

Absorbed Radiation (SAR) in the Human Brain

Introduction

Scientists use the SAR (specific absorption rate) to determine the amount of radiation that human tissue absorbs. This measurement is especially important for mobile telephones, which radiate close to the brain. The model studies how a human head absorbs a radiated wave from an antenna and the temperature increase that the absorbed radiation causes.

Note: This example requires the RF Module and the Heat Transfer Module.

The increasing use of wireless equipment has also increased the amount of radiation energy to which human bodies are exposed, and it is particularly important to avoid radiation into the brain. Experts continue to debate how dangerous this radiation might be. Almost everyone agrees, however, that it is important to minimize exposure to radiation. A common property that measures absorbed energy is the SAR value, calculated as

$$E_{\text{SAR}} = \sigma \frac{|\mathbf{E}|^2}{\rho}$$

where σ is the conductivity of human brain tissue, ρ is the density, and $|\mathbf{E}|$ is the norm of the electric field. The SAR value is an average over a region of either 10 g or 1 g of brain tissue, depending on national rules. This example does not calculate the average value and so it refers to the local SAR value. The maximum local SAR value is always higher than the maximum SAR value.

Model Definition

The human head geometry is the same geometry (SAM Phantom) provided by IEEE, IEC, and CENELEC from their standard specification of SAR value measurements. The original geometry was imported into COMSOL Multiphysics after minor adjustments of the original geometry.

In addition, the model samples some material parameters with a volumetric interpolation function that estimates the variation of tissue type inside the head. The source data for this function comes directly from a file named `sar_in_human_head_interp.txt`. That data file was created from a magnetic-resonance image (MRI) of a human head; these images contain 109 slices, each with 256-by-256 voxels (Ref. 2). The use of the variation of the data in this file on the tissue material parameters has no scientific background, and this example simply implements it to illustrate a variation in conductivity, permittivity, and perfusion rate as a function of the position inside the head. The model reduces the resolution of the volumetric data to 55-by-50-by-50 interpolation points, which matches the mesh-element density inside the head. Prior to generating the data file, the modeler in this case scaled, translated, and rotated the 3D MRI data to match the form of the imported head geometry in COMSOL Multiphysics.

WAVE PROPAGATION

The radiation comes from a patch antenna placed on the left side of the head. A line current on an edge acts as an equivalent current source feeding the two patches of the antenna. To avoid reflections, the model makes use of PMLs; see [Perfectly Matched Layers \(PMLs\)](#) in the *RF Module User's Guide*. The model solves the vector-Helmholtz equation everywhere in the domain for a certain frequency

$$\nabla \times \frac{1}{\mu_r} \nabla \times \mathbf{E} - k_0^2 \epsilon_r \mathbf{E} = \mathbf{0}$$

where μ_r is the relative permeability, k_0 is the free-space wave vector, and ϵ_r is the permittivity.

For wave-propagation problems such as this one, you must limit the mesh size according to the problem's minimum wavelength. Typically you need about five elements per wavelength to properly resolve the wave.

This example takes material properties for the human brain from a presentation by G. Schmid (Ref. 1). The following table reviews some important frequency-dependent properties in this publication. The interpolation function samples these values to create a realistic variation.

PARAMETER	FREQUENCY	VALUE	DESCRIPTION
σ	835 MHz	1.15 S/m	Conductivity
ϵ_r	835 MHz	58.13	Relative permittivity

HEATING OF THE HEAD

The bioheat equation models the heating of the head with a heating loss due to the blood flow. This heat loss depends on the heat capacity and density of the blood, and on the blood perfusion rate. The perfusion rate varies significantly in different parts of the human body, and the table below presents the values used here.

PART	PERFUSION RATE
Brain	$2 \cdot 10^{-3}$ (ml/s)/ml
Bone	$3 \cdot 10^{-4}$ (ml/s)/ml
Skin	$3 \cdot 10^{-4}$ (ml/s)/ml

The same interpolation function used for the electric parameters also models the difference in perfusion rate between the brain tissue inside the head and the outer parts of skin and bone. Note again that the use of the interpolation function does not have any physical relevance; it is just to show a realistic effect of a varying material parameter.

