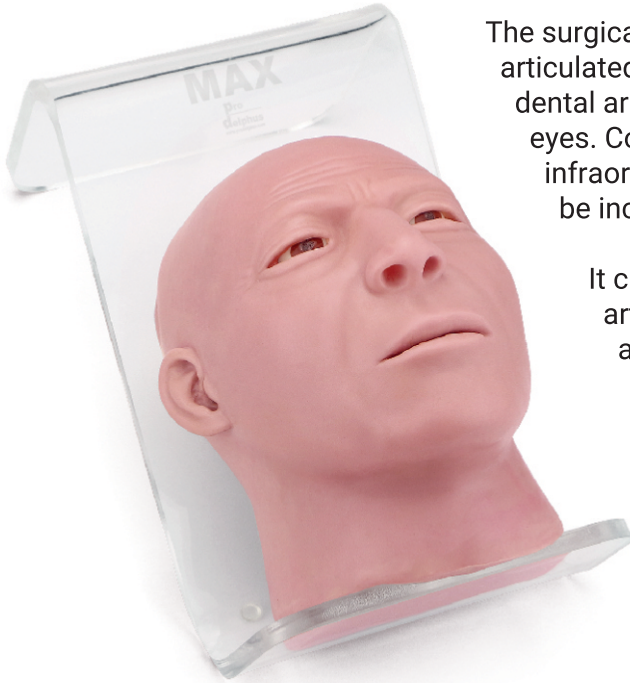


Get to know the anatomic and surgical realism of a MAX simulator

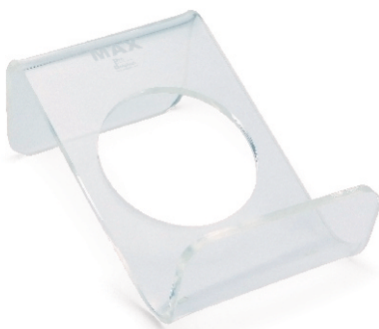
The Pro Delphus MAX simulator system, TRAUMATOLOGY model, was developed for training in orthognathic interventions and oral maxillofacial trauma. It is possible to understand the surgical landmarks of the face during correction surgeries.



The surgical units are composed of a male head with articulated oral cavity, palate, tongue, oropharynx, dental arch, lips, muscular structures, nerves, vessels, orbital cavity and eyes. Condylar, maxilla, mandible, zygomatic fractures, peri and infraorbital lesions among other fractures of the face and skull can be included.

It can be used in to teach the application of plates, screws and artificial tissues for support of the orbit. Regular instruments and synthesis artifacts of a real surgery are necessary, also allowing final radiographic control.

Components and spare parts:



MAX-0T

Acrylic base
Code 1476



4 different types of surgical units are available:

- MAX-1T** **Politrauma** - Facial polytrauma with up to 7 fractures, for surgical correction of fractures or for orthognathic surgery
Code 1464
- MAX-1TA** **Anatomical** - it does not have previous fractures, offering possibilities of teaching regular techniques of the proposed surgery
Code 1467
- MAX-1TS** **Subcondylar** - Skull with mandible and bilateral subcondylar fracture
Code 1608
- MAX-1TZ** **Zygomatic** - Skull with bilateral zygomatic fracture; fracture of the frontal sinus with mucosa; parasymphysis jaw fracture on the right side and subcondylar on the left
Code 2150

This model can be customized.