

Build Interactive AI Diagrams with Anatomy

5,965 stars · MIT · checked 2026-10-12

WHAT IT IS

Anatomy is a free AI skill by wheresryan22 that builds interactive, isometric diagrams of complex systems by inventing physical, working objects to explain concepts.

GET IT RUNNING

```
npx skills add wheresryan22/anatomy -g -a claude-code  
/anatomy explain how a token bucket rate limiter works, interactive
```

MAKE THESE 3 THINGS

- Visualize and interact with a token bucket rate limiter simulation.
- Explore dynamic WebGL effects like the plume in a 'raptor-engine' example.
- Understand intricate mechanical systems with animated parts, like a 'turning-dial' with 90 moving parts.

SKIP IT IF

Not for static images. Extreme multi-level zooming into tiny parts may not be perfectly smooth or fully implemented yet.