

Step 1:

- Click on releases

The screenshot shows a GitHub repository page for 'A-Effat / VolumeEstimator3D'. The 'Code' tab is selected. On the right side, there is an 'About' section with a 'Report repository' link, which has a red arrow pointing to it. Below the 'Report repository' link, there is a 'Releases' button highlighted with a red box.

About

A tool for annotating video frames and estimating 3D volumes

Readme
MIT license
Activity
0 stars
2 watching
0 forks
Report repository

Releases 3

macOS App Bundle for v1.0.0 (Latest)
yesterday

+ 2 releases

Packages

No packages published

Contributors 2

A-Effat
dchahal767

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A-Effat / VolumeEstimator3D Public

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VolumeEstimator3D

Step 2:

- Download the application file for your system
- In the example, we are working on a mac

github.com

yesterday
A-Effat
v1.0.0-mac
941bc0f
Compare

macOS App Bundle for v1.0.0 Latest

Added macOS executable

Assets 3

VolumeEstimator3D.zip

Source code (zip)

Source code (tar.gz)

sha256:c19ba25d6e077d... 53.6 MB yesterday

yesterday

yesterday

Apr 4
A-Effat
v1.0.0-win
15cf37
Compare

Windows Binary for v1.0.0

Added Windows executable

Assets 3

VolumeEstimator3D.exe

Source code (zip)

Source code (tar.gz)