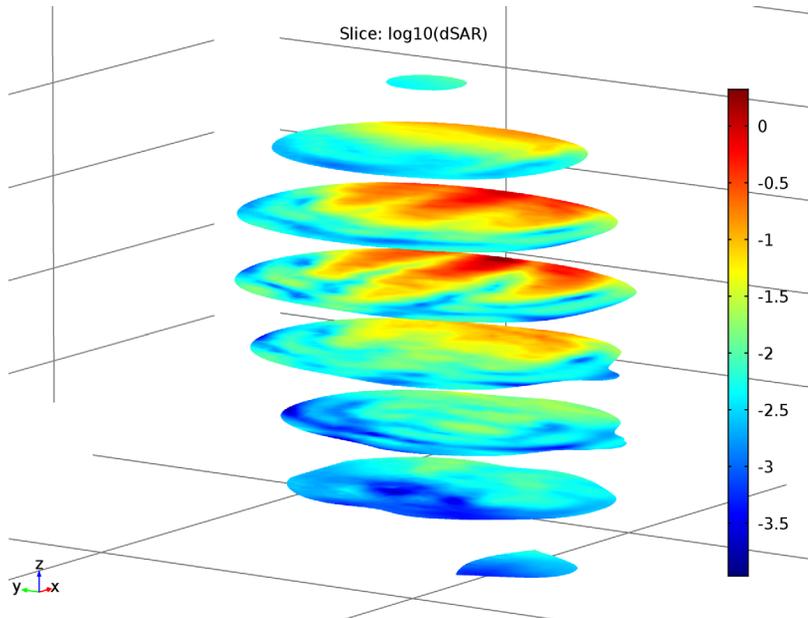


Figure 1: Log-scale slice plot of the local SAR value.

Results and Discussion

The model studies the local SAR value in the head using the formula described earlier for the frequency 835 MHz. The SAR value is highest close to the surface of the head

facing the incident wave. The differences in electrical properties become visible if you plot the local SAR value on a log scale (Figure 1).

The bioheat equation produces a similar plot for the heating of the head, which is highest closest to the antenna. The maximum temperature increase (from 37 °C) is less than 0.2 °C, and drops rapidly inside the head.

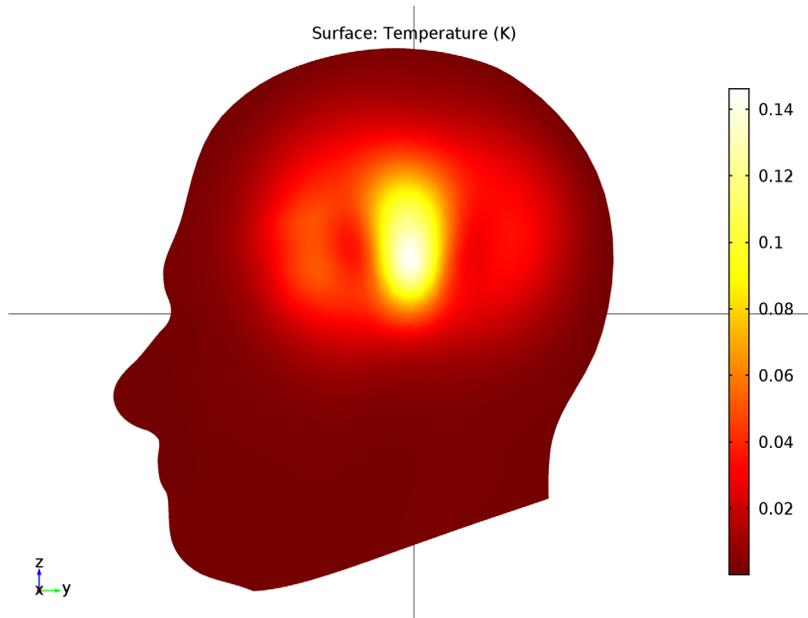


Figure 2: The local increase in temperature at the surface has a maximum of 0.193 °C right beneath the antenna.

References

1. G. Schmid, G. Neubauer, P.R. Mazal, "Dielectric properties of human brain tissue measured less than 10 h postmortem at frequencies from 800 to 2450 MHz," *Bioelectromagnetics* 24: 423-430, 2003
2. M. Levoy, MRI data originally from Univ. of North Carolina (downloaded from the Stanford volume data archive at <http://graphics.stanford.edu/data/voldata/>).

Application Library path: RF_Module/Microwave_Heating/sar_in_human_head

Modeling Instructions

From the **File** menu, choose **New**.

