



Tópicos I – Morfometria Geométrica

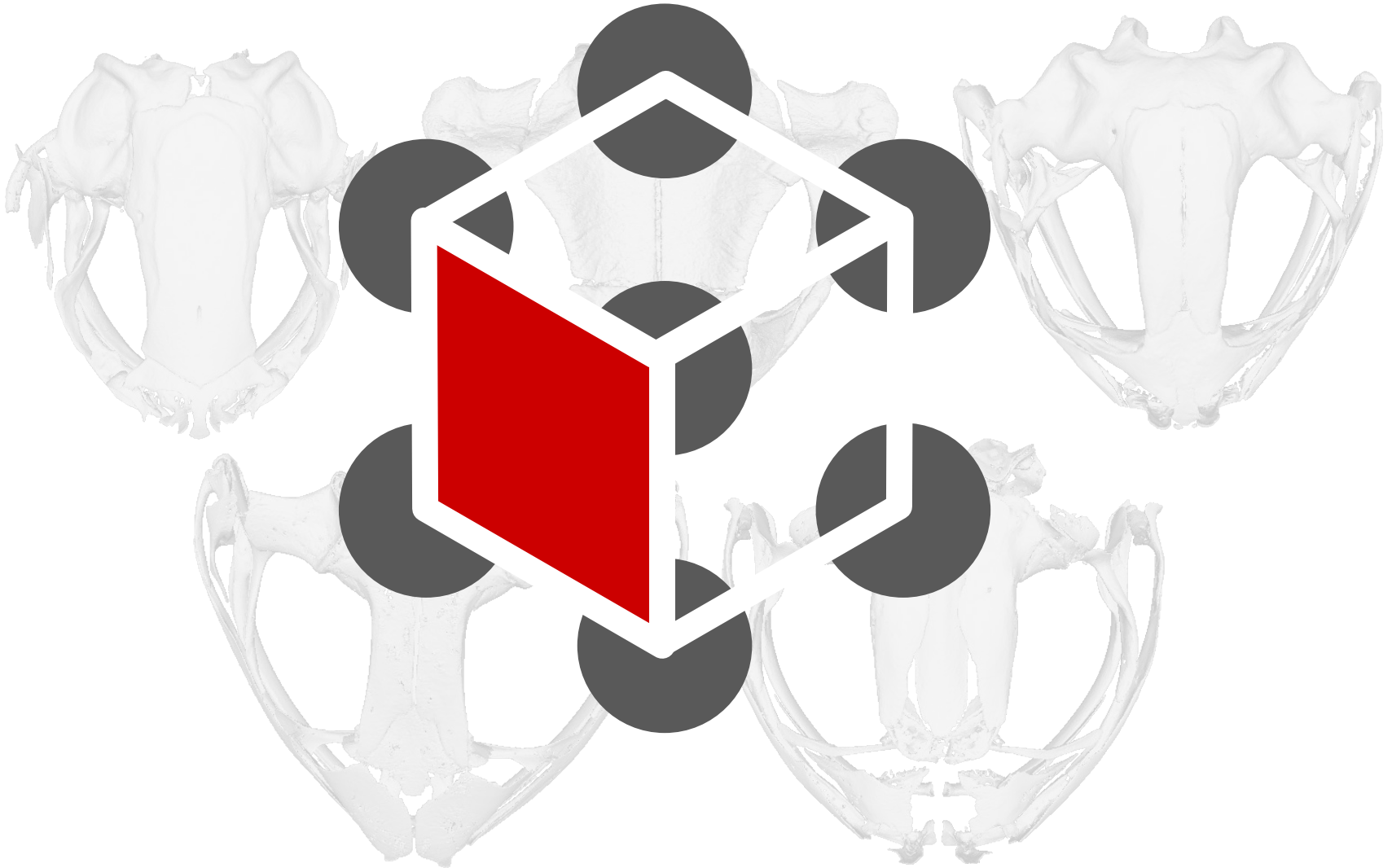
Diego de Almeida da Silva

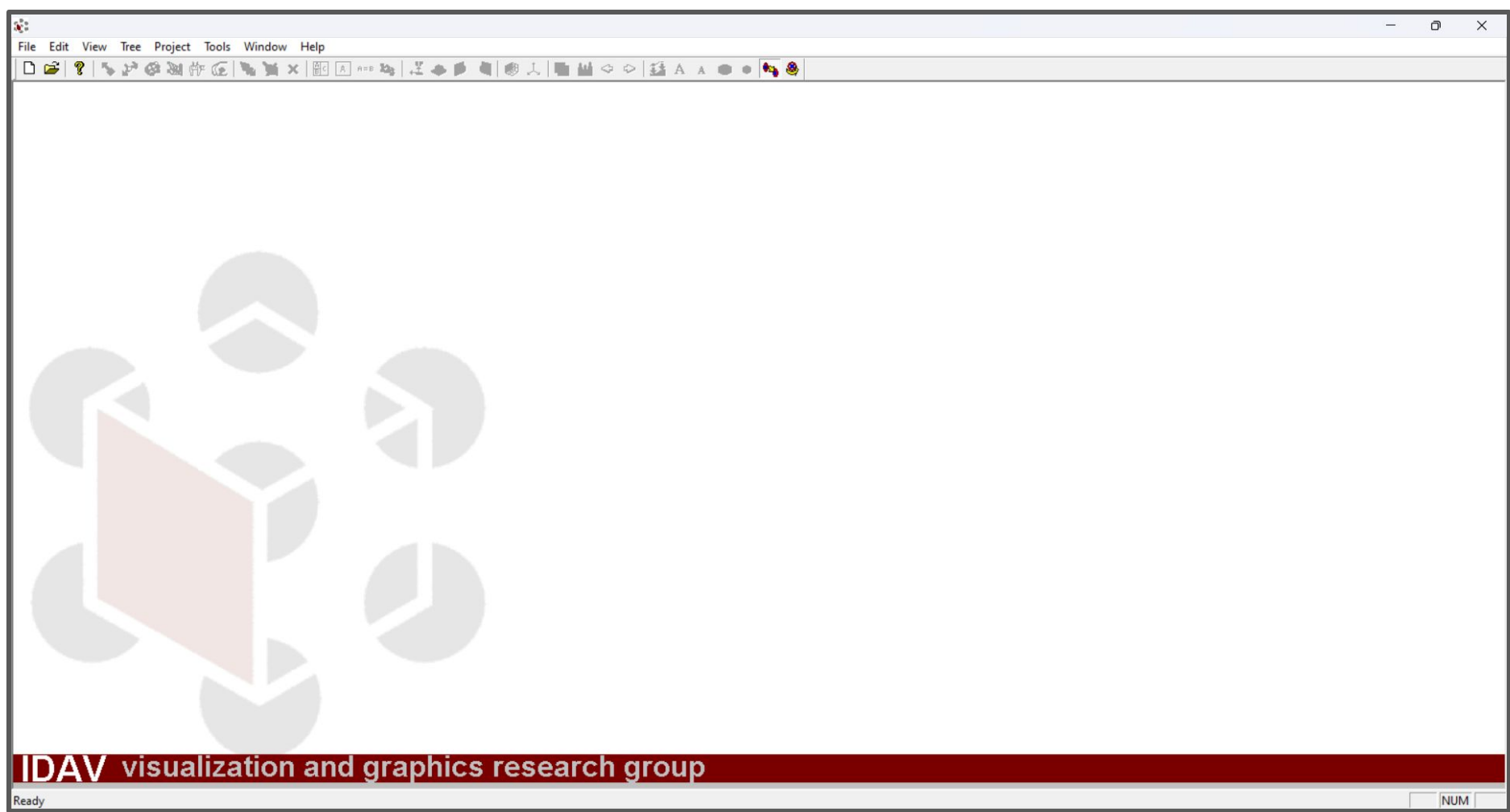
Aula 6: Tutorial

Exemplo



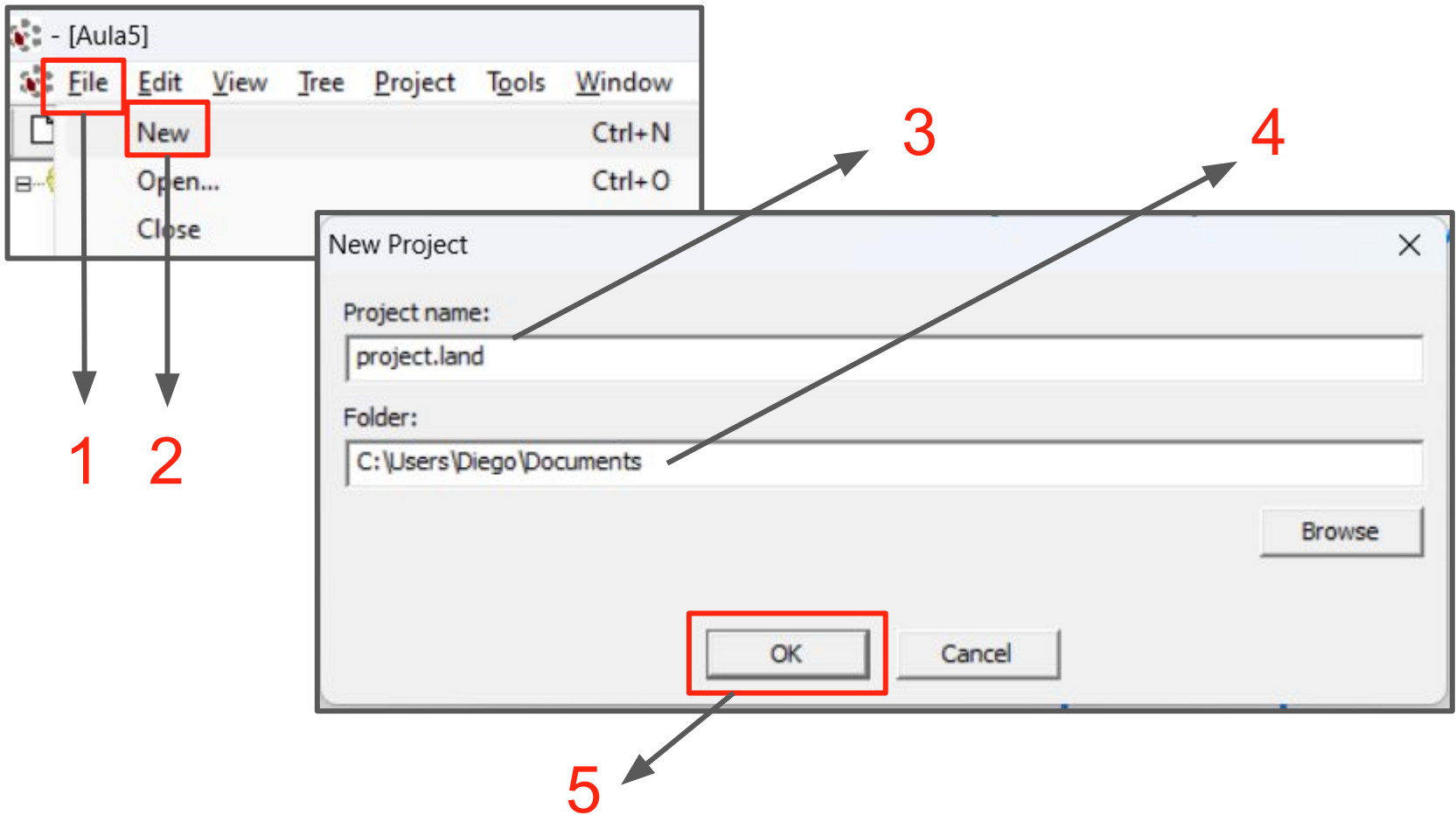
Exemplo



