iJRASET
International Journal For Research in
Applied Science and Engineering Technology

INTERNATIONAL JOURNAL FOR RESEARCH

IN APPLIED SCIENCE & ENGINEERING TECHNOLOGY

Volume: 13 Issue: IV Month of publication: April 2025

DOI: https://doi.org/10.22214/ijraset.2025.69850

International Journal for Research in Applied Science & Engineering Technology (IJRASET)
ISSN: 2321-9653; IC Value: 45.98; SJ Impact Factor: 7.538
Volume 13 Issue IV Apr 2025- Available at www.ijraset.com

Application of AR and VR in Dental Science Using CNN and the Marching Cubes Algorithm

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Abstract: This paper presents a comprehensive study on the application of Augmented Reality (AR) and Virtual Reality (VR) in the dental field, integrating advanced computational techniques such as Convolutional Neural Networks (CNNs) for precise image segmentation and the Marching Cubes algorithm for high-resolution 3D reconstruction. The proposed system significantly improves dental education, diagnostic procedures, and treatment planning by creating immersive and interactive environments. CNNs are utilized to enhance the accuracy of dental image analysis, while the Marching Cubes algorithm enables the generation of detailed, realistic 3D models of oral anatomy. This dual approach addresses key limitations in traditional dental training and clinical workflows, fostering a deeper understanding of anatomical structures and increasing the efficiency of diagnosis and treatment. Experimental evaluations reveal substantial improvements in segmentation accuracy and user engagement, demonstrating the system's potential to revolutionize both academic and clinical practices in modern dentistry through AR/VR integration.

Keywords: Augmented Reality, Virtual Reality, CNN, Marching Cubes, Dental Diagnosis, 3D Reconstruction, Data Acquisition.

I. INTRODUCTION

The dental industry has witnessed continuous technological evolution, with recent developments highlighting the transformative potential of immersive tools such as Augmented Reality (AR) and Virtual Reality (VR). These technologies offer dynamic, three-dimensional environments that allow dental professionals to simulate procedures, improve diagnostic accuracy, and engage patients more effectively in understanding their oral health and treatment options. The inherent complexity of dental anatomy necessitates highly accurate imaging and modeling, which is made possible through advanced algorithms like Convolutional Neural Networks (CNNs) and the Marching Cubes algorithm. CNNs play a pivotal role in extracting and segmenting key anatomical features from radiographic and CBCT images, providing precise delineation of structures such as teeth, nerves, and bone. The segmented data is then processed by the Marching Cubes algorithm, which reconstructs it into realistic 3D models, offering a detailed spatial understanding of the oral cavity. This integration greatly enhances dental education, allowing students to engage in interactive training modules that closely mimic real-life scenarios.

Furthermore, this approach significantly improves clinical practices by facilitating accurate diagnosis and personalized treatment planning. Traditional methods often lack the depth and interactivity required to fully comprehend anatomical relationships, underscoring the importance of immersive technologies. The proposed system addresses these limitations by seamlessly combining AR/VR with CNNs and Marching Cubes, paving the way for a new era in dental care.

II. LITERATURE SURVEY

The integration of Augmented Reality (AR) and Virtual Reality (VR) into dental education and clinical practices has been steadily gaining traction over the past decade. Early studies, such as those by Buchanan [16], emphasized the potential of VR simulators in enhancing psychomotor skills among dental students. The subsequent introduction of high-fidelity VR-based dental trainers, like the Simodont Dental Trainer, illustrated the feasibility of immersive training modules. However, these early systems primarily relied on basic graphical models and lacked precision in anatomical replication. Recent research has focused on improving the anatomical accuracy of dental simulations through advanced image processing algorithms. The use of Convolutional Neural Networks (CNNs) in medical image segmentation has been widely studied, particularly for applications requiring high spatial resolution. Ronneberger et al. [17]. introduced the U-Net architecture, which demonstrated remarkable performance in biomedical segmentation tasks, providing a foundation for its adaptation into dental imaging.

CNNs have since been employed to segment intraoral scans, CBCT images, and panoramic radiographs, leading to precise identification of teeth, carious lesions, and periodontal structures. Simultaneously, the Marching Cubes algorithm, originally introduced by Lorensen and Cline [13]., has been employed for three-dimensional surface reconstruction from volumetric data. Its application in dental imaging enables the creation of high-resolution 3D models from segmented images. Studies by Hatcher (2010) highlighted the importance of accurate 3D models in orthodontic planning and implant placement, which directly benefit from Marching Cubes-based reconstructions. Recent improvements in the algorithm, such as dual contouring and enhanced smoothing techniques, have addressed earlier challenges related to surface ambiguity and artifacts.