64 MB Apr 4

Apr 3

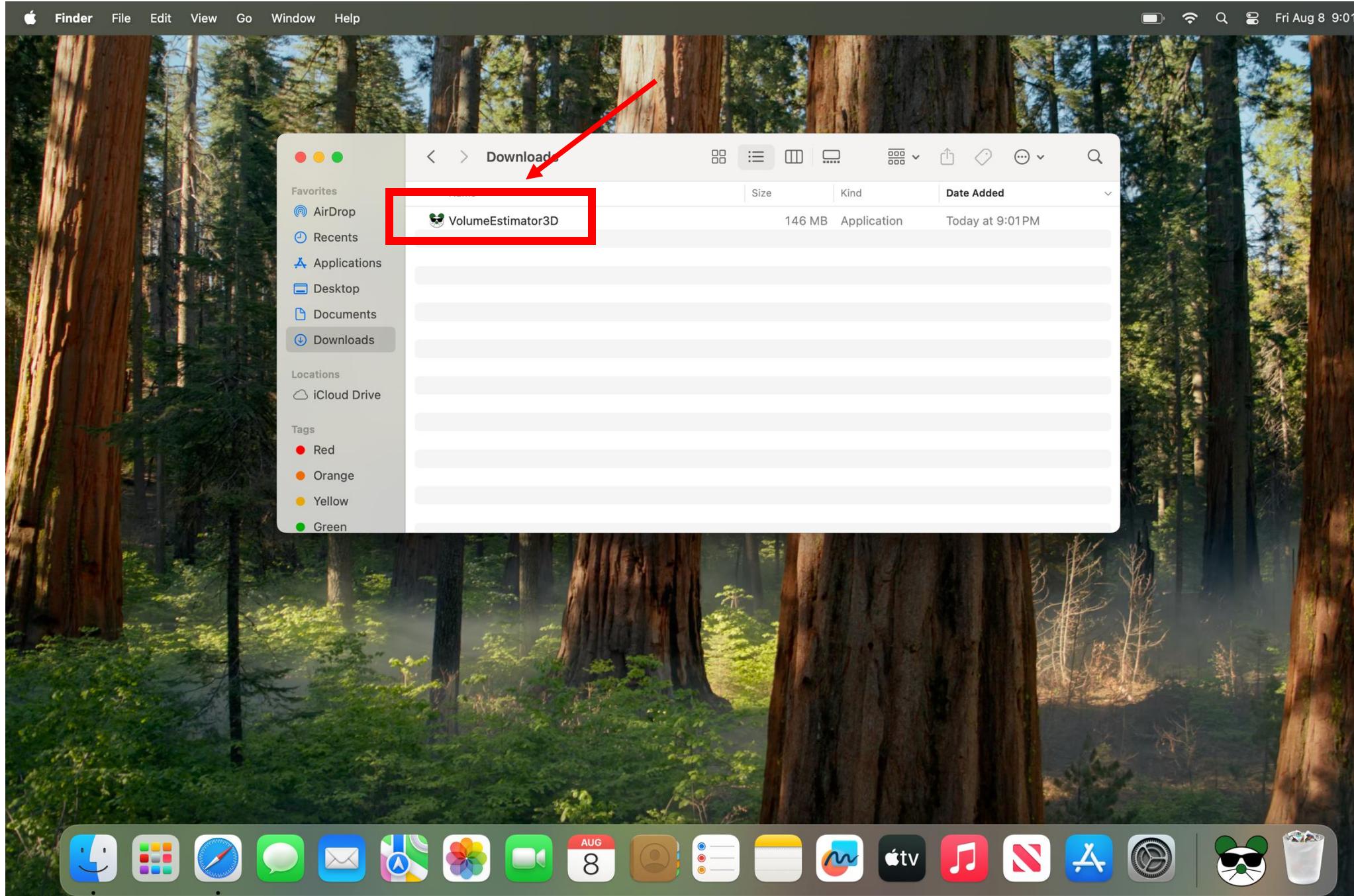
Apr 3

Apr 3

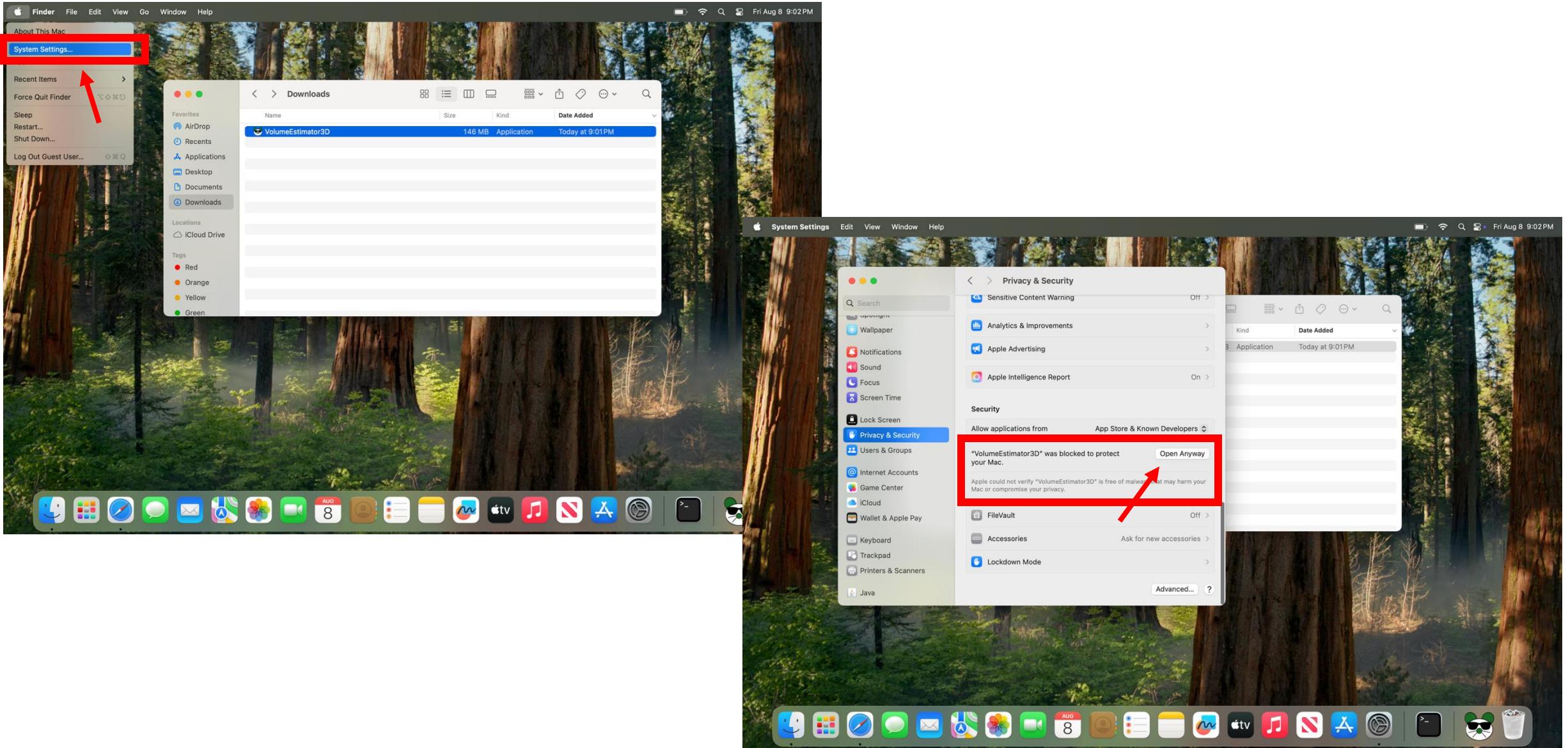
v1.0.0

Step 3:

- Navigate to the application file in your downloads folder
- Double click the file

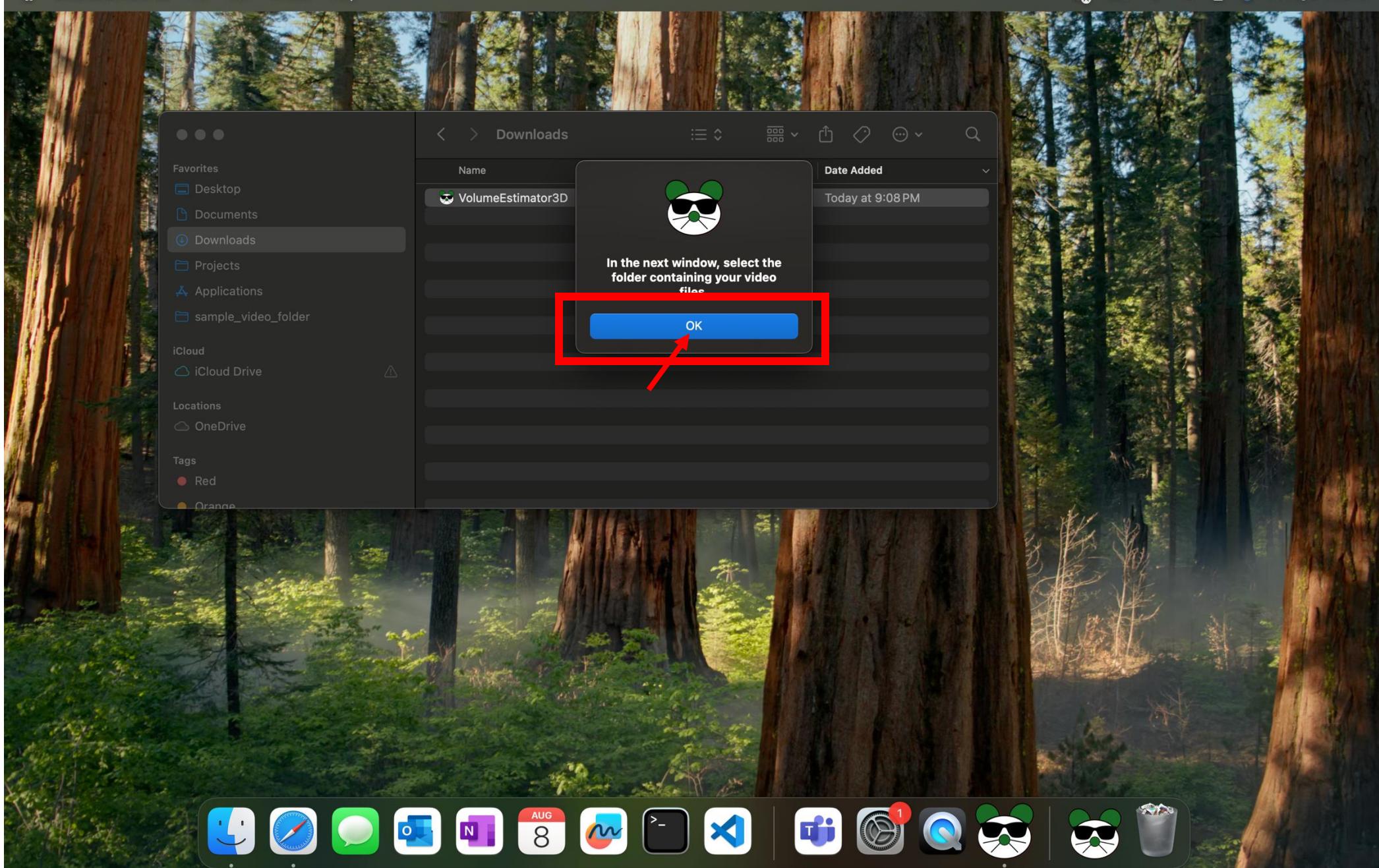


If you receive an error that app cannot be opened due to unverified developer, follow the steps below:



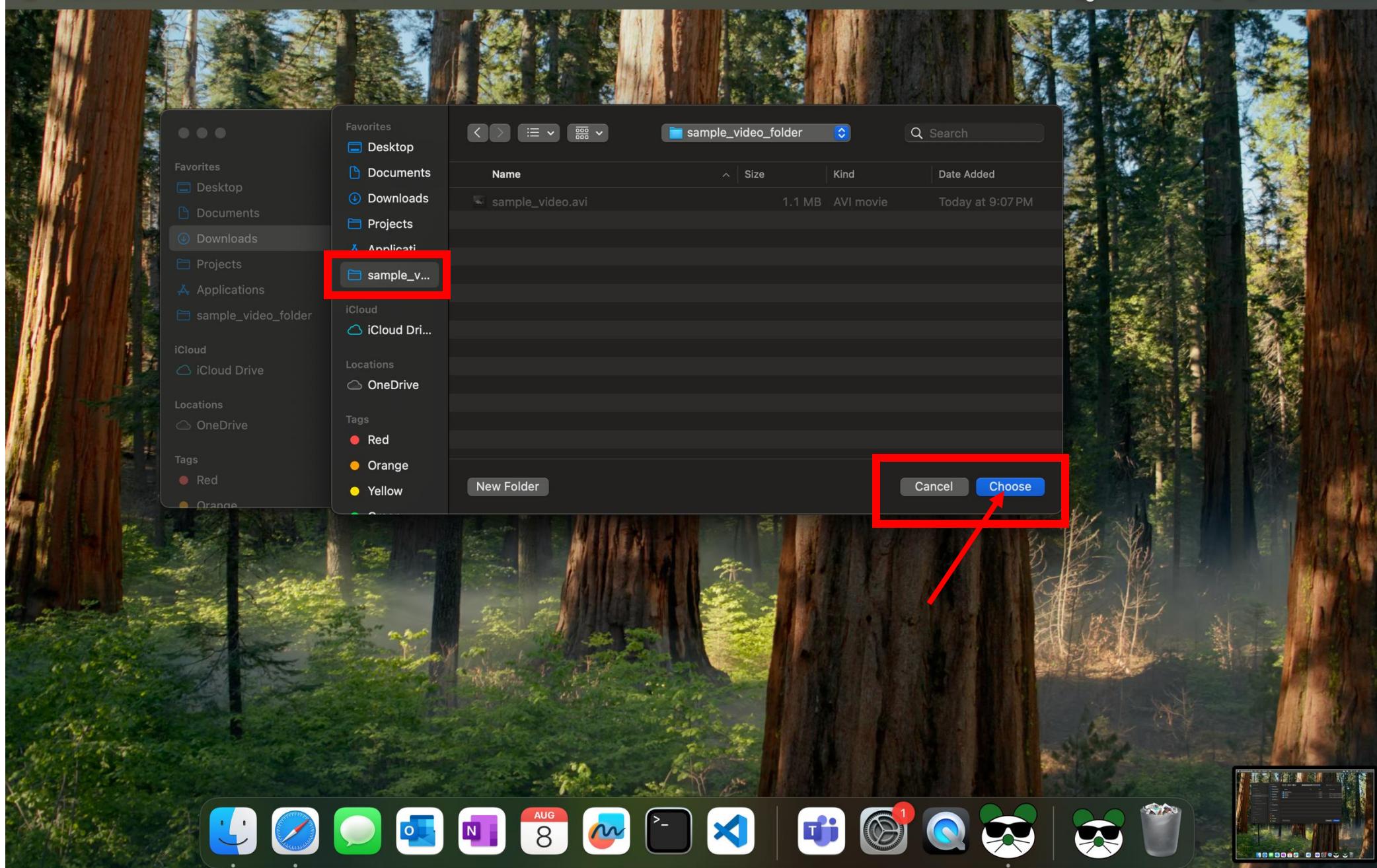
Step 4:

- You should see instructions to pick a folder that contains your video files
- The app accepts .avi, .mp4, and .mov file types
- Click ok