NEW

1 In the **New** window, click **Model Wizard**.

MODEL WIZARD

1 In the **Model Wizard** window, click **3D**.

2 In the **Select physics** tree, select **Heat Transfer>Bioheat Transfer (ht)**.

3 Click **Add**.

4 In the **Temperature** text field, type **dT**.

5 In the **Select physics** tree, select **Radio Frequency>Electromagnetic Waves, Frequency Domain (emw)**.

6 Click **Add**.

7 Click **Study**.

8 In the **Select study** tree, select **Custom Studies>Preset Studies for Some Physics Interfaces>Frequency Domain**.

9 Click **Done**.

GLOBAL DEFINITIONS

Parameters

1 On the **Home** toolbar, click **Parameters**.

2 In the **Settings** window for Parameters, locate the **Parameters** section.

3 In the table, enter the following settings:

Name	Expression	Value	Description
epsilon_r_pcb	5.23	5.23	Permittivity for the patch antenna board
epsilon_r0_brain	58.13	58.13	Permittivity for the brain tissue
sigma0_brain	1.15[S/m]	1.15 S/m	Conductivity for the brain tissue
rho_brain	1.03e3[kg/m^3]	1030 kg/m ³	Density of brain tissue
sdamping	2e-4	2E-4	Sampling parameter
edamping	4e-4	4E-4	Sampling parameter
soffset	-1.0[S/m]	-1 S/m	Sampling parameter
eoffset	-50	-50	Sampling parameter
c_blood	3639[J/(kg*K)]	3639 J/(kg·K)	Heat capacity of blood
rho_blood	1000[kg/m^3]	1000 kg/m ³	Density of blood
odamping	1.08e-6[1/s]	1.08E-6 1/s	Sampling parameter
ooffset	7.8e-4[1/s]	7.8E-4 1/s	Sampling parameter
freq	835[MHz]	8.35E8 Hz	Frequency

Here freq is a predefined variable representing the frequency in Frequency Domain studies. It is also available for use in results processing.

GEOMETRY I

The head geometry has been created outside COMSOL Multiphysics, so you import it from an MPHBIN-file. Then create the surrounding domains of PML, air, and antenna manually.

Import I (impI)

- 1 On the **Home** toolbar, click **Import**.
- 2 In the **Settings** window for Import, locate the **Import** section.
- 3 Click **Browse**.
- 4 Browse to the application's Application Library folder and double-click the file sar_in_human_head.mphbin.
- 5 Click **Import**.

Block I (blkI)

- 1 On the **Geometry** toolbar, click **Block**.

- 2 In the **Settings** window for Block, locate the **Size and Shape** section.
- 3 In the **Width** text field, type 0.004.
- 4 In the **Depth** text field, type 0.08.
- 5 In the **Height** text field, type 0.08.
- 6 Locate the **Position** section. From the **Base** list, choose **Center**.
- 7 In the **x** text field, type 0.1.
- 8 In the **z** text field, type 0.05.
- 9 Click the **Build All Objects** button.

Work Plane 1 (wpl)

- 1 On the **Geometry** toolbar, click **Work Plane**.
- 2 In the **Settings** window for Work Plane, locate the **Plane Definition** section.
- 3 From the **Plane** list, choose **yz-plane**.
- 4 In the **x-coordinate** text field, type 0.098.
- 5 Right-click **Work Plane 1 (wpl)** and choose **Build Selected**.

Square 1 (sq1)

- 1 On the **Work Plane** toolbar, click **Primitives** and choose **Square**.
- 2 In the **Settings** window for Square, locate the **Size** section.
- 3 In the **Side length** text field, type 0.06.
- 4 Locate the **Position** section. From the **Base** list, choose **Center**.
- 5 In the **yw** text field, type 0.05.
- 6 Right-click **Square 1 (sq1)** and choose **Build Selected**.

Rectangle 1 (r1)

- 1 On the **Work Plane** toolbar, click **Primitives** and choose **Rectangle**.
- 2 In the **Settings** window for Rectangle, locate the **Size and Shape** section.
- 3 In the **Width** text field, type 0.005.
- 4 In the **Height** text field, type 0.01.
- 5 Locate the **Position** section. From the **Base** list, choose **Center**.
- 6 In the **yw** text field, type 0.015.
- 7 Right-click **Rectangle 1 (r1)** and choose **Build Selected**.

Union 1 (un1)

- 1 On the **Work Plane** toolbar, click **Booleans and Partitions** and choose **Union**.

- 2 Select the objects **r1** and **sq1** only.
- 3 In the **Settings** window for Union, locate the **Union** section.
- 4 Clear the **Keep interior boundaries** check box.
- 5 On the **Work Plane** toolbar, click **Build All**.