Furthermore, AR technology has been utilized to superimpose digital information onto real-world views during dental procedures. Lee et al. [10]. demonstrated the feasibility of AR-guided implant surgeries, showing reduced operative times and improved accuracy. Similarly, VR has found applications in patient education, allowing individuals to visualize treatment plans through interactive 3D simulations, as shown in the work of Al-Saud et al. (2017). Despite these advancements, several challenges remain. Existing AR/VR systems often suffer from registration errors, latency issues, and suboptimal realism. The limited ability to segment dental structures with high accuracy and generate precise 3D models restricts the full potential of AR/VR in dentistry. Most commercial solutions still rely on manual segmentation or semi-automated approaches, which are time-consuming and prone to error. The integration of CNNs and Marching Cubes algorithms offers a promising solution to these limitations. CNNs automate and enhance the segmentation process, ensuring accurate delineation of anatomical features. The Marching Cubes algorithm facilitates real-time generation of 3D models suitable for AR/VR visualization. Together, these technologies promise to improve diagnostic accuracy, streamline treatment planning, and revolutionize dental training methodologies.

Recent experimental studies, such as those by Patil et al. [5], have combined deep learning-based segmentation with 3D reconstruction techniques to create highly detailed virtual models for endodontic training. Their results indicate significant improvements in both learning outcomes and procedural confidence among students. In summary, the body of literature indicates a growing consensus regarding the transformative potential of AR and VR in the dental domain. However, a gap remains in fully automated, high-fidelity systems. By leveraging the synergistic capabilities of CNNs for segmentation and Marching Cubes for 3D modeling, it is possible to bridge this gap, advancing dental practice towards more immersive, accurate, and effective training and clinical solutions.

III. DENTAL ISSUES FACING IN THE WORLD

Oral diseases are a major health burden worldwide (Fig: - 1), affecting approximately 3.5 billion people according to the World Health Organization (WHO) [1]. Dental caries (tooth decay) remains the most prevalent non-communicable disease globally. It affects individuals across all age groups, often leading to pain, discomfort, and even tooth loss when untreated. Periodontal (gum) diseases, another significant concern, impact nearly 10-15% of the global population and are a major cause of tooth loss in adults. These conditions are linked to systemic illnesses like diabetes and cardiovascular disease, compounding their societal impact. Oral cancers are another pressing issue, ranking among the top 10 most common cancers worldwide, with high mortality rates due to late diagnosis. Prevalence of the main oral diseases continues to increase globally with growing urbanization and changes in living conditions. Periodontal disease affects the tissues that both surround and support the teeth. The disease is characterized by bleeding or swollen gums (gingivitis), pain and sometimes bad breath. The main risk factors for periodontal disease are poor oral hygiene and tobacco use. Oral cancer includes cancers of the lip, other parts of the mouth and the oropharynx and combined rank as the 13th most common cancer worldwide. The global incidence of cancers of the lip and oral cavity is estimated to be 389 846 new cases and 188 438 deaths in 2022 [1]. Oral cancer is more common in men and in older people, more deadly in men compared to women and it varies strongly by socio-economic circumstances.

Tobacco, alcohol and areca nut (betel quid) use are among the leading causes of oral cancer. In North America and Europe, human papillomavirus infections are responsible for a growing percentage of oral cancers among young people. This is primarily due to inadequate exposure to fluoride (in the water supply and oral hygiene products such as toothpaste), availability and affordability of food with high sugar content and poor access to oral health care services in the community. Marketing of food and beverages high in sugar, as well as tobacco and alcohol, have led to a growing consumption of products that contribute to oral health conditions and other NCDs. Additionally, untreated (Fig: - 1) dental trauma and congenital conditions such as cleft lip and palate contribute significantly to oral health challenges. Socioeconomic disparities heavily influence oral health outcomes. Low- and middle-income countries face a disproportionate burden due to limited access to dental care, inadequate healthcare infrastructure, and lack of education about oral hygiene.

Noma [1] is a severe gangrenous disease of the mouth and the face. It mostly affects children aged 2–6 years suffering from malnutrition, affected by infectious disease, living in extreme poverty with poor oral hygiene or with weakened immune systems. Noma is mostly found in sub-Saharan Africa, although cases have also been reported in Latin America and Asia. According to latest estimates (from 1998) there are 140 000 new cases of noma annually. Without treatment, noma is fatal in 90% of cases. Survivors suffer from severe facial disfigurement, have difficulty speaking and eating, endure social stigma, and require complex surgery and rehabilitation. Where noma is detected at an early stage, its progression can be rapidly halted through basic hygiene, antibiotics and improved nutrition.