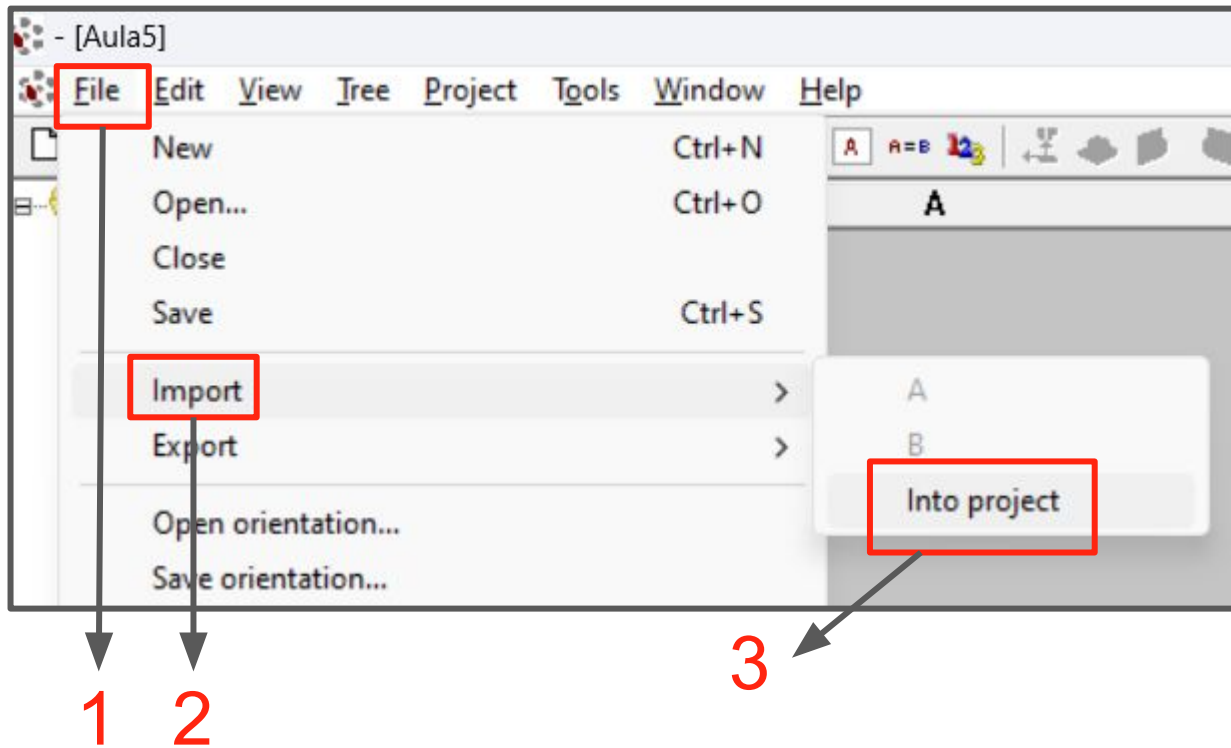


IDAV visualization and graphics research group

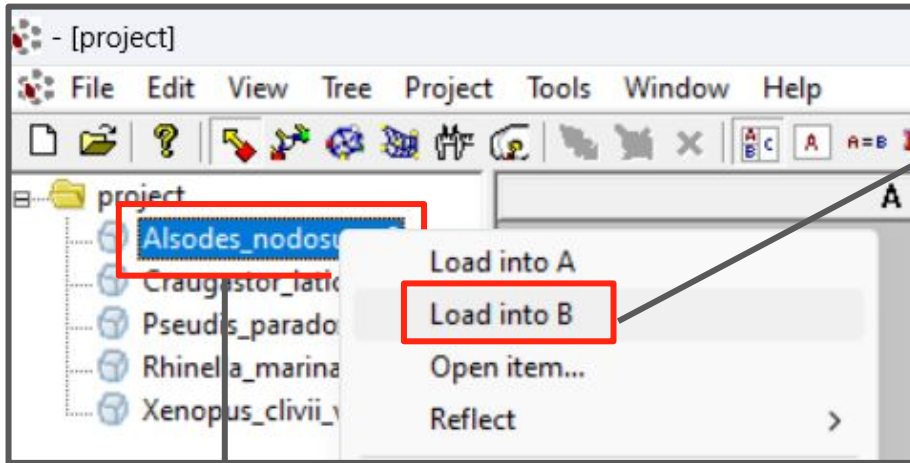
Crie um projeto



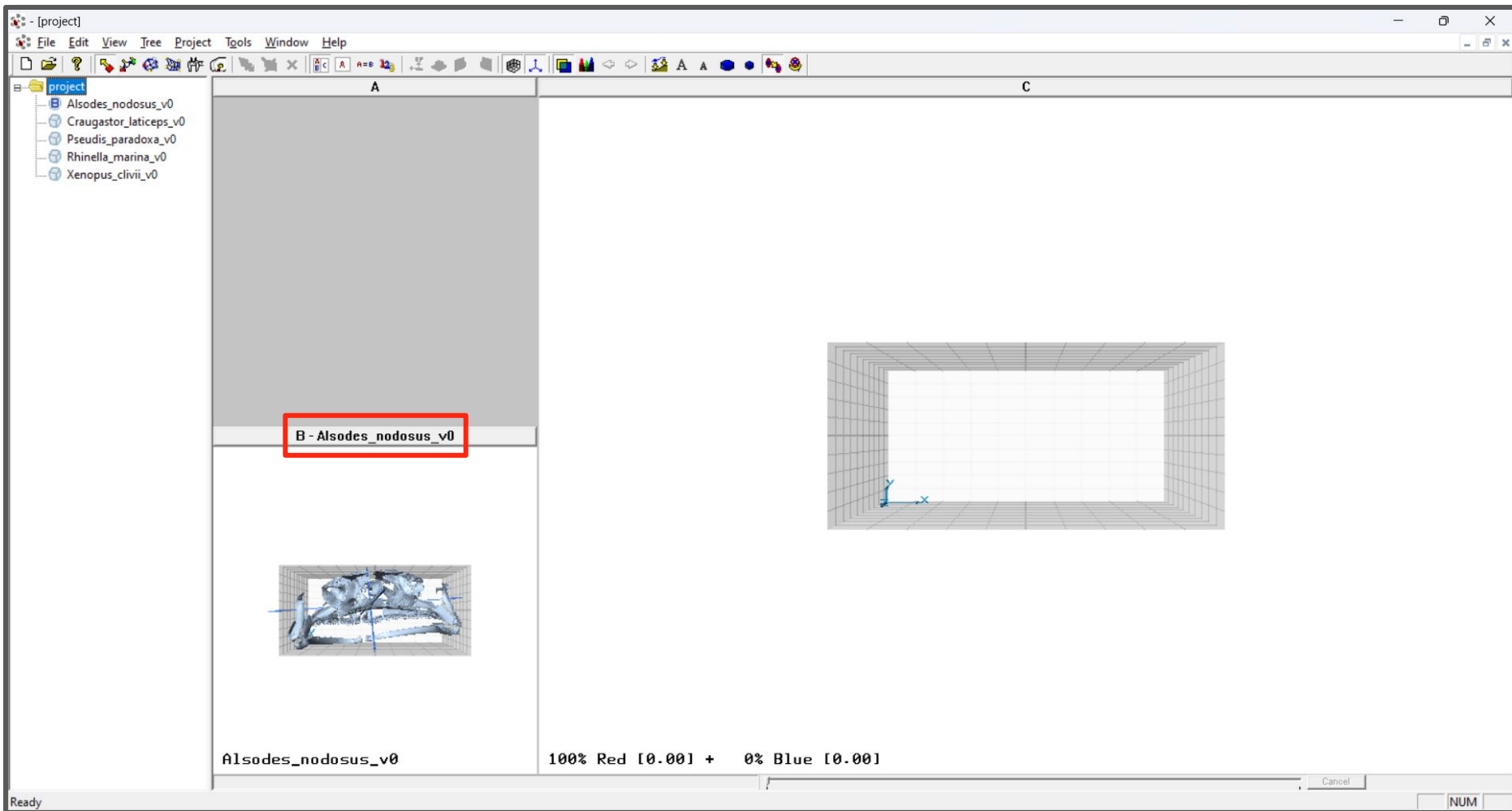
Importe as meshes

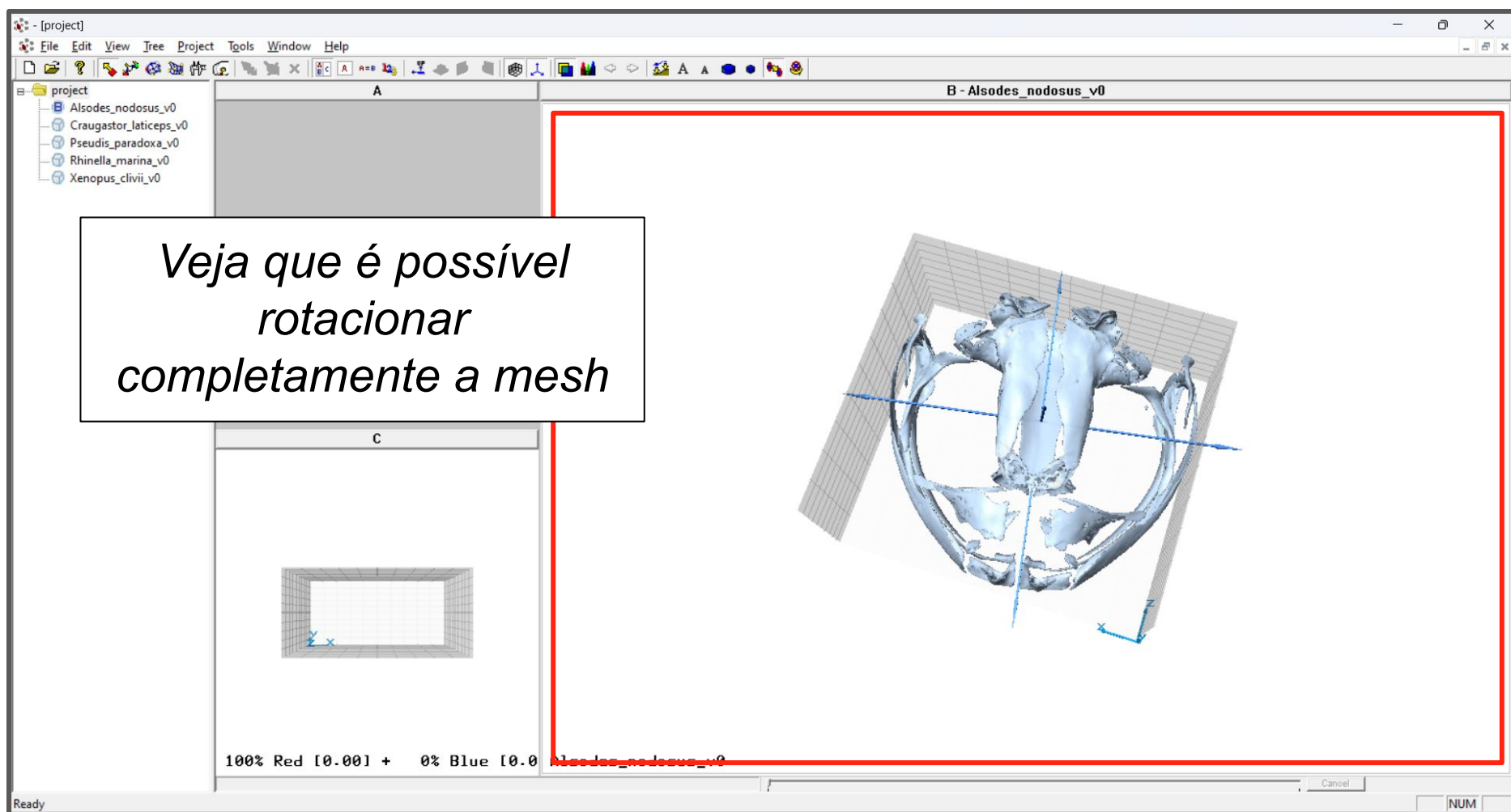


