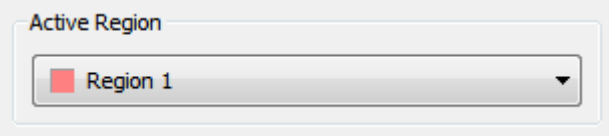
This plugin implements functionality for a manual segmentation in 2D slices or eventually in the whole 3D volume. The segmentation itself is performed by drawing on orthogonal slices.

Active Region

Selects the region to which we want to assign the annotated voxels.



Drawing Mode

To draw on a slice, an appropriate drawing mode has to be selected and the ***Shift* key has to be pressed** during the drawing. When the shift key is not pressed, the mouse works as usual. With the left button pressed, drawn voxels are added to the current region while with the right mouse button pressed the voxels are removed from the region.

Polygon – a 2D filled area is drawn.
Stroke – a line around a 2D area (i.e. its border) is drawn.
2D Fill –mouse click specifies a starting seed for a subsequent 2D flood-fill.
3D Fill – mouse click specifies a starting seed for a following 3D flood-fill.
Overwrite – if not set, the manual segmentation respects the already existing segmentation data and never overwrites them.
Use Density Range – specifying a density difference, the user might limit the drawing to voxels with density value similar to the starting voxel.
Density Difference – density tolerance for the drawing with density range limitation enabled.
Line Width – width of the line drawn in the Stroke drawing mode.

If the Overwrite mode is not set, a few special rules are applied:

- Drawing is applied on the same region as is the one of the first drawn voxel.
- If erasing starts in an area with no segmentation, the plugin erases current active region only.
- If erasing starts in an already segmented area, the plugin erases the region of the first voxel only.