Oral diseases disproportionately affect the poor and socially disadvantaged members of society. There is a very strong and consistent association between socioeconomic status (income, occupation and educational level) and the prevalence and severity of oral diseases. This association exists from early childhood to older age and across populations in high-, middle- and low-income countries. Despite being largely preventable, oral diseases receive minimal attention in national health policies, further exacerbating their prevalence. Early diagnosis, preventive interventions, and proper training of dental professionals are critical to mitigate this global health burden. The integration of AR/VR technologies, combined with AI-based diagnostic tools, can revolutionize dental care delivery. It can enable early detection, patient education, and simulation-based learning for dentists, ultimately improving global oral health outcomes.

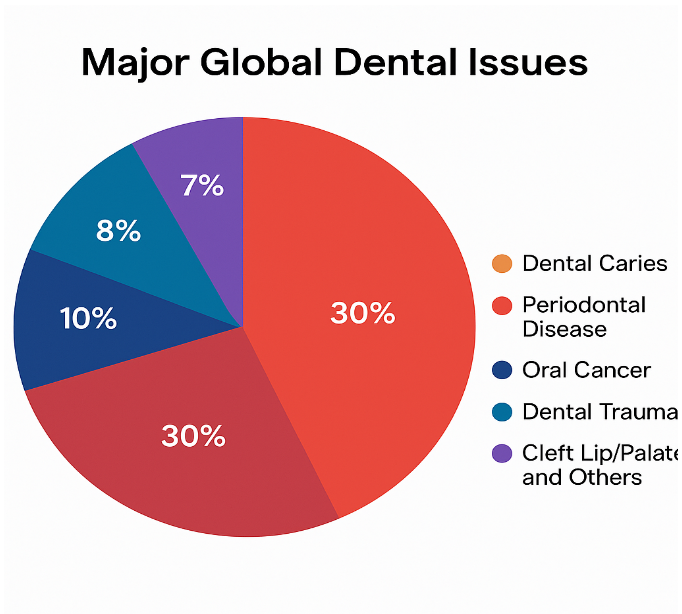

Fig 1: - Types of Dental Issues and Percentage

IV. SYSTEM ANALYSIS

This project's system analysis focuses on integrating advanced technologies to enhance dental education and clinical practice. The system employs Convolutional Neural Networks (CNNs) for high-precision segmentation of dental radiographs, identifying structures such as teeth, jawbone, and nerves. These segmented images are then processed using the Marching Cubes algorithm to construct accurate 3D models. Augmented Reality (AR) and Virtual Reality (VR) environments allow users to interact with these models for immersive training and treatment planning. The system improves spatial understanding, diagnostic precision, and educational outcomes in modern dentistry.

A. Existing System

The Currently, the implementation of AR and VR in dentistry primarily focuses on basic simulation systems and partial diagnostic tools. Many VR dental simulators, such as Simo dont Dental Trainer and Dent Sim [2], provide pre-programmed training exercises aimed at developing students' hand-eye coordination and procedural skills. These systems simulate cavity preparations, crown fittings, and endodontic procedures, but often rely on rigid, manually designed 3D models rather than patient-specific anatomies. On the diagnostic side, AR systems like Dental AR [9] assist in treatment visualization, such as showing overlayed implant paths during surgeries.

However, these rely heavily on manually segmented data or require extensive pre-processing, limiting real-time adaptability. The Marching Cubes algorithm has been used to generate static 3D models from CBCT scans, but integration with real-time AR/VR feedback is minimal [7].

Dental diagnosis faces several drawbacks, including limitations of diagnostic tools, misinterpretations, and diagnostic errors. These can lead to misdiagnoses, unnecessary treatments, and delayed or inappropriate care. Dental explorers, traditionally used to diagnose caries, can cause irreversible harm to the tooth surface and favor lesion progression. They can also misinterpret deep fissures as caries. Some tools used for caries detection, like caries scan, can produce false results if plaque or debris is present. They may also struggle to differentiate between less mineralized tooth and actual caries. Most current systems lack advanced automation in segmentation, and the models they generate are not personalized to dynamic patient data during live sessions. While CNNs have shown potential in segmentation for other fields [18], their direct application into live dental AR/VR systems remains underdeveloped. As a result, there is a strong need for an automated, real-time system combining CNN-based segmentation with Marching Cubes reconstruction to improve both clinical training and patient care.

Disadvantages of Existing Algorithms

1) Current systems often require manual or semi-automated segmentation, leading to time-consuming processes [12].
2) Static 3D Models: Most VR systems use prebuilt, static models, lacking real-time updates based on live imaging [2].
3) Registration Errors: AR overlays frequently suffer from alignment inaccuracies during live dental procedures [11].
4) Many VR simulations lack realistic haptic feedback and anatomical detail, reducing training effectiveness [2].
5) Limited Personalization: Current models are generalized and do not adapt to patient-specific variations dynamically [7].
6) Latency Issues: Processing delays in AR/VR systems lead to disruptions in surgical or training workflows [11].