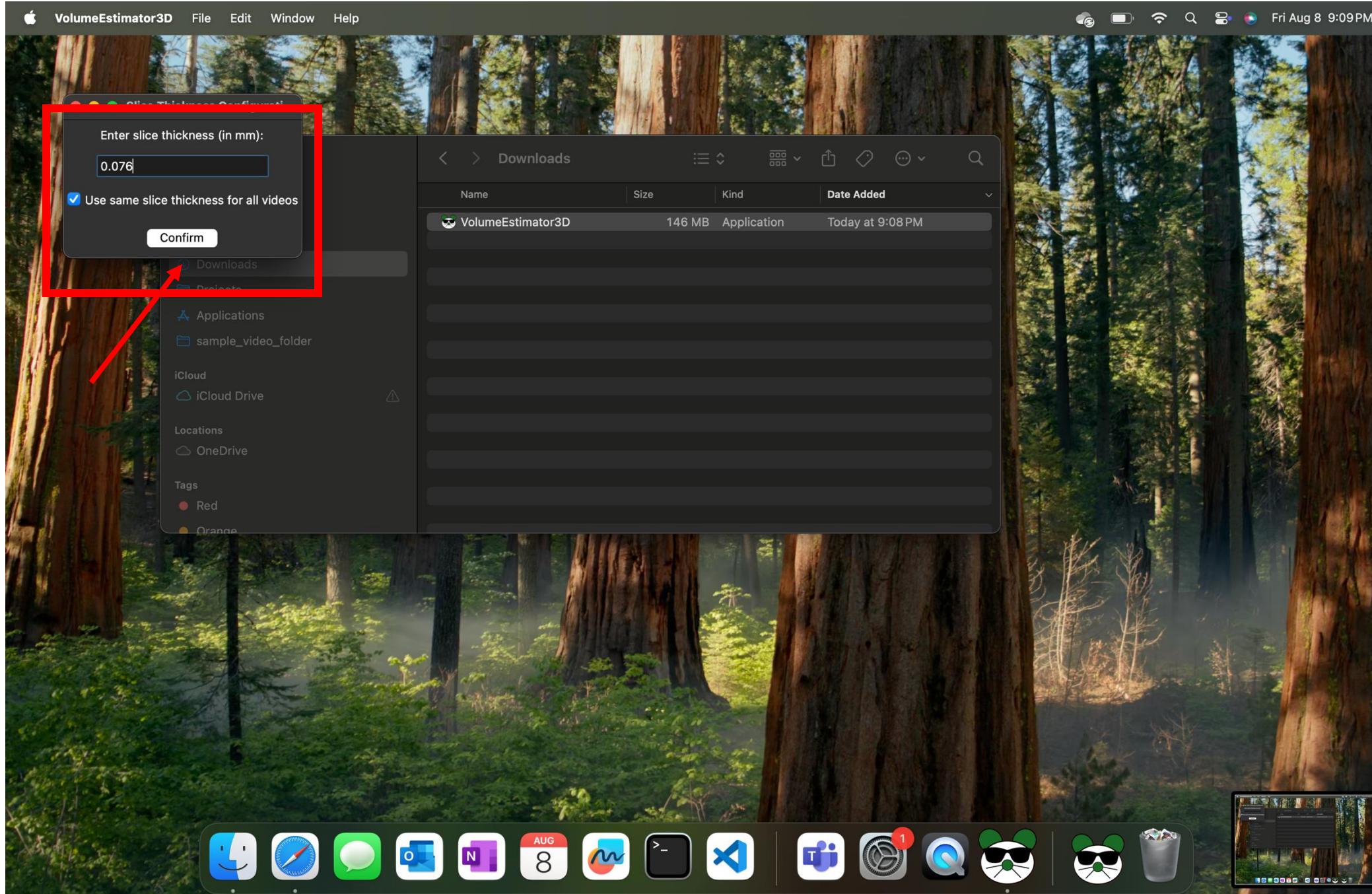
Step 5:

- Navigate to the folder with your video files
- Click Choose



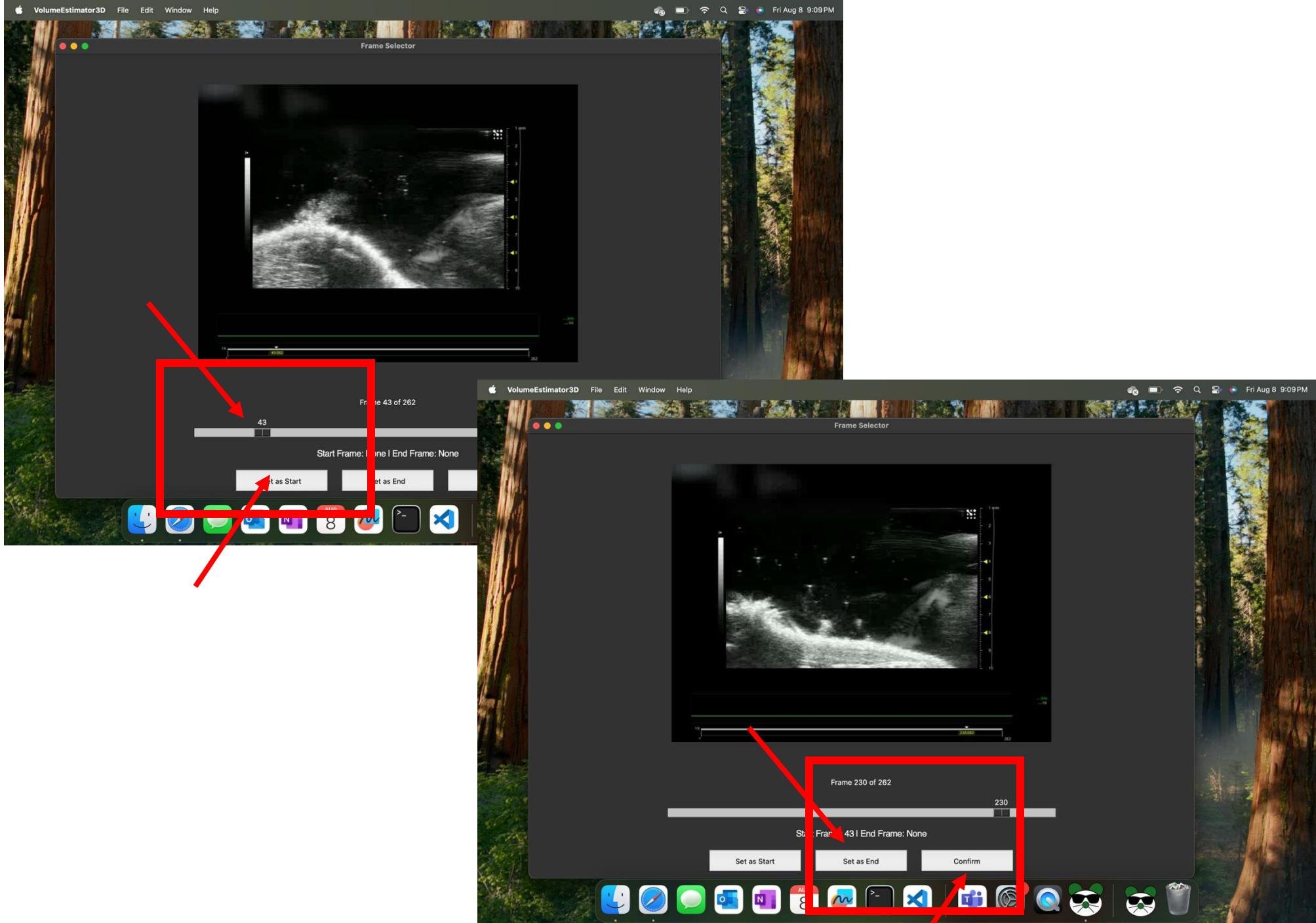
Step 6:

- A window will open that prompts you to enter the slice thickness in mm
- Enter the slice thickness
- Optional: use same slice thickness for all videos, or set it to request thickness for each video



Step 7:

- Use the slider to pick the first frame where your tumour appears in view
- Pick the last frame where your tumour appears in view
- You should see a frame number next to Start Frame and End Frame, confirming that your selections were recognized
- Click Confirm

