

 3d slicer logo

# **3D Slicer**

## **Data Loading and Visualization Tutorial**

# Tutorial Dataset

**Please download the following  
datasets:**

[https://github.com/PerkLab/PerkLabBootcamp/raw/master/Data/VisualizationTutorial\\_HeadScene.mrb](https://github.com/PerkLab/PerkLabBootcamp/raw/master/Data/VisualizationTutorial_HeadScene.mrb)

# Main user interface

# Load Sample MRI Data

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# **Load Sample MRI Data**

**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**

# 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.

# 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.**