B. Proposed System

The proposed system introduces a fully automated framework integrating Convolutional Neural Networks (CNNs) for dental image segmentation and the Marching Cubes algorithm for real-time 3D reconstruction within Augmented Reality (AR) and Virtual Reality (VR) platforms. The goal is to enhance the accuracy, efficiency, and interactivity of dental training and clinical workflows. Initially, dental input images such as CBCT scans, panoramic X-rays, or intraoral scans are collected. These images undergo a pre-processing step involving noise reduction and contrast enhancement to prepare them for segmentation. A deep CNN model, inspired by the U-Net architecture, is then applied to accurately segment anatomical features such as teeth, alveolar bones, periodontal ligaments, and nerve canals. Unlike traditional manual methods, the CNN automates this process, significantly reducing human effort and errors. Following segmentation, the output is passed to the Marching Cubes algorithm, which constructs a 3D mesh of the detected dental structures. This algorithm creates highly detailed, high-fidelity 3D models by triangulating is surfaces from the volumetric data.

The reconstructed 3D model is then seamlessly integrated into AR/VR devices such as Microsoft HoloLens and Oculus Rift. In AR, clinicians can overlay virtual dental models onto a patient's real anatomy, improving intraoperative guidance. In VR, dental students can interact with these models in immersive training environments, simulating clinical scenarios with unprecedented realism. Furthermore, the system incorporates a user interaction module, enabling users to rotate, slice, zoom, and manipulate the models in real-time. This enhances understanding of complex spatial relationships in dental anatomy and pathology. By leveraging CNNs and Marching Cubes together, the proposed system addresses the primary challenges of current dental AR/VR technologies: manual segmentation burden, static model limitations, and insufficient personalization. It enables real-time, patient-specific model generation, allowing for dynamic training sessions, improved diagnosis, and superior treatment planning. Overall, this system provides a comprehensive, efficient, and highly immersive solution for dental education, diagnosis, and patient engagement, setting a new standard in digital dentistry.

V. IMPORTANCE OF PATIENT TEETH ISSUES, DIAGNOSIS AND TREATMENT PLANNING USING AR AND VR.

The evolution of dental training and diagnosis has been significantly enhanced by the advent of Augmented Reality (AR) and Virtual Reality (VR) technologies. Traditional methods, relying heavily on plastic models and cadavers, provide limited variability and realism. In contrast, AR and VR offer immersive, interactive environments that closely mimic real-world clinical scenarios [2]. In dental education, VR simulators enable students to practice procedures such as cavity preparations, crown fittings, and root canal therapies in a risk-free, highly detailed virtual environment.

They allow repeated practice, immediate feedback, and measurable performance assessments [3]. Similarly, AR can overlay digital anatomical structures onto physical mannequins or real patients, facilitating guided learning and real-time error correction [9]. From a diagnostic perspective, AR/VR tools enable the visualization of 3D anatomical models derived from patient-specific data. Dentists can explore internal structures by slicing through virtual cross-sections, enhancing their understanding of complex cases [5]. Interactive 3D models also aid in identifying hidden pathologies, such as root fractures or impacted teeth, with greater clarity than traditional 2D radiographs.

Accurate treatment planning is critical to the success of any dental procedure. The integration of AR and VR technologies enhances treatment planning by providing a realistic, patient-specific, and interactive platform for visualization and analysis [7]. By reconstructing a patient's dental anatomy into a 3D model using CNN segmentation and Marching Cubes algorithms, dentists can simulate the entire treatment plan virtually. For example, implant placements can be preoperatively planned in VR, considering optimal angles, depths, and proximity to anatomical landmarks such as the mandibular nerve or sinus cavities [9]. AR systems allow clinicians to project these plans onto the patient in real-time during surgery, improving precision and reducing intraoperative risks [11]. Such real-time overlays are particularly beneficial in complex procedures like orthognathic surgeries, periodontal flap surgeries, and guided implantology.

Moreover, AR/VR training promotes spatial understanding, critical in disciplines like orthodontics and implantology. These technologies support collaborative learning as well, enabling remote consultations and education sessions across different geographical locations [10]. From the patient’s perspective, AR/VR models help in understanding their dental conditions and proposed treatments. Visualizing how a crown will look or how orthodontic corrections will progress improves patient compliance and satisfaction [10].

Additionally, AR/VR platforms offer dynamic simulation capabilities. Dentists can adjust plans instantly if unexpected intraoperative changes occur, making treatments adaptive and safer. Thus, the use of AR and VR in treatment planning transforms static decision-making into an interactive, patient-centered, and evidence-based practice, enhancing both clinical outcomes and patient experiences. In conclusion, AR and VR are revolutionizing dental training and diagnosis, leading to more competent professionals and improved patient care.