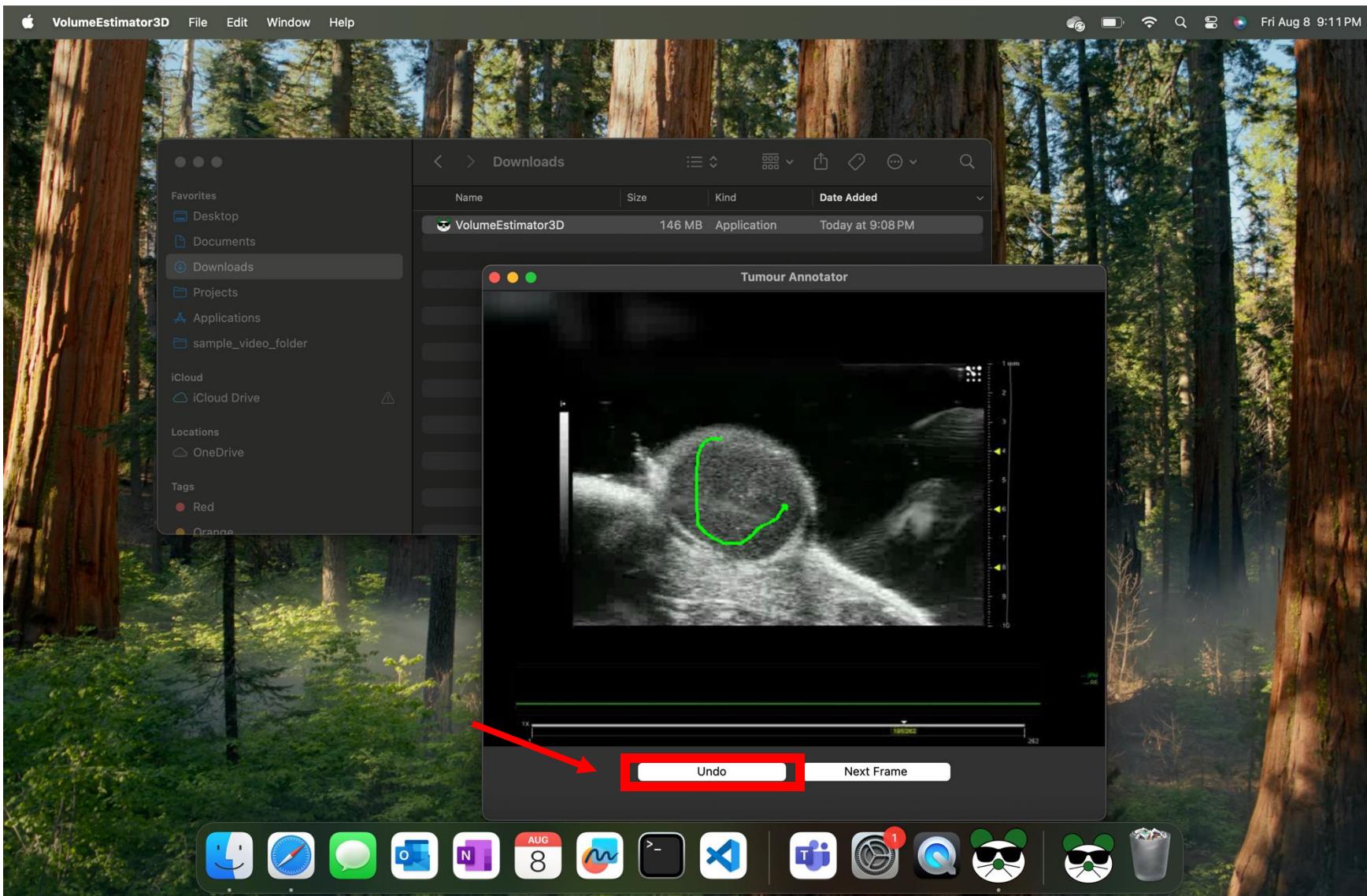


Step 8:

- A window will appear with the Start Frame that you chose in the previous step
- The program will prompt you to annotate the tumour perimeter using your cursor (shown in green)
- Once done annotating, click Next Frame
- The program will prompt you to annotate 10% of the selected frames (Start to End)