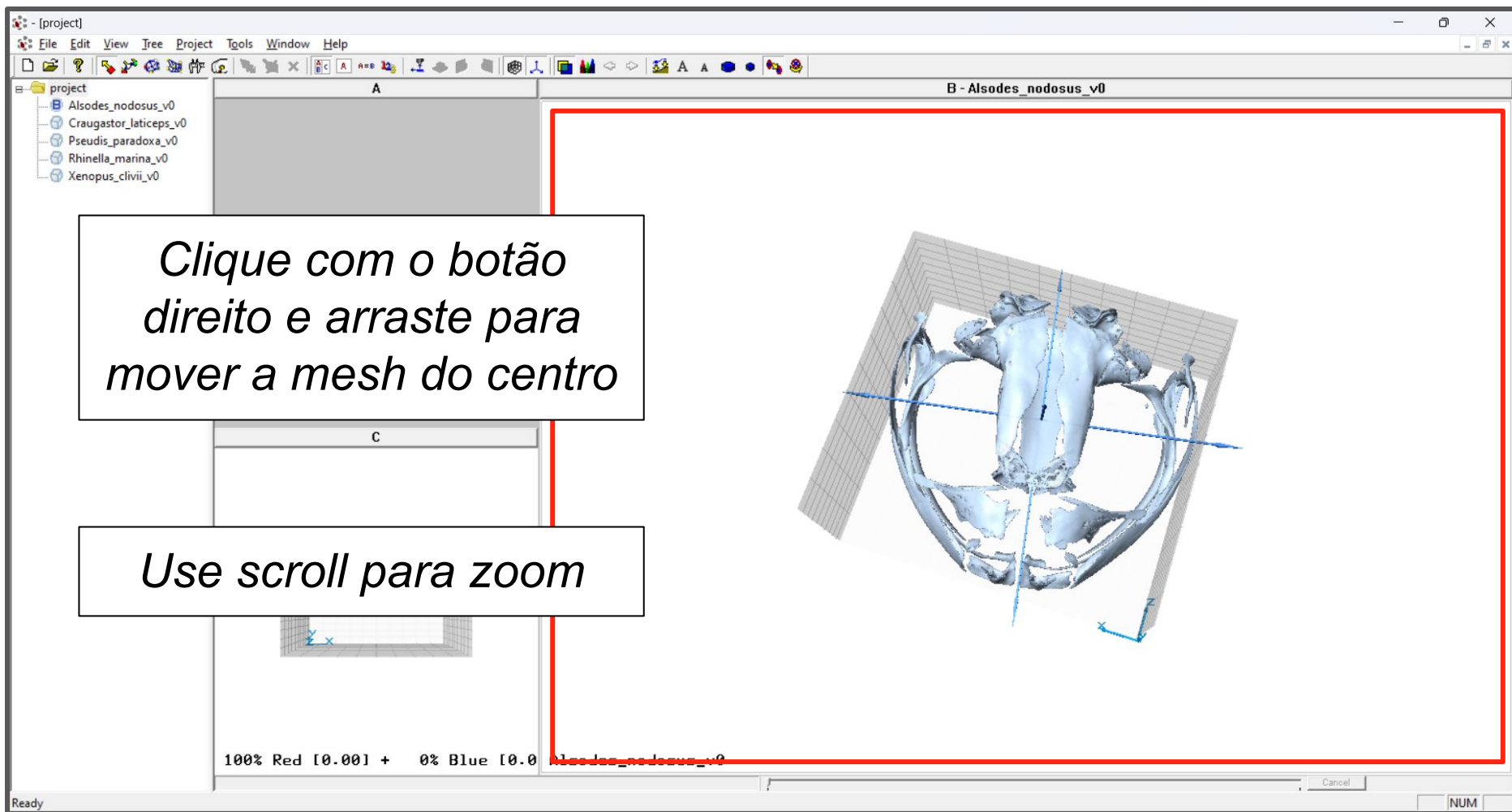
Carregando as meshes



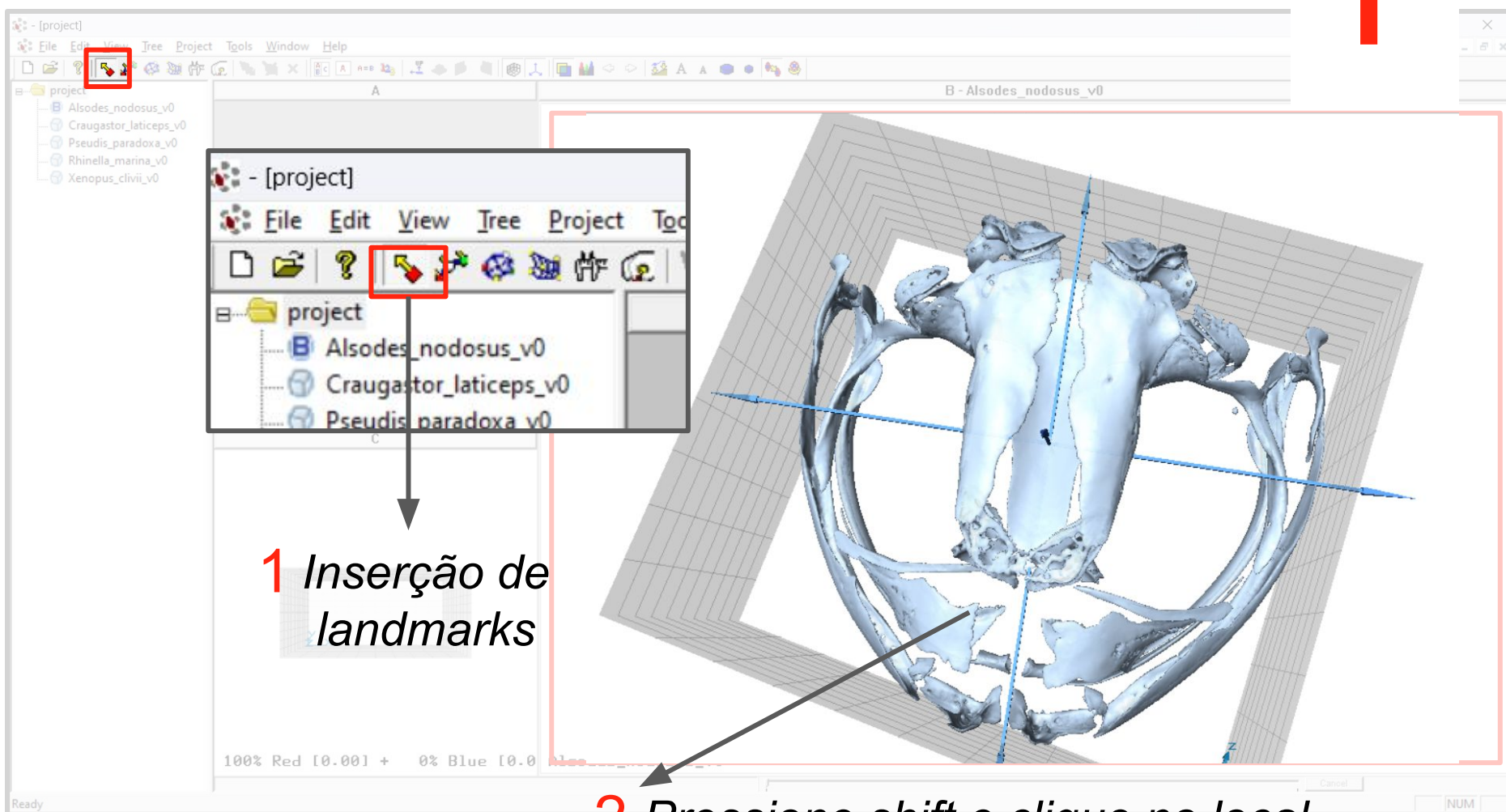
1 *Clique com o botão
direito do mouse*





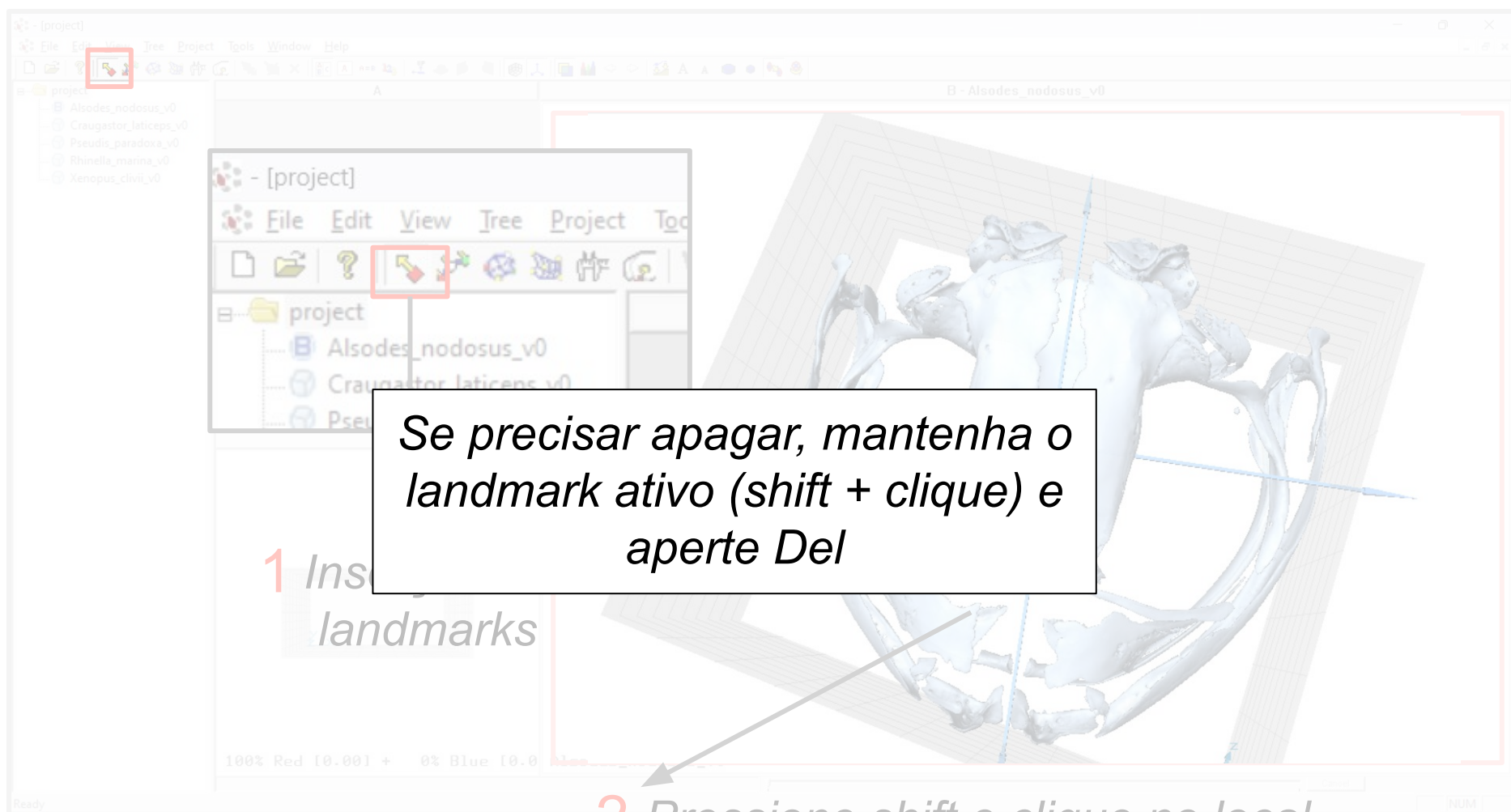


1

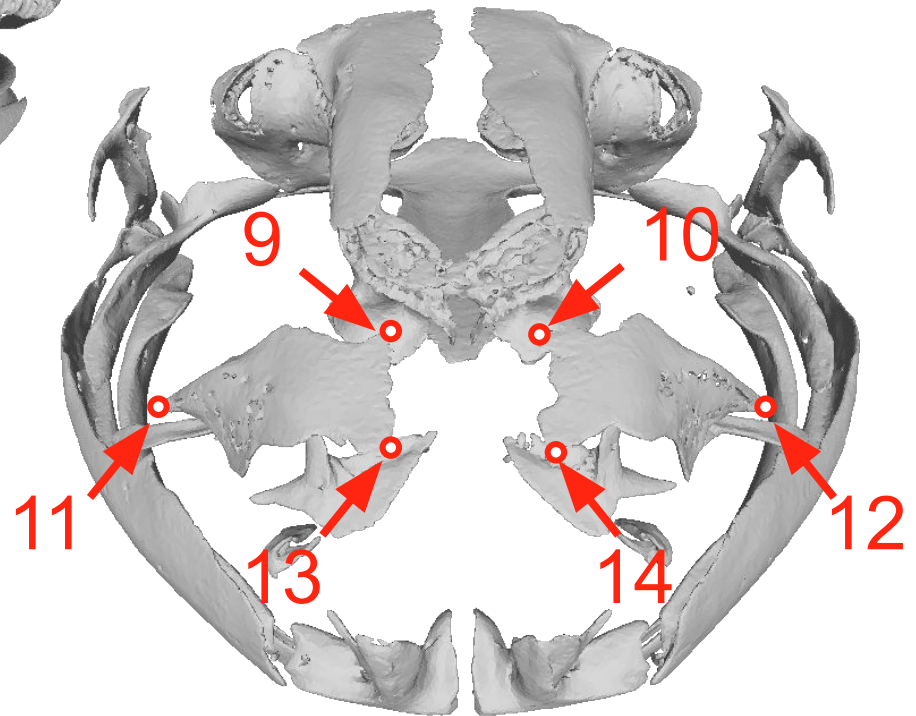