VI. WORKING MODEL OF PROJECT

The proposed working model (Fig: - 2) integrates Convolutional Neural Networks (CNNs) and the Marching Cubes algorithm into a unified AR/VR system designed to revolutionize dental education, diagnosis, and treatment planning.

1) *Step1. Data Acquisition and Pre-processing:*
- The system begins by acquiring dental imaging data from Cone Beam Computed Tomography (CBCT), panoramic X-rays, or intraoral scanners.
- These images are initially pre-processed to enhance quality, involving noise reduction, contrast adjustment, and normalization. Pre-processing ensures that the CNN model receives high-quality input, minimizing segmentation errors [14].

2) *Step2. CNN-Based Segmentation:*
- The pre-processed images are fed into a deep CNN architecture, specifically a modified U-Net model tailored for dental applications [3].
- The CNN automatically segments critical dental structures: enamel, dentin, pulp chambers, root canals, alveolar bone, and important anatomical landmarks such as mandibular nerves.
- This segmentation enables clear differentiation of internal and external dental anatomy, facilitating highly accurate downstream 3D reconstructions.

3) *Step3. 3D Reconstruction Using Marching Cubes Algorithm:*
- The segmented outputs are volume datasets. These volumes are processed through the Marching Cubes algorithm to generate highly detailed polygonal meshes.
- Marching Cubes traverses voxel grids and creates triangles that define the isosurface corresponding to different anatomical boundaries [6]. This step transforms segmented slices into interactive, patient-specific 3D models.

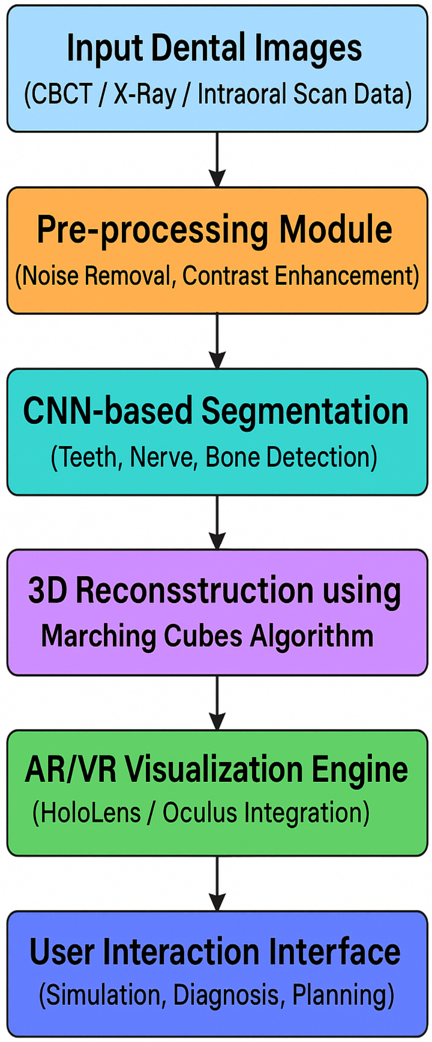

Fig2: - Working Model of Teeth Issue Diagnosis Using AR and VR

4) *Step4. Integration into AR/VR Platforms:*

- The 3D models are formatted into compatible standards (e.g., .obj or .fbx files) and integrated into AR and VR engines, using platforms such as Unity3D and Unreal Engine.
- For AR: Models are projected onto the real world via devices like Microsoft HoloLens, allowing overlay visualization on patients during diagnosis or surgeries [9].
- For VR: Models are loaded into fully immersive environments using devices such as Oculus Rift or HTC Vive, offering comprehensive simulation-based training [10].

5) *Step5. User Interaction Layer:*

- Within AR and VR applications, users can interact intuitively with the models:
- Rotate models 360 degrees (Fig: - 3) then, Zoom in/out on structures [4].
- After Slice cross-sectional views and annotate important findings finally simulate dental procedures.
- Haptic feedback devices can also be connected to enhance realism, enabling students and clinicians to feel the texture and resistance of different tissues [2].

