3d slicer logo

# 3D Slicer

Now the slice views are linked. If you click the **'Toggle slice visibility in 3D view'** button. Then all slices will show up.

# Data Loading and Visualization Tutorial

Tutoriel de chargement de données et de

# Tutorial Dataset

## Please download the following datasets:

https://github.com/PerkLab/PerkLabBootcamp/raw/master/Data/VisualizationTutorial_HeadScene.mrb

# Main user interface

# Load Sample MRI Data

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**The axial, sagittal, and coronal views automatically show the loaded volume**

# Adjust window/level

**Switch to window/level mouse mode**

# Adjust window/level

**Adjust window/level (brightness/contrast) using the left mouse button on a slice view**

# Switch back to view/transform mode

# Maximize view

# Slice view options

**Position your mouse cursor over the pin icon to display the slice view toolbar**

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# Slice view options

**Once the slice viewer toolbar is shown, click on the ">>".**

# Show ruler

# Rotate to volume plane

**Often, MRI volumes are not axis-aligned. To show the true axial view, click the 'Rotate to volume plane' button.**

**Note: This image will not be affected, but many DICOM MR images need to be aligned.**

# Switch to conventional layout

# Link views

After linking views, if any setting is changed in a 2D view, all others follow.

# Show slices in 3D

Now the slice views are linked. If you click the **'Toggle slice visibility in 3D view'** button, then all slices will show up.

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# Show slices in 3D

All three anatomical slices are shown in the 3D view.

# Navigating the 3D view

Use the left mouse button to **rotate**, and the right mouse button to **zoom** in and out.

# Close the scene

# Part 2: 3D visualization of surface models of the brain

# Load tutorial scene

Drag and drop the file VisualizationTutorial_HeadScene.mrb into Slicer, then click **OK**.

# Center view

Click on the small box icon to center the view, in 3D or in 2D

# Explore loaded data

You can use the module list, or the favorite module toolbar to switch to the **Data module**

# Explore loaded data

**The Data module shows all the data in the scene.**

**The data items ("nodes") can be shown/hidden, renamed, deleted, cloned, etc.**

**Hide the 'skin' model by clicking the eye icon.**