens are durable, easily handled, and need simple storage requirements as they could be stored on shelves in room temperature. The third part of the current study represents the prepared Computer program about the virtual dissection of sheep including different parts of this animal's body (Head, Neck, Thoracic wall, Abdominal wall, Thoracic limb, Pelvic limb and organs). Multiple photographs and illustrations were arranged in series and can be viewed in a simple and interesting way. Moreover, flash movies were carefully prepared with interactivity and incorporated in the final project to make the education process more fun and effective. Furthermore, the study tried to prove to what extent the use of technologies is effective alongside the traditional methodologies currently used in teaching of the veterinary anatomy. Minimizing the number of animals used during preparation of the dissection laboratories is

also emphasized. Furthermore, students will greatly benefit from using of the computer program as they can use it on their own time, before or after the laboratory time. These aids are available on a CD-ROM and in the future, we planned to distribute the current "Virtual Sheep Anatomy" project via the World Wide Web to increase its usefulness to the users all over the world.