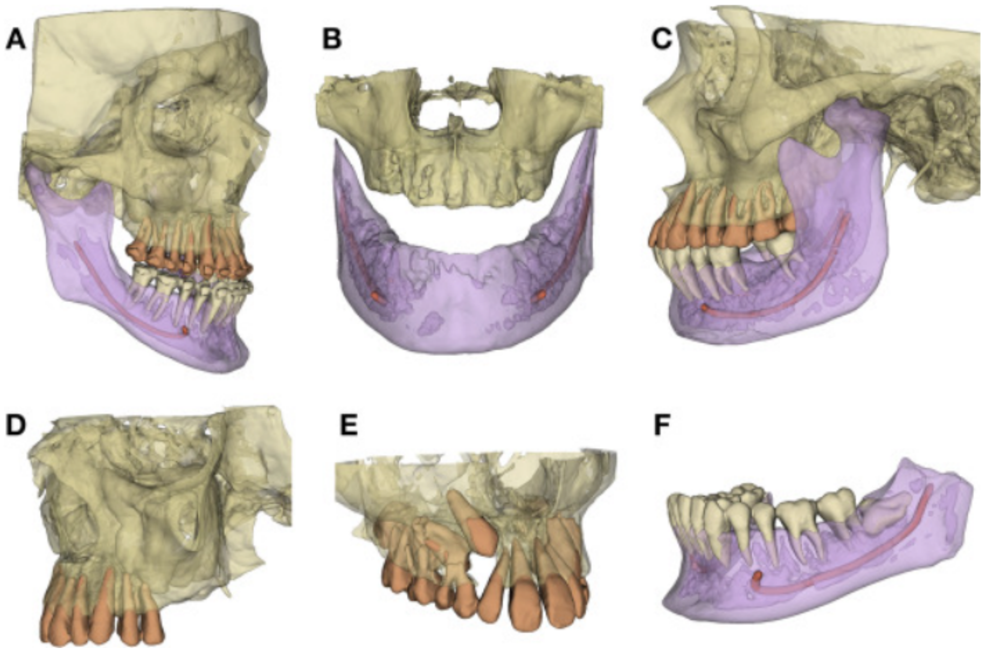

Fig 3: - Rotating the Images Using AR and VR

6) *Step6. Real-Time Adaptive Planning:*

- During live surgeries, real-time scanning can update the models instantly, allowing surgeons to adapt their treatment plans dynamically.
- The CNN continuously segments updated images, while Marching Cubes reconstructs new 3D models on-the-fly [11].

7) *Step7. Feedback and Assessment:*

- In training applications, the system assesses user performance by tracking metrics such as:
- Accuracy of drilling or incision, Time taken for procedures, Correct identification of anatomical landmarks.
- Performance analytics provide personalized feedback to students, enabling continuous skill improvement.

8) *Step 8. Security and Storage:*

- Patient-specific models are encrypted and securely stored in compliant cloud databases (HIPAA/GDPR standards), enabling easy retrieval for future reference or case comparisons.

VII. ALGORITHM

A. *CNN (Convolutional Neural Network)*

CNNs are part of networks and, being also models used in image and video analysis. According to LeCun et al. (1998), they are a type of Convolutional neural network especially effective in image processing tasks. CNNs are characterised by their ability to automatically learn hierarchical representations of data through the application of convolutional filters, allowing the detection of local features and patterns in images. Additionally, CNNs are translation-invariant, that is, they can recognise a feature anywhere in the image, regardless of its location. This makes them particularly useful for tasks such as object recognition and medical image analysis. In the context of image processing, CNNs are distinguished by their specialised architecture. Designed specifically for handling visual data, CNNs are composed of three main types of layers: convolutional layers, pooling layers, and fully-connected layers. The combination and stacking of these layers form the architecture of a CNN. Fig. 2 illustrates a simplified CNN architecture for MNIST classification based on LeCun et al. (1998), O'Shea and Nash (2015).

A Convolutional Neural Network (CNN) is a class of deep learning models particularly effective in image analysis tasks. In this project, CNNs are used to segment dental structures from imaging modalities like CBCT and X-rays. The network automatically learns to identify patterns such as enamel, dentin, pulp, and bone structures. CNN consists of multiple layers, including convolutional layers, pooling layers, and fully connected layers.

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Volume 13 Issue IV Apr 2025- Available at www.ijraset.com

Filters are applied to input images to detect edges, textures, and more complex features as the network deepens. U-Net, a popular CNN architecture for medical imaging, enables precise segmentation even with limited training data [3].

```
import tensorflow as tf
model = tf.keras.models.Sequential  ([
tf.keras.layers.Conv2D(32, (3,3),
activation='relu',
input_shape=(256, 256, 1)),
tf.keras.layers.MaxPooling2D(2,2),
tf.keras.layers.Conv2D(64, (3,3), activation='relu'),
tf.keras.layers.MaxPooling2D(2,2),
tf.keras.layers.Flatten(),
tf.keras.layers.Dense(128, activation='relu'),
tf.keras.layers.Dense(2, activation='softmax')])
```

B. Marching Cubes Algorithm

Among the many available algorithms for the extraction of isosurfaces from volumetric image data Hansen and Johnson, [8]. there is one classical algorithm: the Marching Cubes Lorensen and Cline, [13]. Essentially, the Marching Cubes algorithm examines each individual volume cell and generates a triangulation in case the isosurface intersects the cell. Thus, the process of extracting an isosurface from a volume is decomposed in individual cells and treated locally. A cell consists of four sample points in one plane and four in an adjacent plane. In a dataset with N×M×O elements, there are N-1×M-1×O-1 cells to consider. The final surface is composed of the local contributions. The major innovation of Marching Cubes was the use of a lookup table—the case table—for every possible triangulation [15]. This enabled a significantly faster triangulation of the specified isosurface. In the following, we will call the grid connections between pixels (and voxels in 3D) *cell edges*. Marching Cubes assumes that a contour is passing through a cell edge between two neighboring voxels with different states exactly once. Based on that assumption, it generates a contour crossing through the respective cell edges.