Work Plane 2 (wp2)

- 1 On the **Geometry** toolbar, click **Work Plane**.
- 2 In the **Settings** window for Work Plane, locate the **Plane Definition** section.
- 3 In the **z-coordinate** text field, type 0.01.

Rectangle 1 (r1)

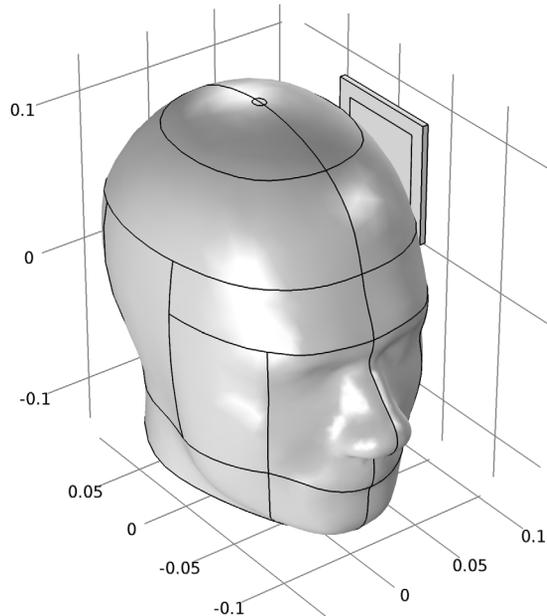
- 1 On the **Work Plane** toolbar, click **Primitives** and choose **Rectangle**.
- 2 In the **Settings** window for Rectangle, locate the **Position** section.
- 3 From the **Base** list, choose **Center**.
- 4 In the **xw** text field, type 0.1.
- 5 Locate the **Size and Shape** section. In the **Width** text field, type 0.004.
- 6 In the **Height** text field, type 0.005.

Form Union (fin)

- 1 Right-click **Rectangle 1 (r1)** and choose **Build Selected**.

2 On the **Home** toolbar, click **Build All**.

You have now created the patch antenna close to the head. Continue with the surrounding air and the PML regions.



Sphere 1 (sph1)

- 1 On the **Geometry** toolbar, click **Sphere**.
- 2 In the **Settings** window for Sphere, locate the **Size** section.
- 3 In the **Radius** text field, type 0.35.
- 4 Click to expand the **Layers** section. In the table, enter the following settings:

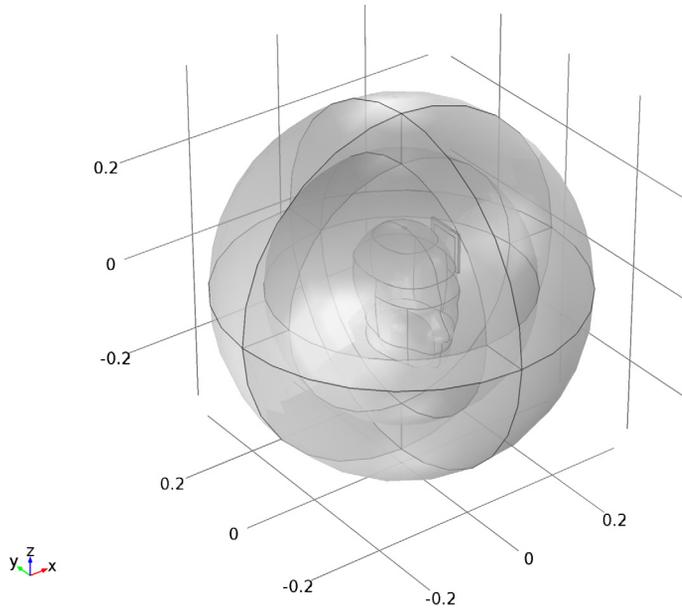
Layer name	Thickness (m)
Layer 1	0.1

- 5 Click the **Build All Objects** button.
- 6 Click the **Zoom Extents** button on the **Graphics** toolbar.
- 7 Click the **Transparency** button on the **Graphics** toolbar.

Form Union (fin)

- 1 In the **Model Builder** window, under **Component 1 (comp1)>Geometry 1** click **Form Union (fin)**.

- 2 In the **Settings** window for Form Union/Assembly, locate the **Form Union/Assembly** section.
- 3 In the **Relative repair tolerance** text field, type 1E-5.
This completes the model geometry.



DEFINITIONS

To get a better view, you can use the mouse to rotate the plot. Furthermore, by assigning the resulting settings to a View node, you can easily return to the same view later.

