

Musculoskeletal Atlas

Musculoskeletal Atlas contains more than 80 anatomical images of upper and lower extremities in two formats: HTML and JPEG-72dpi only. The images may be licensed for many uses. Some of the most recent requests for licenses have been for: instructional digital and print resources, content for websites, illustrations in publications, and handouts for training sessions, examples connected to consumer and professional products or services.

For more information: http://rad.washington.edu/muscle-atlas/

International Requests:

University of Washington agreements require additional review if the requesting entity is located in, or affiliated with the government of, China (Including Hong Kong; not including Taiwan), Iran, North Korea, Russia, or Syria. For requests from these countries, please **allow for an additional month of processing time**for a response.

Licenses

Please review the types of licenses below and choose a license that matches your needs. ORDERS NOT MEETING LICENSING CRITERIA WILL BE REJECTED.

The "Academic and Scholarly Use" license is for student or publishing use and only includes:

- Publishing in peer-reviewed articles;
- Limited classroom uses by students; or
- Use in student papers.

The "**Educational Use**" license maybe be used for internal teaching or research or development of the Work and Images by an accredited education or government entity. (Professors teaching a class should use this license.)

The "**Commercial Use**" license may be selected for research, development, product development and experimental use of the Work and Images.

After You License:

- To download your files, please go to the <u>Express Licensing website</u> and sign-in using the link in the upper right corner.

- Once signed in, click your account name in the upper right hand corner and select the MY DOWNLOADS link.

- Download the 'Musculoskeletal Atlas Software PROGRAM.zip' file and unzip the file.

Technology ID

454

Category

Express Digital Content Licensing

Learn more



- Open the 'readme.html' file for further instructions on how to access images.