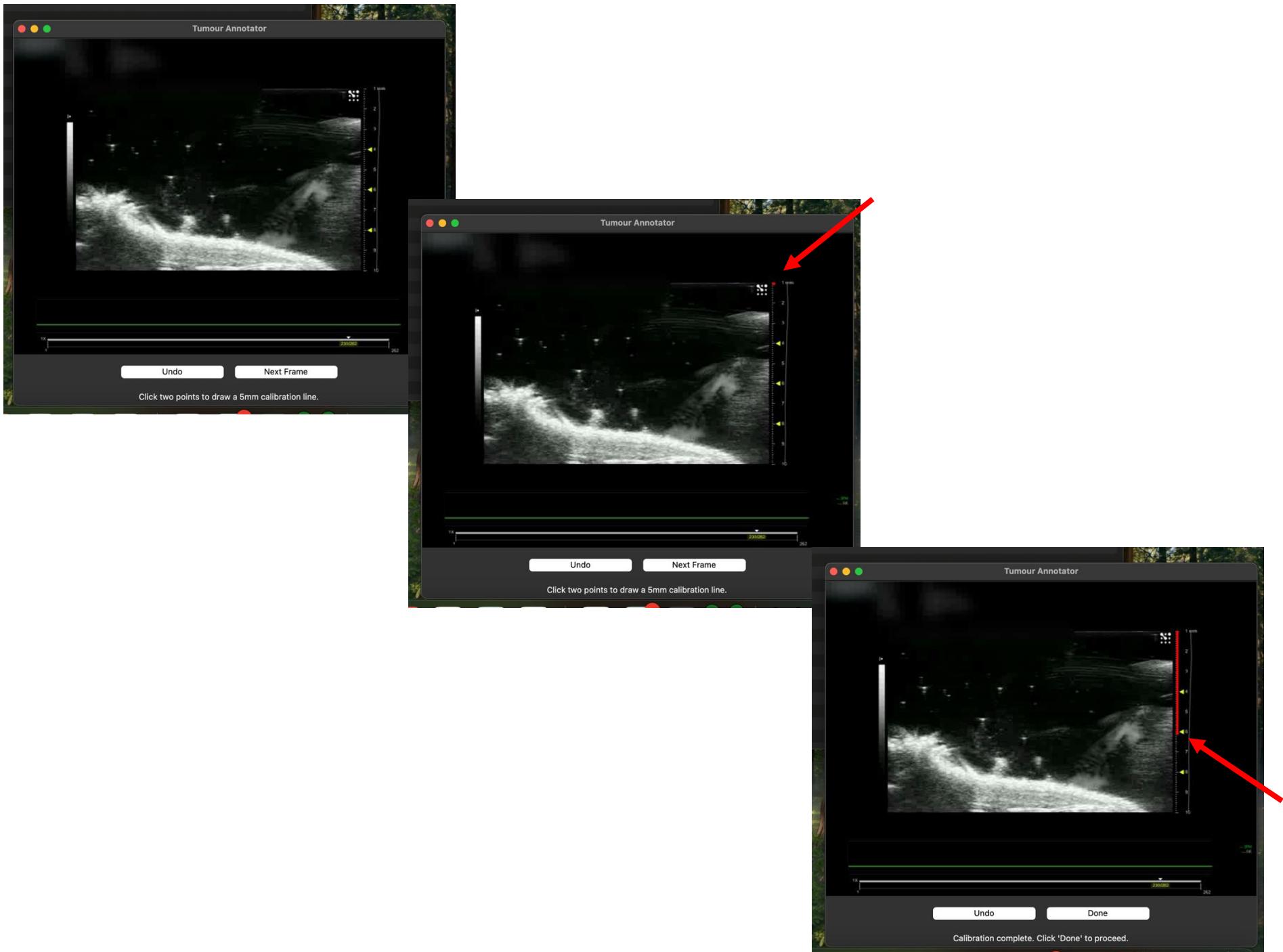


If you make a mistake during annotation, you can click Undo to redo the annotation



Step 9:

- After you annotate your last frame, a window will appear that prompts you to click two points to draw a 5 mm calibration line (to scale pixel to mm)
- Click two points exactly 5 mm apart (e.g., from tick mark 1 to 6 if ticks are 1 mm apart)
- A red line will appear to show the line you created
- Click Done



Accessing your data:

- Your data should be available in the same folder as your videos
- You will have a folder of JSON files of your annotations
- A folder for the frames in your video
- And a csv that includes the properties of your tumour annotations
- Tumour properties:
 - The depth is the difference between the top and bottom pixels annotated in each frame
 - The width is the difference between the left most and right most pixels annotated in each frame
- Please note the *_calculated_* folder is deprecated