View 4

- 1 In the **Model Builder** window, under **Component 1 (comp1)** right-click **Definitions** and choose **View**.
- 2 In the **Settings** window for View, click to expand the **Transparency** section.
- 3 Select the **Transparency** check box.
Rotate the geometry to get a good view.
- 4 In the **Model Builder** window, under **Component 1 (comp1)**>**Definitions** click **View 4**.
- 5 In the **Settings** window for View, locate the **View** section.

- 6 Select the **Lock camera** check box.

This action locks the camera settings you just applied for this View node. Suppress some of the boundaries to simplify the domain selection.

Hide Geometric Entities 1

On the **View 4** toolbar, click **Hide Geometric Entities**.

View 4

- 1 In the **Model Builder** window, right-click **Hide Geometric Entities 1** and choose **Show Objects in Selection**.
- 2 Select Domains 5, 7, and 8 only.
To return to this view after rotating, translating, or zooming the geometry in the Graphics window, click the **Go to View 4** button on the Graphics toolbar.
- 3 Click the **Transparency** button on the **Graphics** toolbar.

Create the selections to simplify the model specification.

Explicit 1

- 1 On the **Definitions** toolbar, click **Explicit**.
- 2 In the **Settings** window for Explicit, type PML in the **Label** text field.
Click the **Go to View 1** button on the Graphics toolbar.
- 3 Select Domains 1–4 and 7–10 only.

Explicit 2

- 1 On the **Definitions** toolbar, click **Explicit**.
- 2 In the **Settings** window for Explicit, type Head in the **Label** text field.
Click the **Go to View 4** button on the Graphics toolbar.
- 3 Select Domain 6 only.

Explicit 3

- 1 On the **Definitions** toolbar, click **Explicit**.
- 2 In the **Settings** window for Explicit, type PCB in the **Label** text field.
- 3 Select Domain 11 only.

Interpolation 1 (int1)

- 1 On the **Definitions** toolbar, click **Interpolation**.
- 2 In the **Settings** window for Interpolation, locate the **Definition** section.
- 3 From the **Data source** list, choose **File**.

- 4 Click **Browse**.
- 5 Browse to the application's Application Library folder and double-click the file `sar_in_human_head_interp.txt`.
- 6 Click **Import**.
- 7 Find the **Functions** subsection. In the table, enter the following settings:

Function name	Position in file
fbrain	1

Variables 1

- 1 On the **Definitions** toolbar, click **Local Variables**.
- 2 In the **Settings** window for Variables, locate the **Geometric Entity Selection** section.
- 3 From the **Geometric entity level** list, choose **Domain**.
- 4 From the **Selection** list, choose **Head**.
- 5 Locate the **Variables** section. In the table, enter the following settings:

Name	Expression	Unit	Description
epsilon _r _brain	$\text{epsilon}_{r0_brain} * (1 + \text{fbrain}(x[1/m], y[1/m], z[1/m]) * \text{edamping}) + \text{eoffset}$		Relative permittivity of the brain
sigma _{brain}	$\text{sigma}_{0_brain} * (1 + \text{fbrain}(x[1/m], y[1/m], z[1/m]) * \text{sdamping}) + \text{soffset}$	S/m	Conductivity of the brain
dSAR	$\text{emw.Qrh} / \text{rho_brain}$	W/kg	SAR value
omega _{head}	$\text{odamping} * \text{fbrain}(x[1/m], y[1/m], z[1/m]) + \text{ooffset}$	l/s	Blood perfusion rate

BIOHEAT TRANSFER (HT)

- 1 In the **Model Builder** window, under **Component 1 (comp1)** click **Bioheat Transfer (ht)**.
- 2 In the **Settings** window for Bioheat Transfer, locate the **Domain Selection** section.
- 3 From the **Selection** list, choose **Head**.