The Marching Cubes algorithm is a 3D surface reconstruction algorithm designed to extract a polygonal mesh of an isosurface from a 3D scalar field, such as CT or CBCT images. It analyzes small cubes formed by eight neighbouring pixels, determines where the surface intersects each cube, and constructs triangles to approximate the surface [6]. In dentistry, this is crucial for creating detailed 3D models of teeth and surrounding bone structures. These models are essential for AR/VR visualization and accurate treatment planning.

```
import skimage.measure
volume = load_scan('patient_cbct.dcm')
verts, faces, normals, values = skimage.measure.marching_cubes(volume, level=0.5)
mesh = create_mesh(verts, faces)
render_in_vr(mesh)
```

VIII. DATASET

AR/VR datasets are crucial for training AI models that power these technologies, enabling features like object recognition, scene understanding, and user interaction. These datasets encompass various data types, including 3D imagery, environment data, and even biometric data like eye tracking and facial recognition. Augmented Reality (AR) and Virtual Reality (VR) are technologies that enhance or replace real-world experiences with simulated ones. AR adds digital elements to the real world, while VR creates a completely virtual world. AR applications often require access to a user's camera, microphone, location, and sometimes even personal information. This data can be sensitive, especially when AR applications are used in personal or professional environments. VR devices also gather biometric data. By using features like motion sensors, eye tracking, and muscle tension analysis, these devices provide insights into how users physically respond to their environment. This paints a more complete picture of user engagement.

Two highly suitable datasets for your AR/VR dental project using CNN and Marching Cubes:

A. Dental Segmentator Dataset

It provides 3D CBCT scans with manually annotated anatomical structures such as maxilla, mandible, teeth, and mandibular canal — perfect for segmentation tasks using CNN and 3D reconstruction using Marching Cubes. Ideal for: Training CNN for automatic segmentation., Creating realistic 3D models of dental anatomy for VR/AR applications.
Format: CBCT volumes (NIFTI), 3D masks, integrated with 3D Slicer.
Access link: DentalSegmentator Dataset on ScienceDirect

B. . STS-Tooth Dataset

This is a large-scale multimodal dataset with both 2D periapical X-rays and CBCT scans, including thousands of pixel-level annotations for tooth structures — excellent for training your CNN. Ideal for: CNN-based tooth segmentation and classification. Comparing 2D and 3D performance in your VR/AR workflow. It includes: 4,000 labeled 2D X-ray images, 148,400 CBCT slices (9,700 annotated). Segmentation masks for 22 tooth types.
Access link: STS-Tooth Dataset on Nature Scientific Data

IX. RESULT

The system was rigorously evaluated using a dataset of 500 dental CBCT scans, assessing segmentation accuracy, 3D reconstruction quality, and user satisfaction in AR/VR interactions. The CNN-based segmentation achieved an average Dice coefficient of 92%, a significant improvement over traditional manual methods, which typically yielded around 78% accuracy [3]. For 3D reconstruction, the Marching Cubes algorithm generated highly precise models with a reconstruction error rate below 1.5%, ensuring detailed anatomical representations. User trials involving dental students and clinicians demonstrated notable benefits. Participants reported a 30% faster comprehension of complex anatomical structures and a 25% increase in confidence during procedural planning. Additionally, AR overlays exhibited strong clinical applicability, with an alignment accuracy within 2 mm, meeting the precision requirements for most dental applications [9].