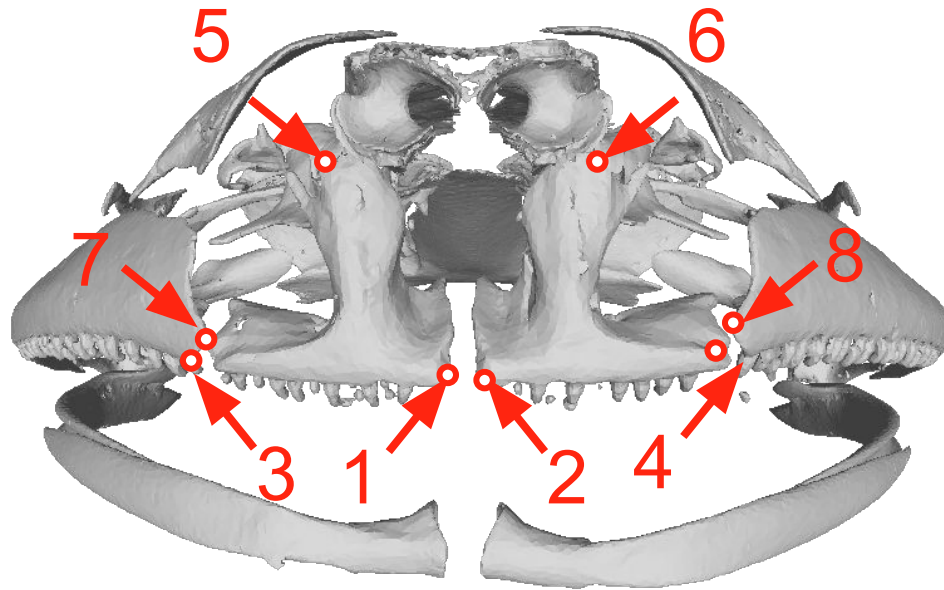


1 *Inserção de landmarks*

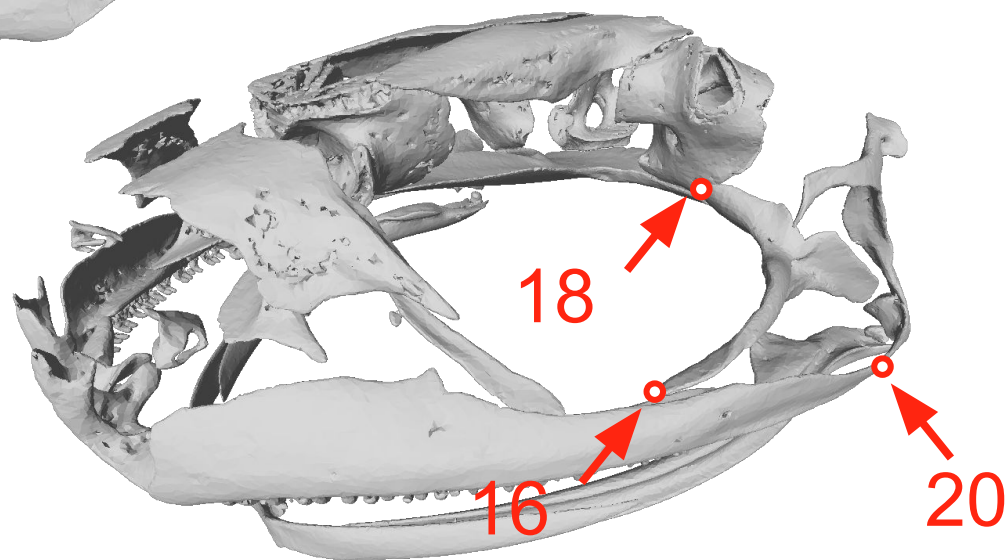
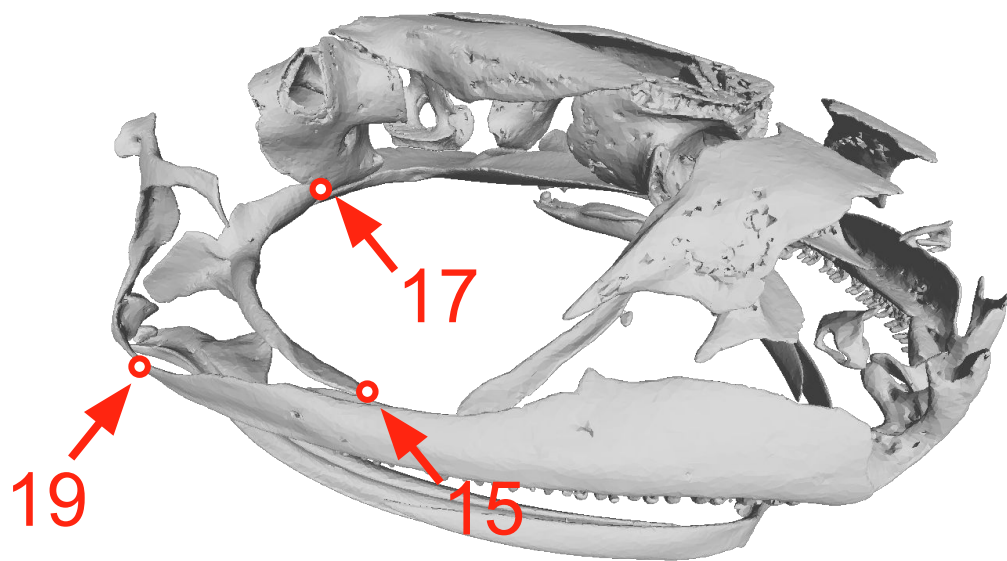
2 *Pressione shift e clique no local onde o landmark será inserido*