MATERIALS*Material 1 (mat1)*

- 1 In the **Model Builder** window, under **Component 1 (comp1)** right-click **Materials** and choose **Blank Material**.
- 2 In the **Settings** window for Material, locate the **Geometric Entity Selection** section.
- 3 From the **Selection** list, choose **PCB**.
- 4 Locate the **Material Contents** section. In the table, enter the following settings:

Property	Name	Value	Unit	Property group
Relative permittivity	epsilon _r	5.23		Basic
Relative permeability	mu _r	1		Basic
Electrical conductivity	sigma	0	S/m	Basic

Material 2 (mat2)

- 1 Right-click **Materials** and choose **Blank Material**.
- 2 In the **Settings** window for Material, locate the **Geometric Entity Selection** section.
- 3 From the **Selection** list, choose **Head**.
- 4 Locate the **Material Contents** section. In the table, enter the following settings:

Property	Name	Value	Unit	Property group
Thermal conductivity	k	0.5	W/(m·K)	Basic
Density	rho	1050	kg/m ³	Basic
Heat capacity at constant pressure	C _p	3700	J/(kg·K)	Basic
Relative permittivity	epsilon _r	epsilon _r _brain		Basic
Relative permeability	mu _r	1		Basic
Electrical conductivity	sigma	sigma_brain	S/m	Basic

ADD MATERIAL

- 1 On the **Home** toolbar, click **Add Material** to open the **Add Material** window.
- 2 Go to the **Add Material** window.
- 3 In the tree, select **Built-In>Air**.
- 4 Click **Add to Component** in the window toolbar.

MATERIALS

On the **Home** toolbar, click **Add Material** to close the **Add Material** window.

Air (mat3)

- 1 In the **Model Builder** window, under **Component 1 (comp1)>Materials** click **Air (mat3)**.
- 2 Select Domains 1–5 and 7–10 only.

BIOHEAT TRANSFER (HT)*Biological Tissue 1*

In the **Model Builder** window, expand the **Component 1 (comp1)>Bioheat Transfer (ht)** node.

Bioheat 1

- 1 In the **Model Builder** window, expand the **Biological Tissue 1** node, then click **Bioheat 1**.
- 2 In the **Settings** window for Bioheat, locate the **Bioheat** section.
- 3 In the ρ_b text field, type rho_blood.
- 4 In the C_b text field, type c_blood.
- 5 In the ω_b text field, type omega_head.
- 6 In the T_b text field, type 0.

Heat Source 1

- 1 On the **Physics** toolbar, click **Domains** and choose **Heat Source**.
- 2 In the **Settings** window for Heat Source, locate the **Domain Selection** section.
- 3 From the **Selection** list, choose **Head**.
- 4 Locate the **Heat Source** section. From the Q_0 list, choose **Total power dissipation density (emw/weel)**.

This brings the heat created by the electromagnetic waves to the heat transfer simulation.

Initial Values 1

- 1 In the **Model Builder** window, under **Component 1 (comp1)>Bioheat Transfer (ht)** click **Initial Values 1**.
- 2 In the **Settings** window for Initial Values, locate the **Initial Values** section.
- 3 In the dT text field, type 0.

DEFINITIONS

Perfectly Matched Layer 1 (pml1)

- 1 On the **Definitions** toolbar, click **Perfectly Matched Layer**.
- 2 In the **Settings** window for Perfectly Matched Layer, locate the **Domain Selection** section.
- 3 From the **Selection** list, choose **PML**.
- 4 Locate the **Geometry** section. From the **Type** list, choose **Spherical**.

ELECTROMAGNETIC WAVES, FREQUENCY DOMAIN (EMW)

- 1 In the **Model Builder** window, under **Component 1 (comp1)** click **Electromagnetic Waves, Frequency Domain (emw)**.
- 2 In the **Settings** window for Electromagnetic Waves, Frequency Domain, locate the **Analysis Methodology** section.
- 3 From the **Methodology options** list, choose **Fast**.

Perfect Electric Conductor 2

- 1 On the **Physics** toolbar, click **Boundaries** and choose **Perfect Electric Conductor**.
- 2 Select Boundaries 54 and 58 only.

Scattering Boundary Condition 1

- 1 On the **Physics** toolbar, click **Boundaries** and choose **Scattering Boundary Condition**.
- 2 Select Boundaries 5–8, 33, 34, 39, and 44 only.
- 3 In the **Settings** window for Scattering Boundary Condition, locate the **Boundary Selection** section.
- 4 Click **Create Selection**.
- 5 In the **Create Selection** dialog box, type PML_boundary in the **Selection name** text field.
- 6 Click **OK**.
- 7 In the **Settings** window for Scattering Boundary Condition, locate the **Scattering Boundary Condition** section.
- 8 From the **Scattered wave type** list, choose **Spherical wave**.

Lumped Port 1

- 1 On the **Physics** toolbar, click **Boundaries** and choose **Lumped Port**.
- 2 Select Boundary 55 only.
- 3 In the **Settings** window for Lumped Port, locate the **Lumped Port Properties** section.

