



Alessandro Devigus, Dr med dent  
*Editor-in-Chief*

## “Dental anatomy”

Today, computers are taking over many tasks in our offices and laboratories. The digital workflow is impacting the way we plan our work and treat our patients. Integrating modern technology into our way of working helps to save time and reduce the cost of our work, which results in us being more efficient in what we do.

In this context, we often forget about some of the basic things we learnt at dental school.

When teaching CAD/CAM technology at our workshops, we notice that many participants struggle when they have to use computers to design and integrate teeth and their morphology into the existing dentition. Although the 3D proposals we get from CAD software programs today are equal to, or even better than, a wax-up made by the laboratory technician, we often need to modify these proposals in order to make them fit in form and function and to adapt them to the properties of the materials that we use. At that point, we fre-

quently see a lack of basic knowledge of tooth anatomy. The adapted tooth morphology does not really look like a tooth anymore. It is then that the computer software is usually blamed for the poor result. In this regard, I encourage you to take a close look at the article in this issue entitled “A new approach to the learning of dental morphology, function, and esthetics: the “2D-3D-4D” concept” by Dr Pascal Magne in order to recapitulate some basics to help you to improve your performance, as well as that of your computer.

Enjoy reading.

Sincerely,  
*Alessandro Devigus*

## Acknowledgment

I would like to thank Dr Pascal Magne for providing us with the images of tooth morphology for this issue.