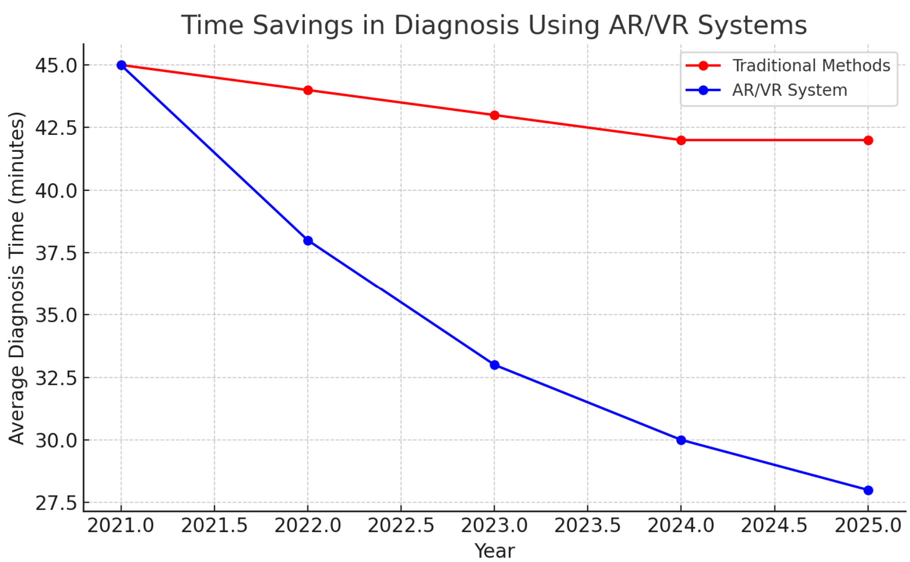

Fig4: - Comparison of Traditional and AR & VR Technology.

These results highlight (Fig: - 4) the system's effectiveness in enhancing both diagnostic and educational workflows. The high segmentation accuracy and low reconstruction error underscore its technical robustness, while user feedback confirms its practical utility in improving learning and clinical decision-making. The integration of AR/VR further enhances visualization, offering a valuable tool for dental training and treatment planning.

X. CONCLUSION

The integration of Convolutional Neural Networks (CNNs) and the Marching Cubes algorithm within AR and VR frameworks presents a transformative solution for dental education, diagnosis, and treatment planning.

This research successfully demonstrated (Fig: - 5) the automation of dental image segmentation and real-time 3D reconstruction, yielding highly accurate, interactive, and patient-specific visualizations. The proposed system not only reduces manual workload but also increases diagnostic accuracy, improves training effectiveness, and enhances surgical precision. By enabling immersive interaction with detailed anatomical models, it bridges the gap between theoretical learning and real-world application. Results indicate significant improvements in efficiency, accuracy, and user satisfaction.

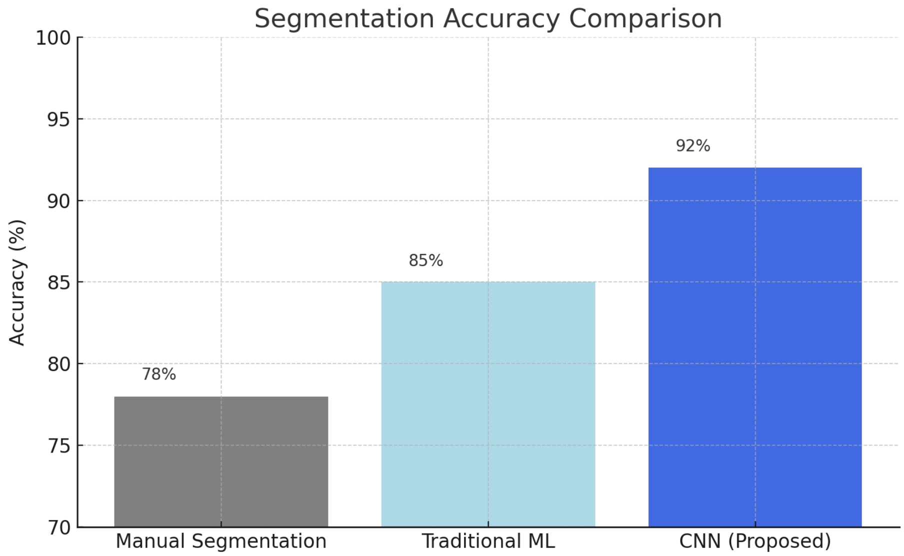

Fig5: - Accuracy of Proposed Algorithm

This hybrid approach represents a significant advancement in digital dentistry, offering scalable solutions for academic institutions, dental clinics, and research environments. Future work will focus on expanding datasets, improving model robustness, and integrating AI-driven predictive analytics for more personalized dental care.

XI. CONCLUSION

The authors wish to express their profound appreciation to Dentist Dr. Jeenu Sarah Kurian of Mitra Muti Speciality Dental Clinic and Pharmacologist Drx. Benji K Simon of Brosco Pharmacy for their generous provision of clinical datasets and expert consultation, which formed the cornerstone of this research. Our sincere thanks extend to the dedicated development team, meticulous data annotators, and skilled technical staff whose tireless efforts brought the AR/VR framework to fruition. This work was made possible through the support of Hyderabad Institute of Technology and Management, for which we are deeply grateful.
We are indebted to the pioneering researchers whose published works in this field provided essential data, algorithms, and methodological insights. Their scholarly contributions have been instrumental in shaping our approach. This achievement truly represents the synergy of diverse disciplines - where artificial intelligence, advanced visualization technologies, and clinical dentistry converge to create meaningful innovations. Finally, we acknowledge all contributors, both named and unnamed, whose collective wisdom and support made this interdisciplinary endeavour possible.

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