To be able to perform manual segmentation of the density data in the 3D window, the *Custom Rendering* mode has to be enabled using the *Volume Rendering* panel!

Active Region

A region in the current segmentation data to work with.

3D Visualization

Then the current state of the segmentation data can be visualized by pressing the *Update* button – data of the *Active Region* will be displayed in the 3D window.

The modfied segmentation can be retriever from the 3D visualizer and written back to the segmentation data by pressing the *Apply* button.

Update View from Region Data – loads the segmentation data into the 3D visualization.
Apply Changes to Region Data – updates the segmentation data with the modified data visible in the 3D visualization.

Drawing

By holding down the *Shift* key together with the left mouse button and drawing with the mouse you can select the area on which a chosen operation will be performed. The affected area can also be limited by the *Near Plane* and *Far Plane* sliders.

Clear – enables a mode when the existing segmentation data are cleared by drawing in the 3D window. To draw, hold down the left mouse button together with the *Shift* key and draw with the mouse in the 3D window.
Fill – works in the same way as Clear but performs the opposite – data within the drawn area are added to the segmentation.
Patch – enables you to draw a patch over a hole in the segmentation data.
Near Plane – changes the plane from which the clear/fill/patch effect is applied.
Far Plane – changes the plane to which the clear/fill/patch effect is applied.
Color – sets the visualization color.
Patch Thickness – patch thickness in voxels.