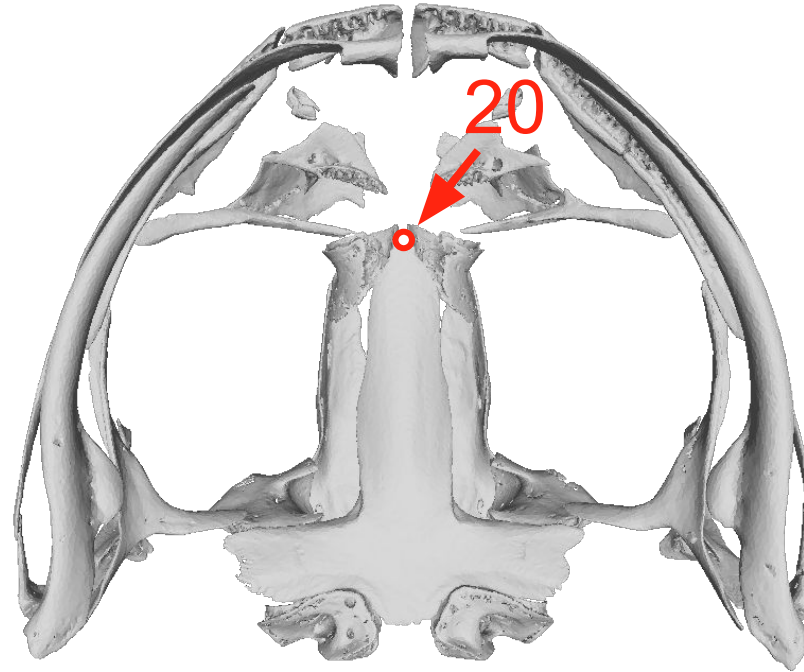
Landmarks

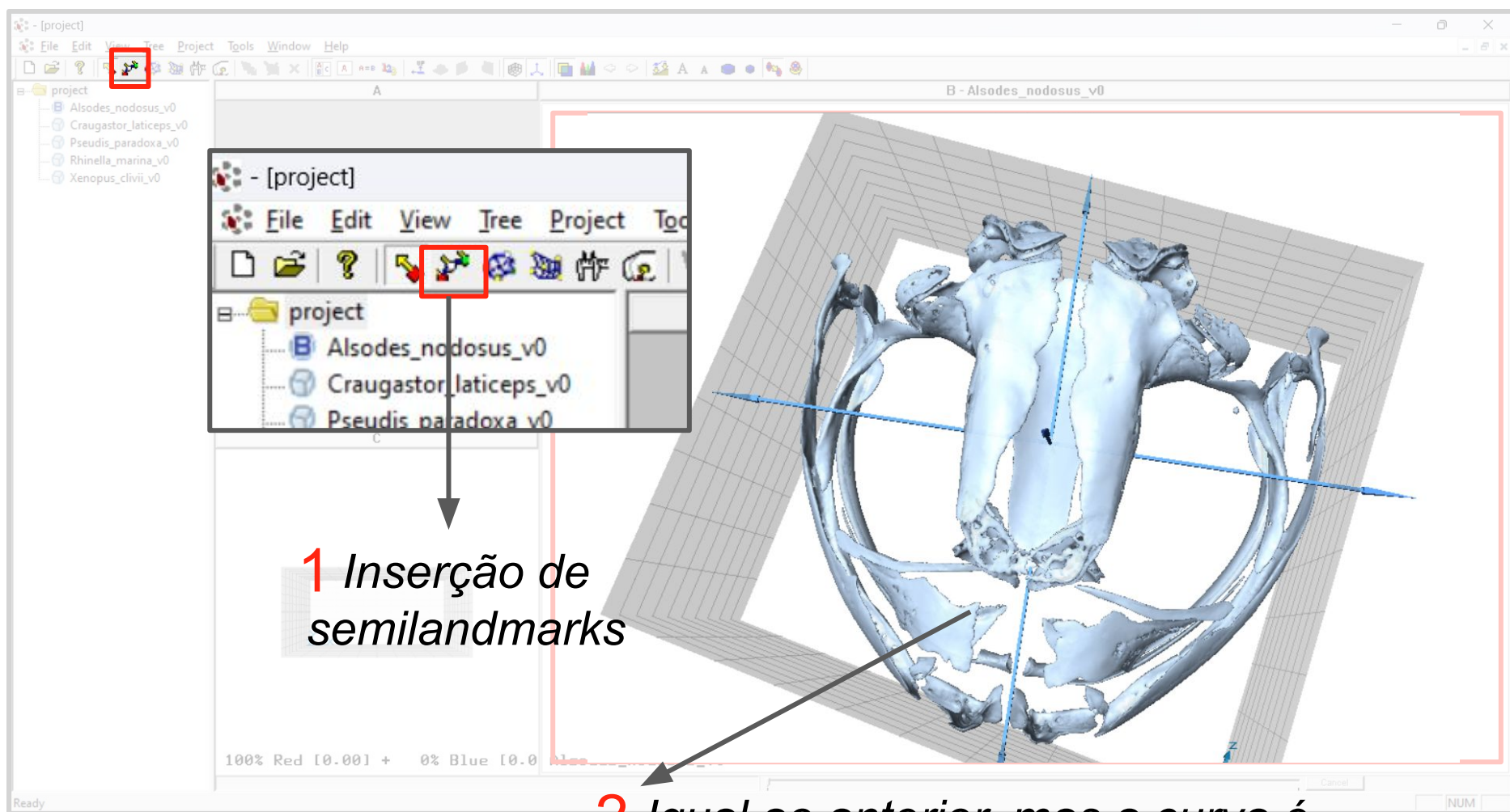


Landmarks



Landmarks



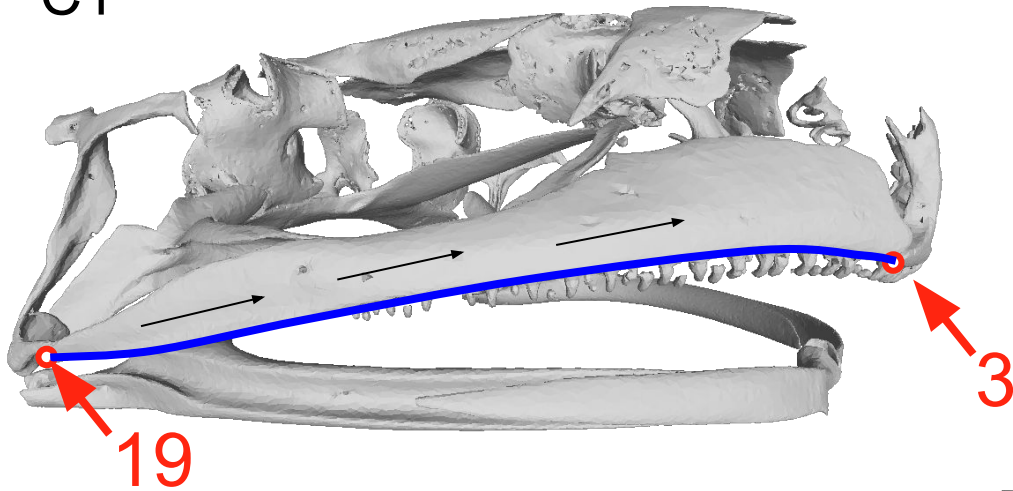


2 *Igual ao anterior, mas a curva é formada a cada 3 pontos*

Semilandmarks: curvas

2

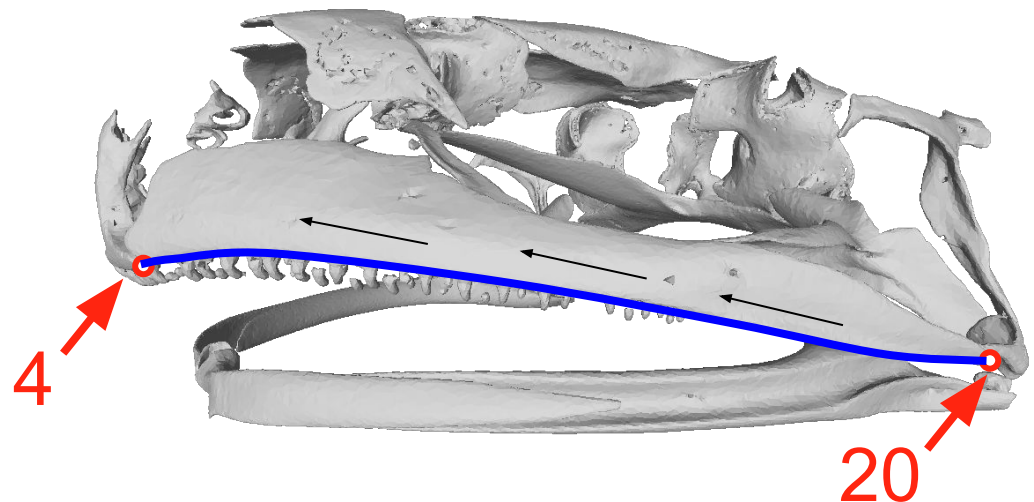
C1



Curva entre os landmarks (3,19) e entre (4,20)

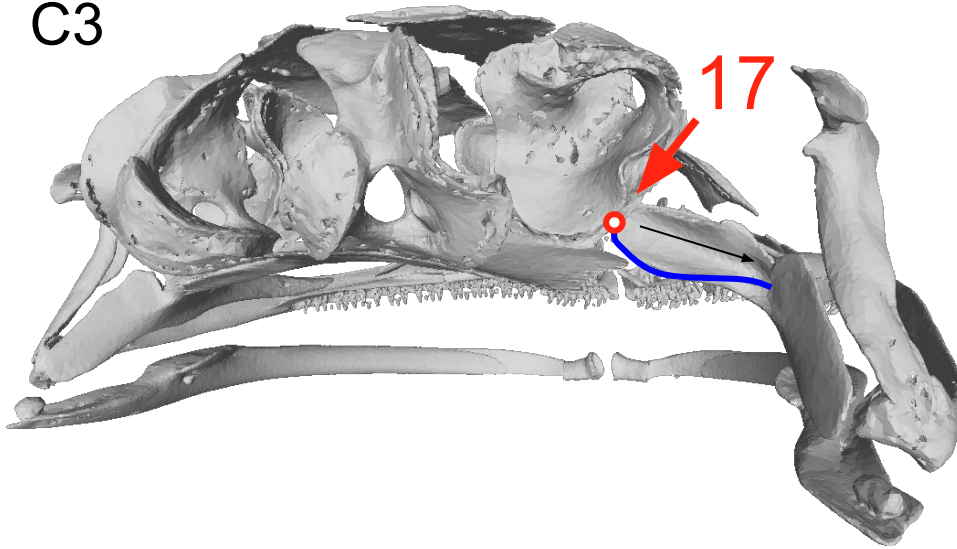
$n = 30$ Idk
desenhar as curvas no sentido das setas pretas