- 4 From the **Wave excitation at this port** list, choose **On**.
- 5 In the V_0 text field, type 45.5.
- 6 Locate the **Settings** section. In the Z_{ref} text field, type 75[ohm].

MESH I

Use the free meshing for the head, the patch, and surrounding air. For the PML regions, use swept meshing. This gives more control of the mesh resolution in the absorbing direction, which is crucial to get convergence with iterative solvers.

Free Triangular I

- 1 In the **Model Builder** window, under **Component I (comp1)** right-click **Mesh I** and choose **More Operations>Free Triangular**.
- 2 In the **Settings** window for Free Triangular, locate the **Boundary Selection** section.
- 3 From the **Selection** list, choose **PML_boundary**.

Swept I

- 1 In the **Model Builder** window, right-click **Mesh I** and choose **Swept**.
- 2 In the **Settings** window for Swept, locate the **Domain Selection** section.
- 3 From the **Geometric entity level** list, choose **Domain**.
- 4 From the **Selection** list, choose **PML**.
- 5 Click to expand the **Source faces** section. Locate the **Source Faces** section. From the **Selection** list, choose **PML_boundary**.

Distribution I

- 1 Right-click **Component I (comp1)>Mesh I>Swept I** and choose **Distribution**.
- 2 In the **Model Builder** window, under **Component I (comp1)>Mesh I>Swept I** right-click **Distribution I** and choose **Build Selected**.

Free Tetrahedral I

Right-click **Mesh I** and choose **Free Tetrahedral**.

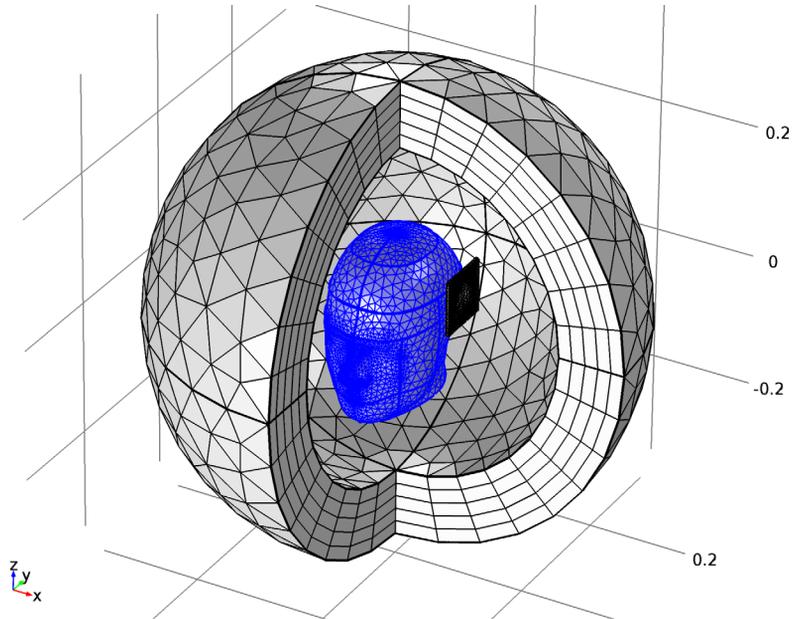
Size I

- 1 In the **Model Builder** window, under **Component I (comp1)>Mesh I** right-click **Free Tetrahedral I** and choose **Size**.
- 2 In the **Settings** window for Size, locate the **Geometric Entity Selection** section.
- 3 From the **Geometric entity level** list, choose **Edge**.
- 4 Select Edges 81–84, 86, 87, and 89–91 only.
- 5 Locate the **Element Size** section. Click the **Custom** button.

- 6 Locate the **Element Size Parameters** section. Select the **Maximum element size** check box.
- 7 In the associated text field, type 0.0015.
- 8 Click the **Build All** button.

Size 2

- 1 Right-click **Free Tetrahedral I** and choose **Size**.
- 2 In the **Settings** window for Size, locate the **Geometric Entity Selection** section.
- 3 From the **Geometric entity level** list, choose **Domain**.
- 4 Select Domain 6 only.
- 5 Locate the **Element Size** section. From the **Predefined** list, choose **Extra fine**.
- 6 Click the **Build All** button.



STUDY I

Step 1: Frequency Domain

- 1 In the **Model Builder** window, expand the **Study I** node, then click **Step 1: Frequency Domain**.
- 2 In the **Settings** window for Frequency Domain, locate the **Study Settings** section.

