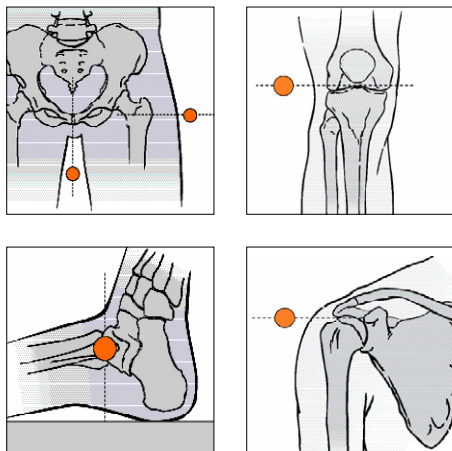


About VoyantMark

VoyantMark is a single marker X-ray calibration and marking device. Designed specifically to work with TraumaCad® surgical planning software, VoyantMark aids in accurately measuring patient anatomy— hip, knee, shoulder, ankle and foot.

By positioning a 1-inch stainless steel ball at the level of the bone, VoyantMark eliminates the variable of X-ray magnification factor from the process of orthopedic templating.

When the ball-marker is placed at the same plane as the bone of interest, the exact size of the anatomy can be accurately determined in TraumaCad digital planning software.

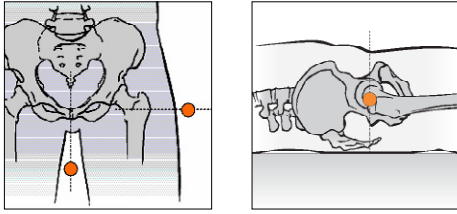


How to position VoyantMark for accurate calibration

Position the stainless steel ball-marker at the *same plane as the bone of interest*. If possible, palpate the anatomy to help align the ball-marker with the bone of interest.

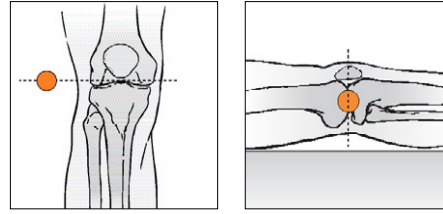
Improper placement of the ball-marker may cause misinterpretations and misplacing of templating.

Hip



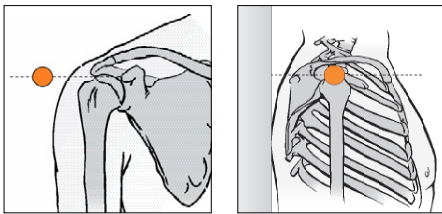
Position the ball-marker at the same plane as the greater trochanter. Optimal placement is medially, midline to femur and proximally towards the symphysis pubis. Lateral placement is acceptable if the patient does not have a significant amount of adipose tissue.

Knee



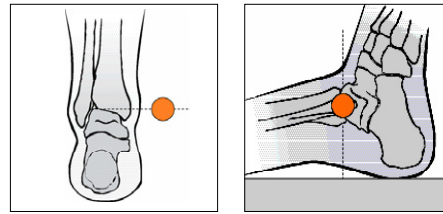
Position the ball-marker on a plane equivalent to the midline of the femur or just behind and below the patella. Place the ball-marker at the level medially or laterally of the knee joint assuring that the entire sphere is located within the field of view.

Shoulder



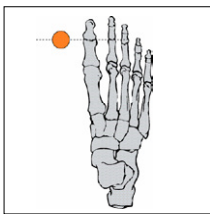
Position the ball-marker at the plane of the acromion process in the lateral and AP views. This is subject to change according to physician needs.

Ankle



Position the ball-marker at the level of the medial or lateral malleolus, if the ankle is the bony landmark of interest.

Foot



Position the ball-marker at the level of the 1st Metatarsal.

TIPS:

Check the placement carefully -

make sure the ball-marker is within the image area of the radiograph.

You can only calibrate the image correctly if the ball-marker was placed in the image area *while the image was exposed*.