C2



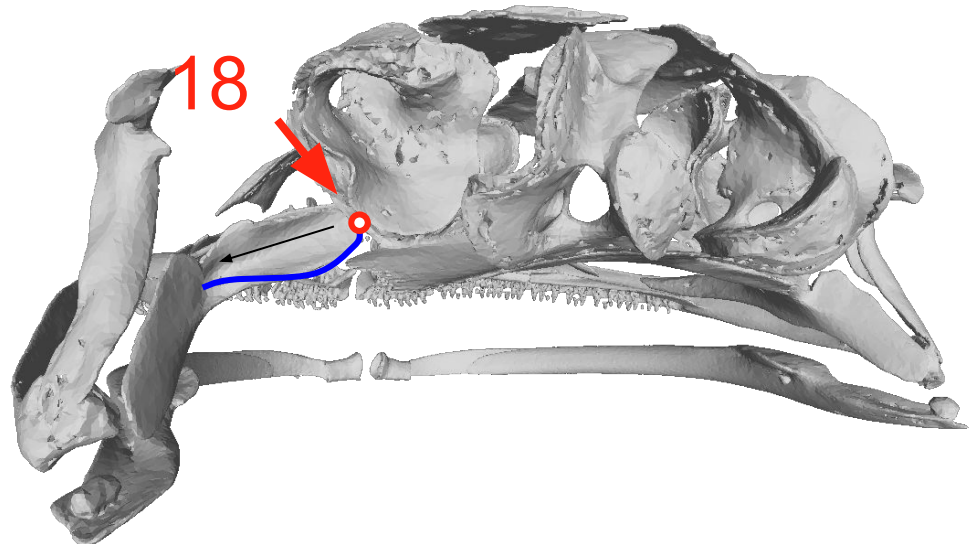
Semilandmarks: curvas

C3



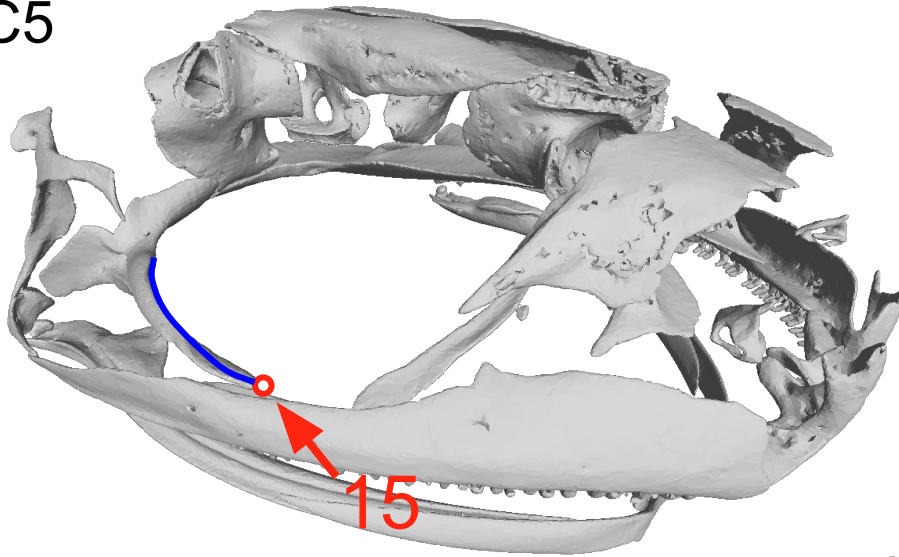
$n = 20$ ldk

C4



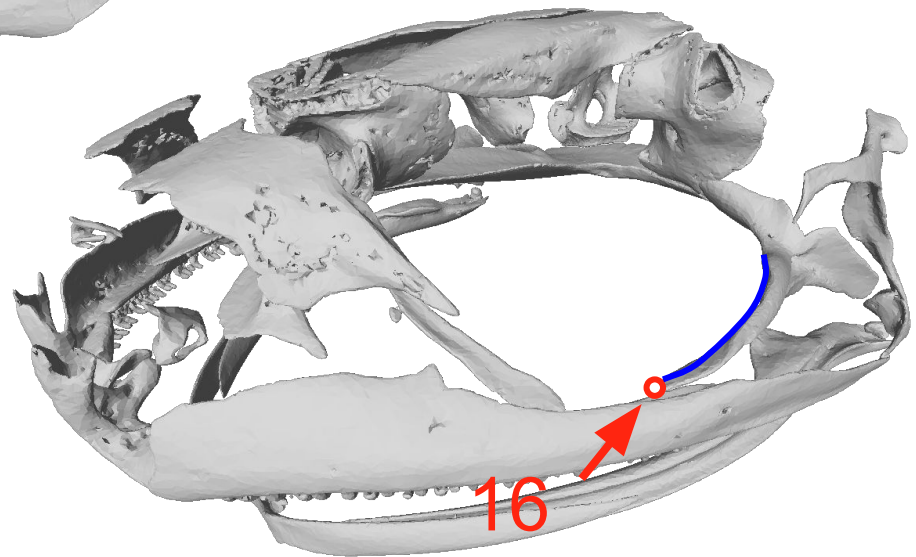
Semilandmarks: curvas

C5

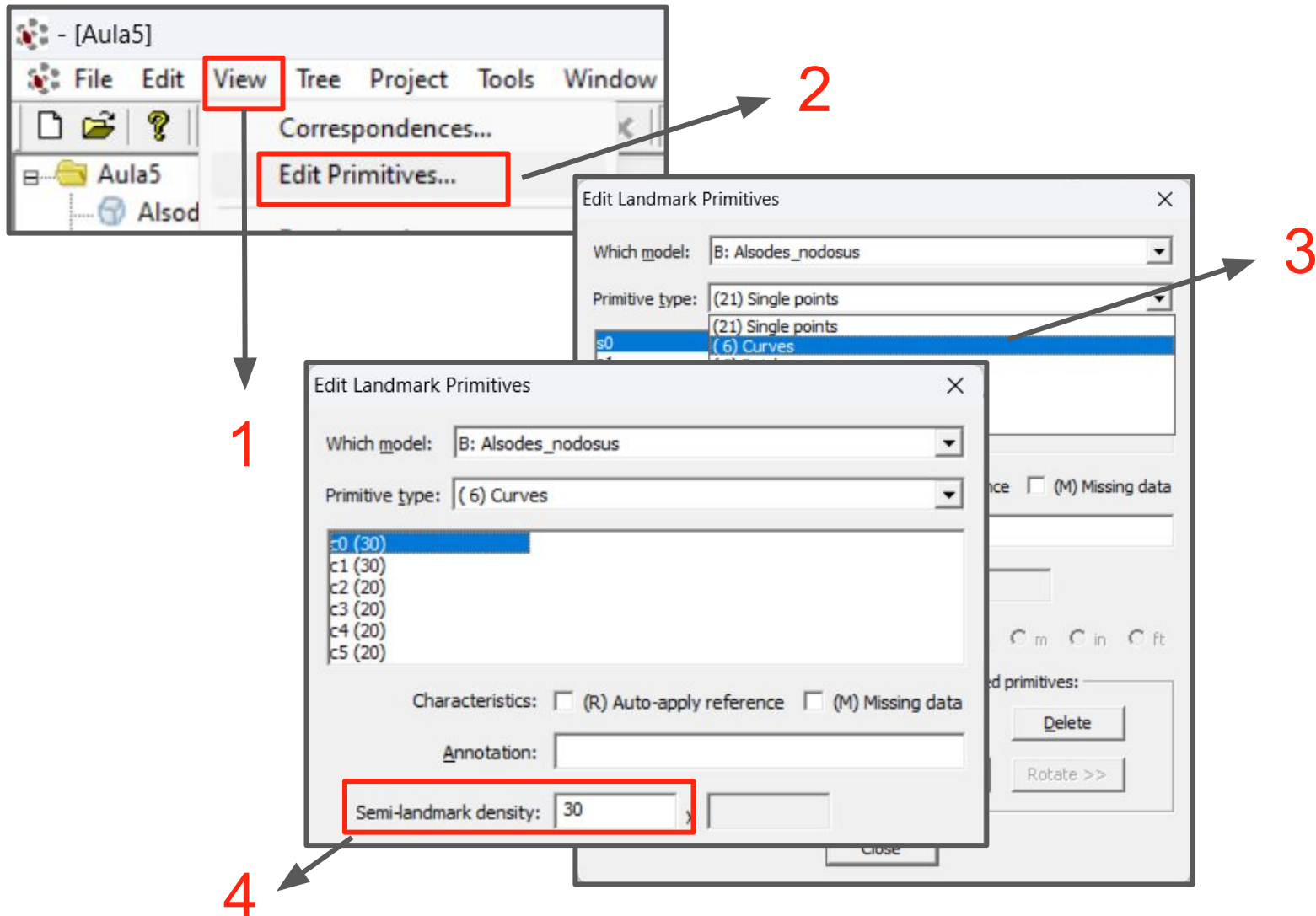


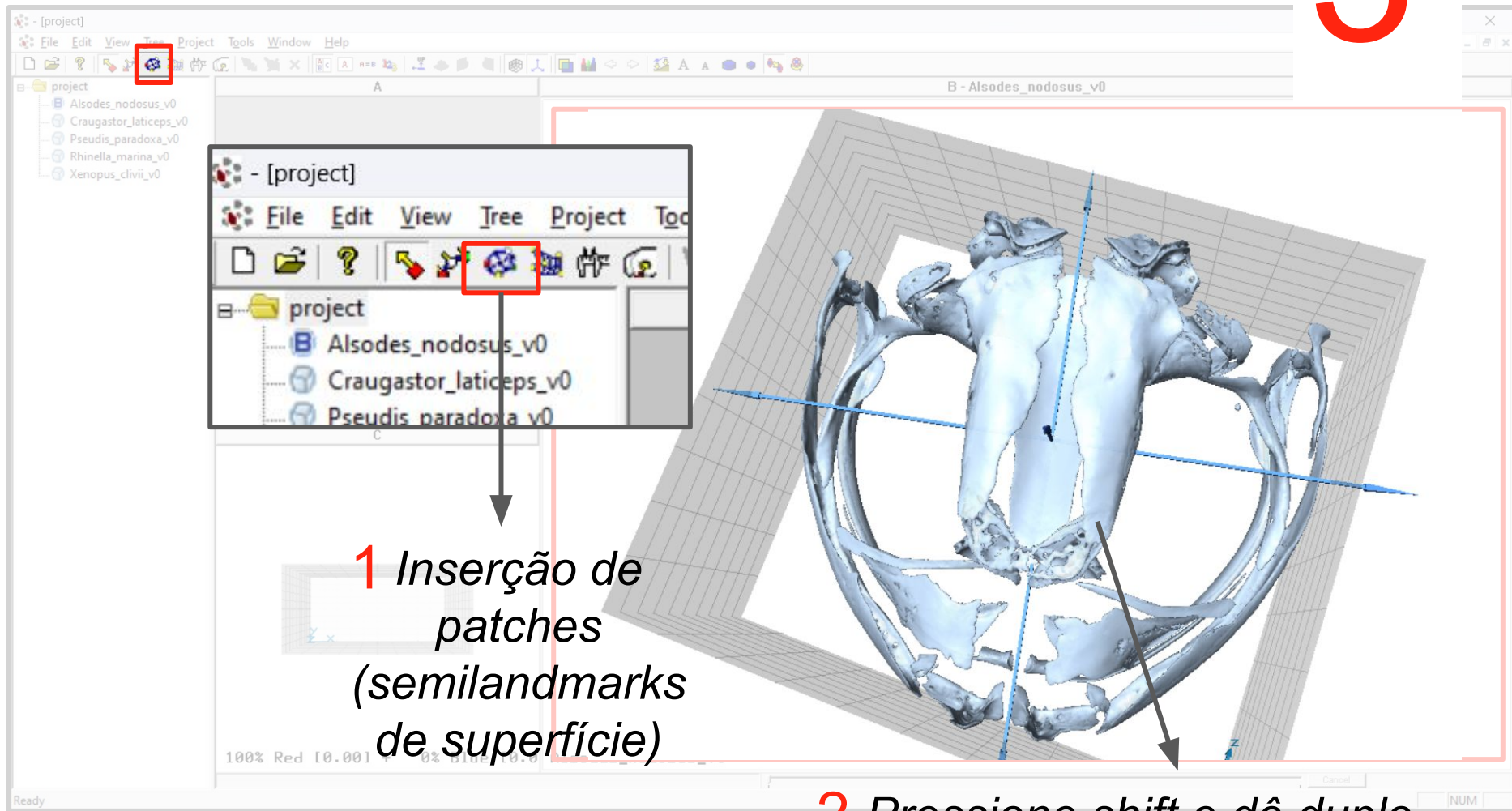
$n = 20$ ldk

C6

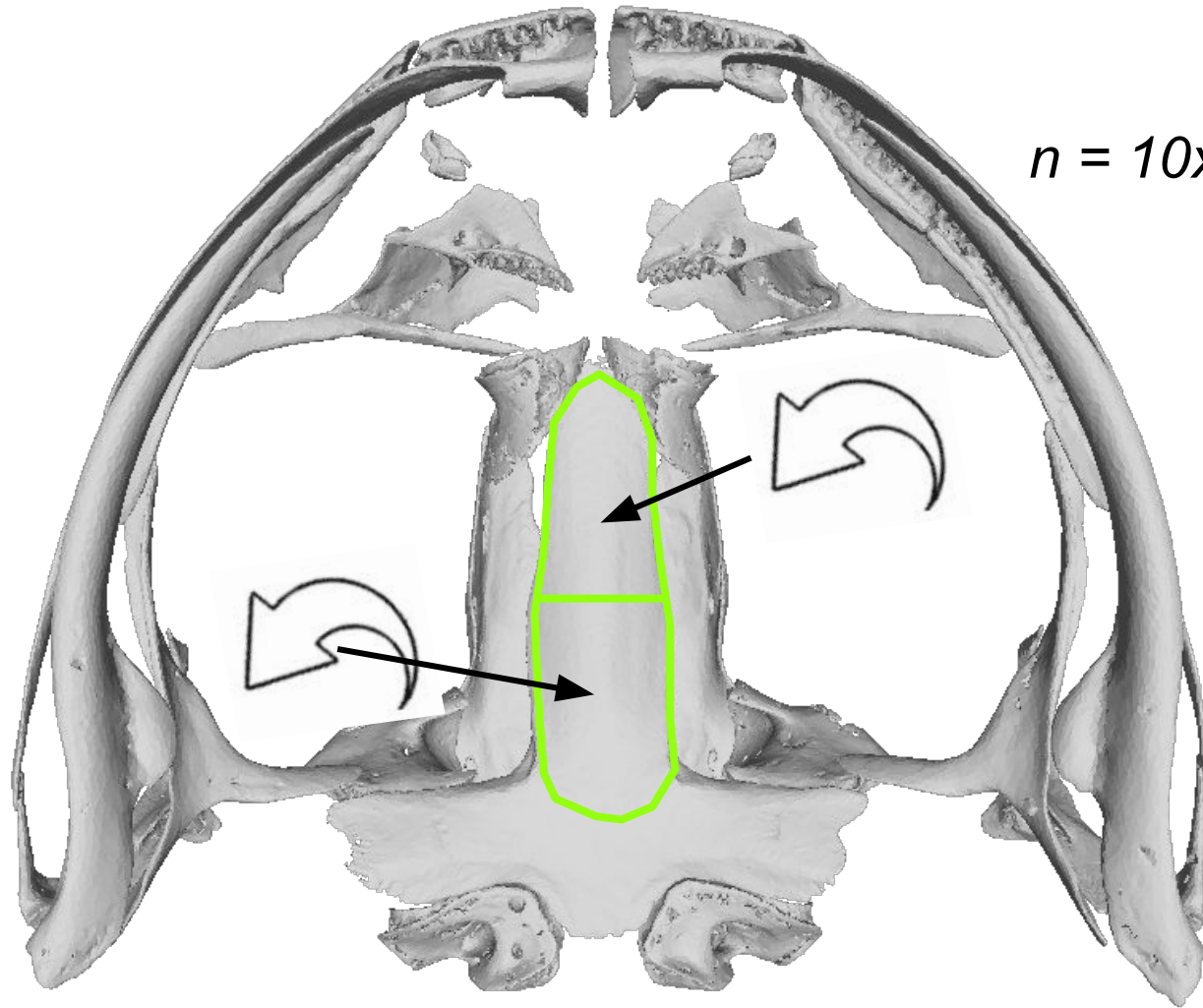