- 3 In the **Frequencies** text field, type `f req`.
- 4 Locate the **Physics and Variables Selection** section. In the table, enter the following settings:

Physics interface	Solve for	Discretization
Bioheat Transfer		physics

Add a stationary analysis for the heat transfer problem.

Stationary

On the **Study** toolbar, click **Study Steps** and choose **Stationary>Stationary**.

Step 2: Stationary

- 1 In the **Settings** window for Stationary, locate the **Physics and Variables Selection** section.
- 2 In the table, enter the following settings:

Physics interface	Solve for	Discretization
Electromagnetic Waves, Frequency Domain		physics

Solution 1 (sol1)

- 1 On the **Study** toolbar, click **Show Default Solver**.
- 2 In the **Model Builder** window, expand the **Solution 1 (sol1)** node.
Solve the heat transfer equation only in the head domain. For this fairly small problem, use a direct solver for faster convergence.
- 3 In the **Model Builder** window, expand the **Study 1>Solver Configurations>Solution 1 (sol1)>Stationary Solver 2** node.
- 4 Right-click **Direct** and choose **Enable**.
- 5 On the **Study** toolbar, click **Compute**.

RESULTS

Temperature (ht)

The first default plot group shows the temperature field as a surface plot. Follow the instructions to reproduce [Figure 2](#).

- 1 In the **Settings** window for 3D Plot Group, locate the **Plot Settings** section.
- 2 Clear the **Plot data set edges** check box.

- 3 In the **Model Builder** window's toolbar, click the **Show** button and select **Advanced Results Options** in the menu.

View 3D 5

- 1 In the **Model Builder** window, under **Results** right-click **Views** and choose **View 3D**.
- 2 In the **Settings** window for View 3D, locate the **View** section.
- 3 Clear the **Show grid** check box.
- 4 Click to expand the **Light** section. Clear the **Scene light** check box.
- 5 Click the **Go to YZ View** button on the **Graphics** toolbar.
- 6 Click the **Zoom Box** button on the Graphics toolbar and then use the mouse to zoom in.
- 1 In the **Model Builder** window, under **Results>Views** click **View 3D 5**.
- 2 In the **Settings** window for View 3D, locate the **View** section.
- 3 Select the **Lock camera** check box.

Temperature (ht)

- 1 In the **Model Builder** window, under **Results** click **Temperature (ht)**.
- 2 In the **Settings** window for 3D Plot Group, locate the **Plot Settings** section.
- 3 From the **View** list, choose **View 3D 5**.
- 4 On the **Temperature (ht)** toolbar, click **Plot**.

Electric Field (emw)

Use the last default plot group, which is a slice plot of the electric field norm, as the starting point for reproducing the plot in [Figure 1](#).

- 1 In the **Model Builder** window, under **Results** click **Electric Field (emw)**.
- 2 In the **Settings** window for 3D Plot Group, locate the **Plot Settings** section.
- 3 Clear the **Plot data set edges** check box.
- 4 In the **Model Builder** window, expand the **Electric Field (emw)** node.
- 5 Right-click **Multislice 1** and choose **Delete**.
- 6 In the **Model Builder** window, expand the **Electric Field (emw)** node.
- 7 Right-click **Electric Field (emw)** and choose **Slice**.
- 8 In the **Settings** window for Slice, locate the **Expression** section.
- 9 In the **Expression** text field, type $\log_{10}(\text{dSAR})$.
- 10 Locate the **Plane Data** section. From the **Plane** list, choose **xy-planes**.

11 In the **Planes** text field, type 20.

12 On the **Electric Field (emw)** toolbar, click **Plot**.

View 3D 6

1 In the **Model Builder** window, under **Results** right-click **Views** and choose **View 3D**.

2 In the **Settings** window for View 3D, locate the **Light** section.

3 Clear the **Scene light** check box.

4 Locate the **View** section. Clear the **Show grid** check box.

5 Click the **Go to Default 3D View** button on the **Graphics** toolbar.

6 Rotate the geometry to see the slices.

1 In the **Model Builder** window, under **Results>Views** click **View 3D 6**.

2 In the **Settings** window for View 3D, locate the **View** section.

3 Select the **Lock camera** check box.

Electric Field (emw)

1 In the **Model Builder** window, under **Results** click **Electric Field (emw)**.

2 In the **Settings** window for 3D Plot Group, locate the **Plot Settings** section.

3 From the **View** list, choose **View 3D 6**.

4 On the **Electric Field (emw)** toolbar, click **Plot**.