Reamostragem de semilandmarks





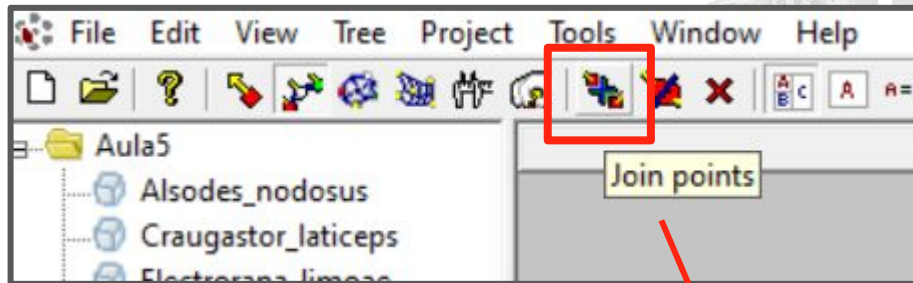
Semilandmarks: superfície



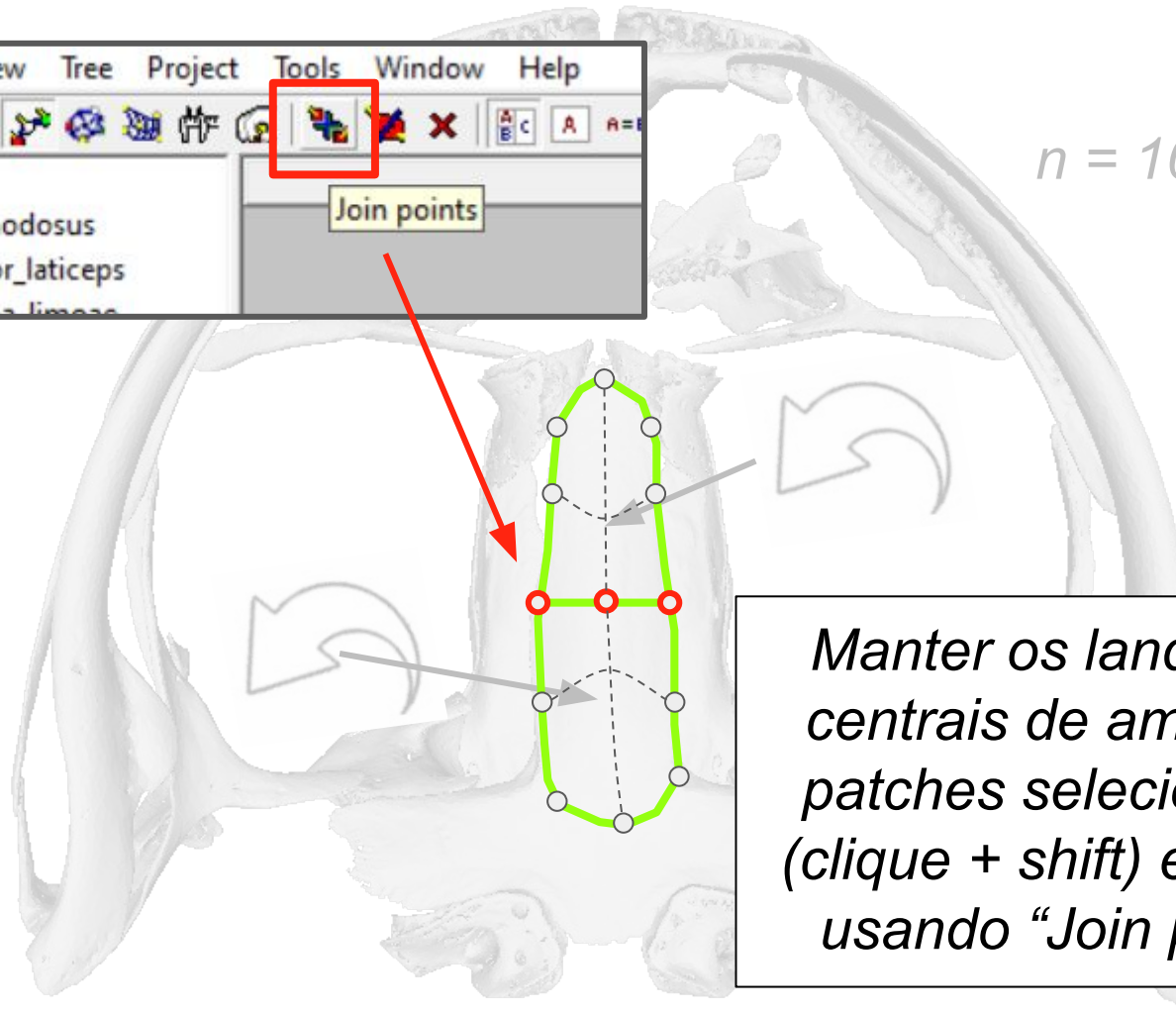
$n = 10 \times 10$ ldk

$n = 10 \times 10$ ldk

Semilandmarks: superfície



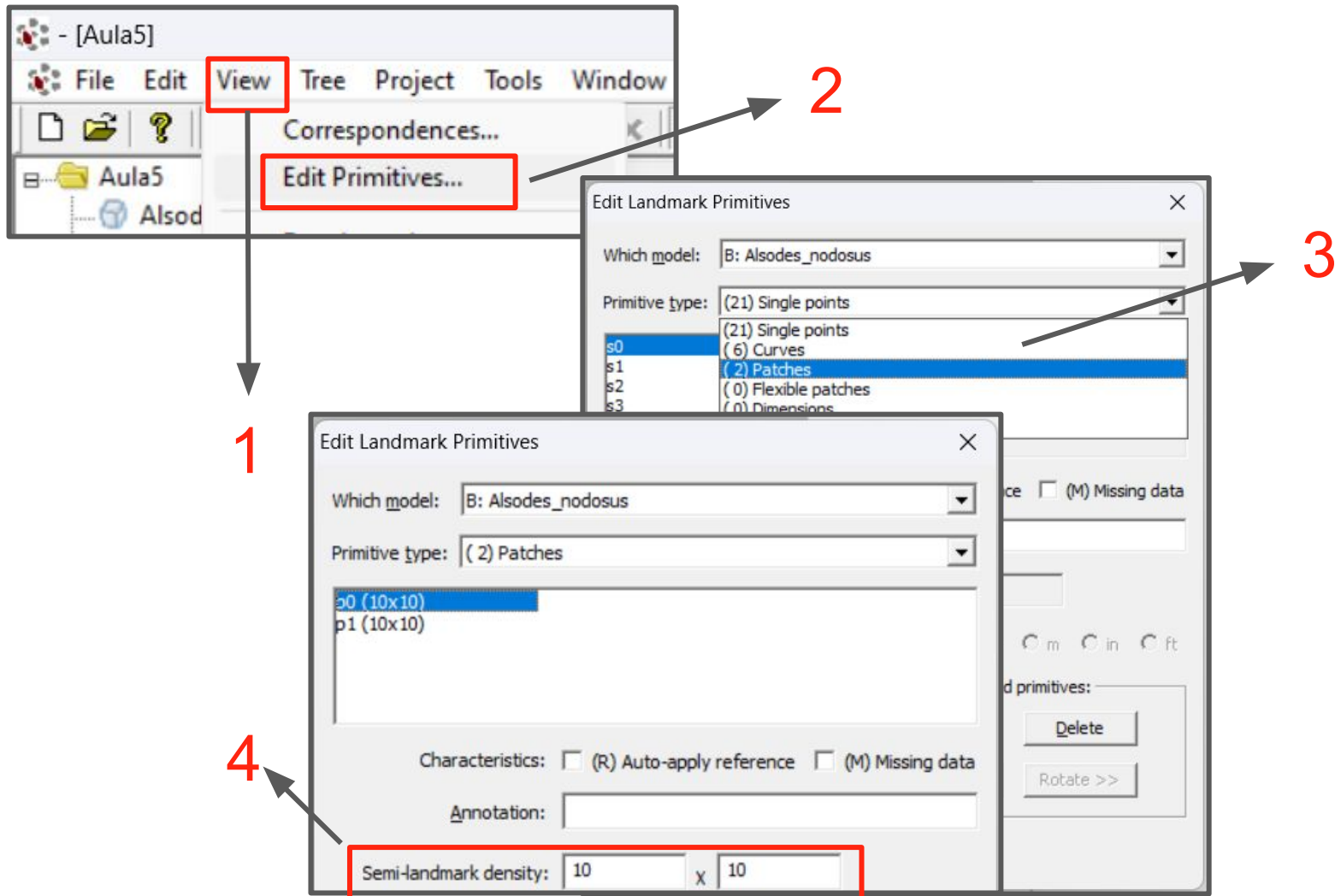
$n = 10 \times 10$ ldk



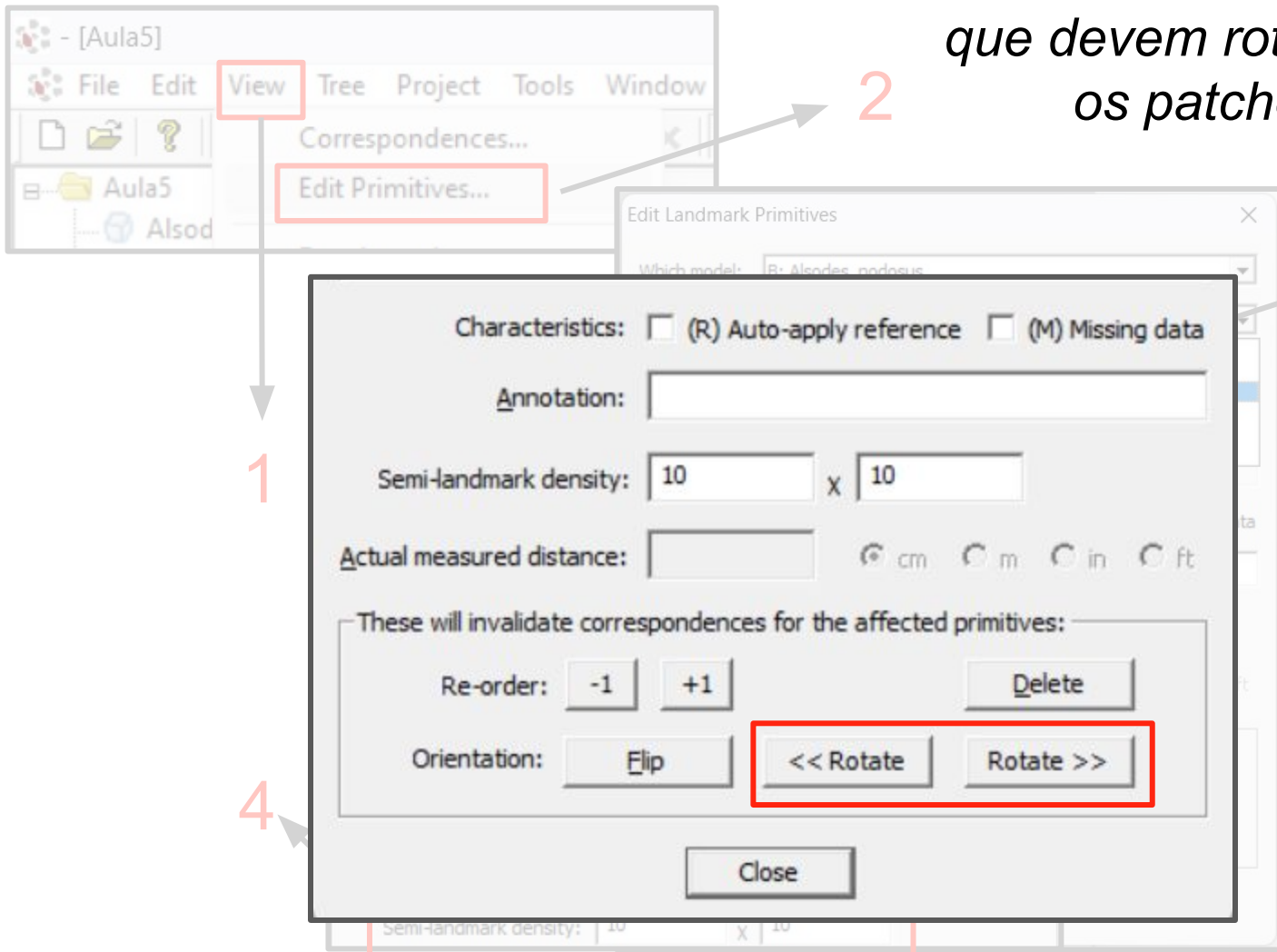
Manter os landmarks centrais de ambos os patches selecionados (clique + shift) e os una usando “Join points”

$n = 10 \times 10$ ldk

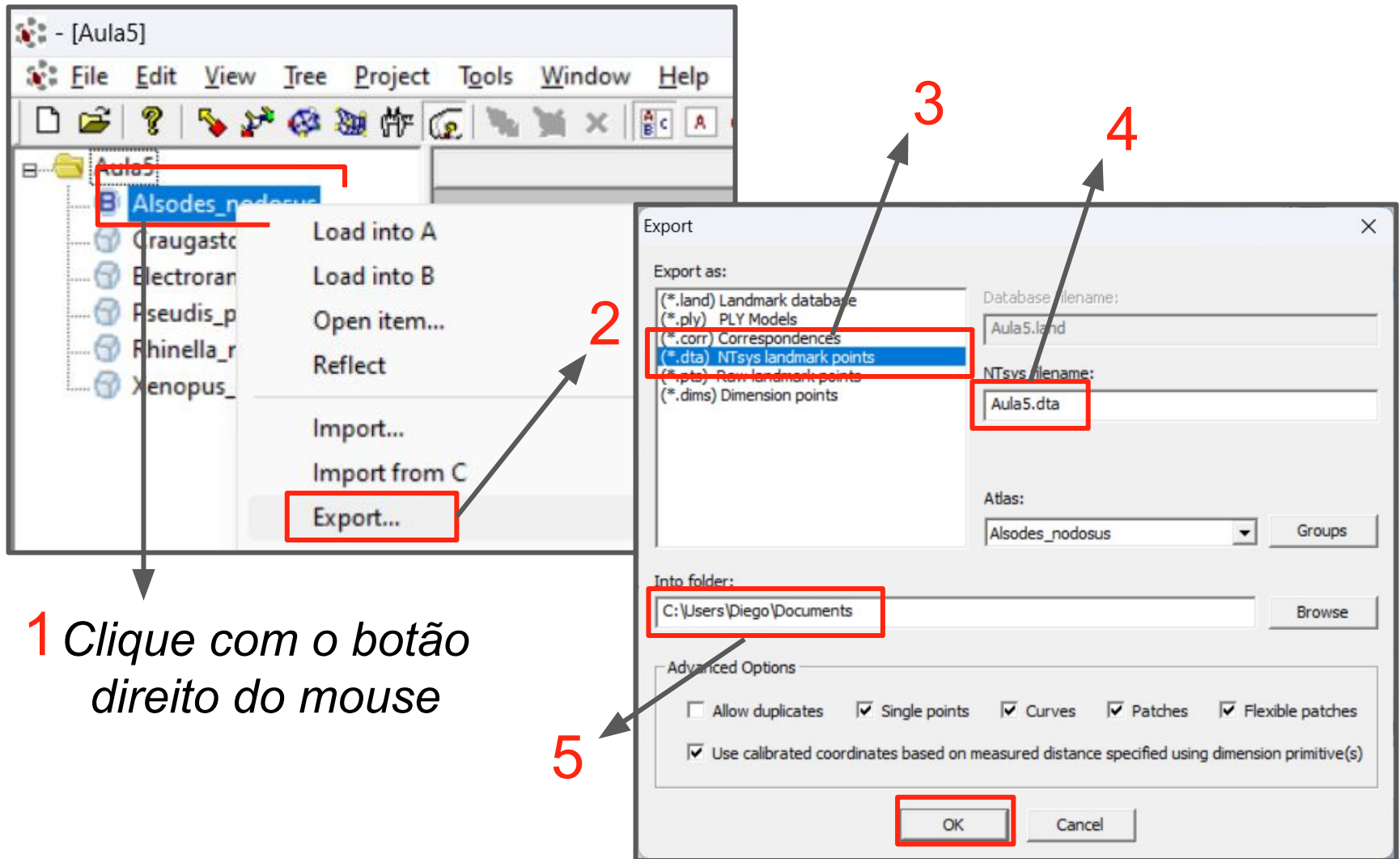
Reamostragem de semilandmarks



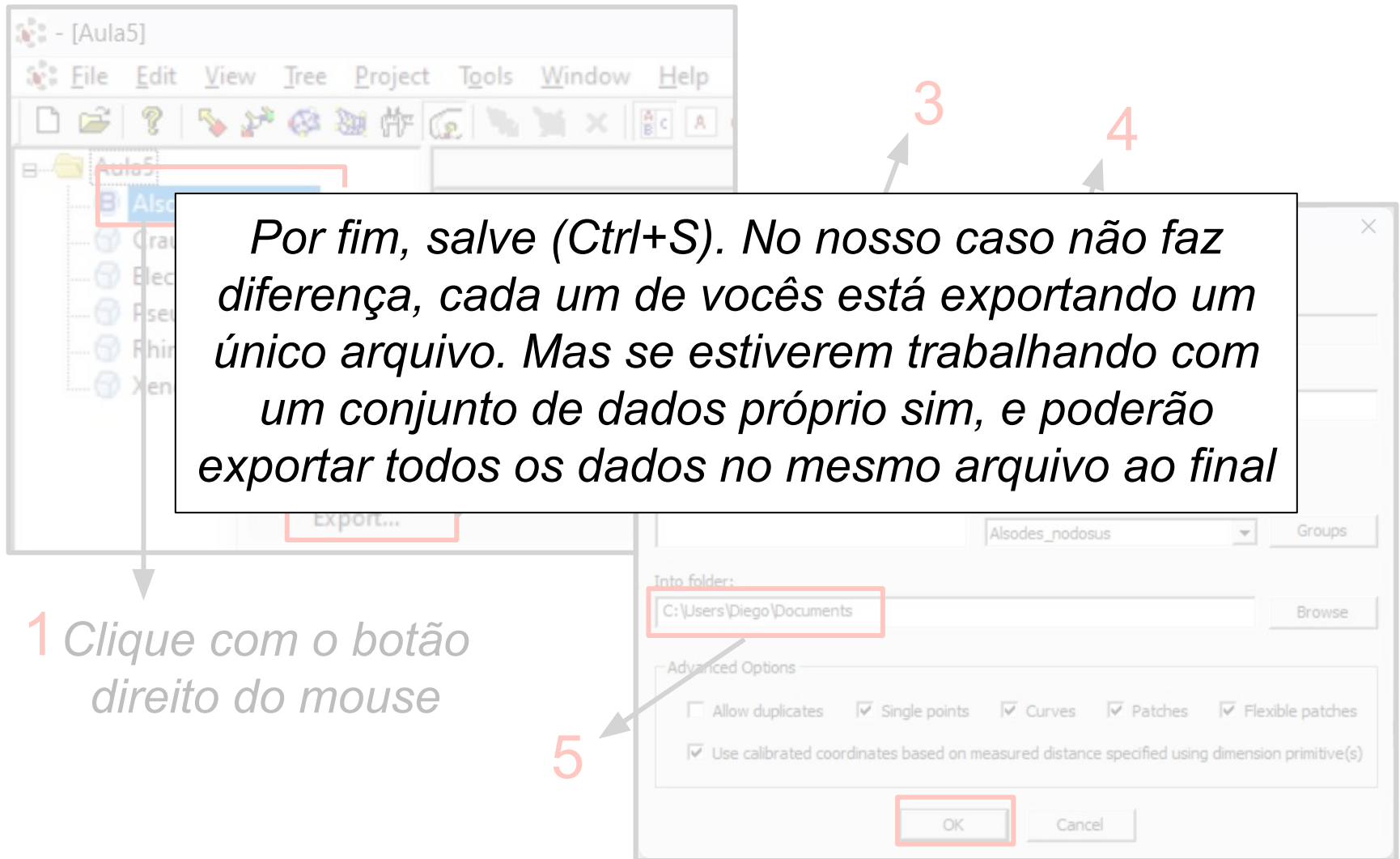
*Se necessário,
também é nessa tela
que devem rotacionar
os patches*



Exportar os dados



Exportar os dados



Exportar os dados

