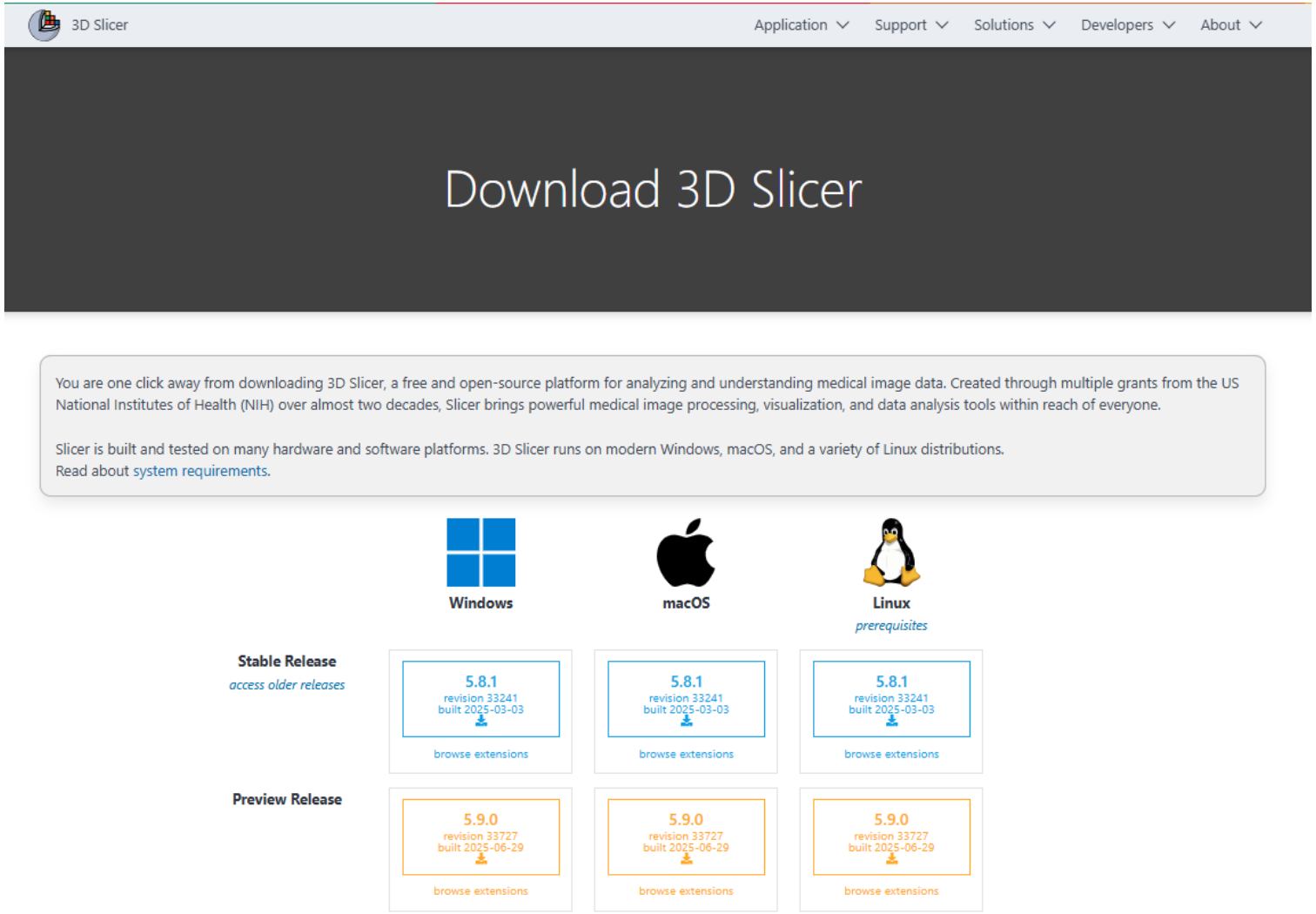
How to Open 3D Data 3D Slicer

Created by: Satoru Muro

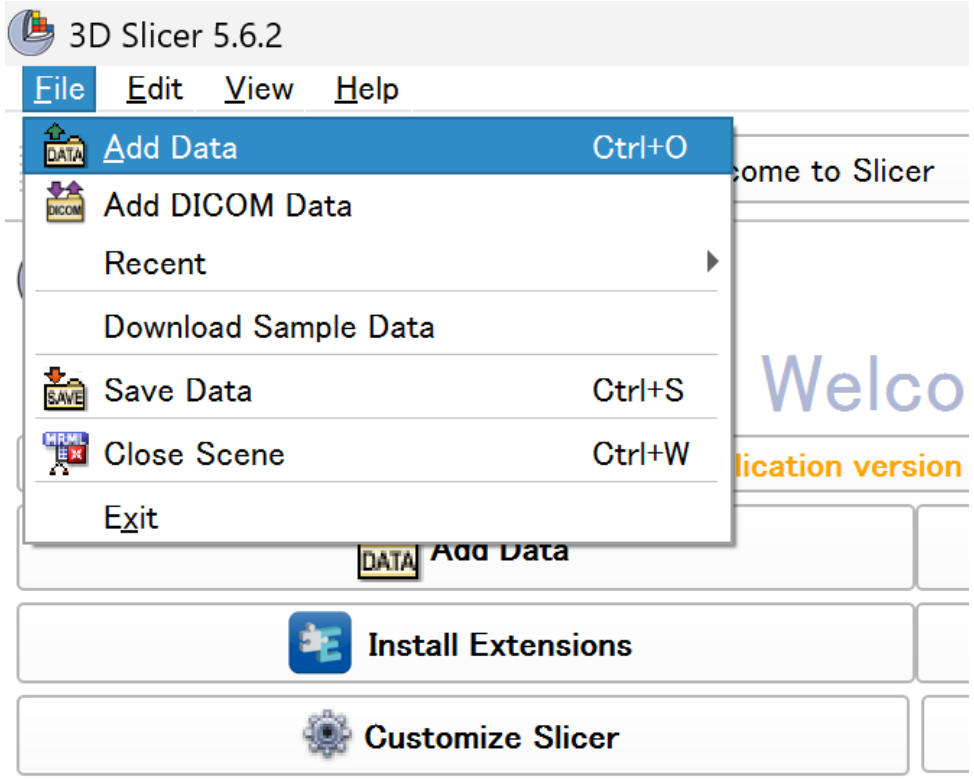
Please download the free software "3D Slicer" (FREE).

https://download.slicer.org/

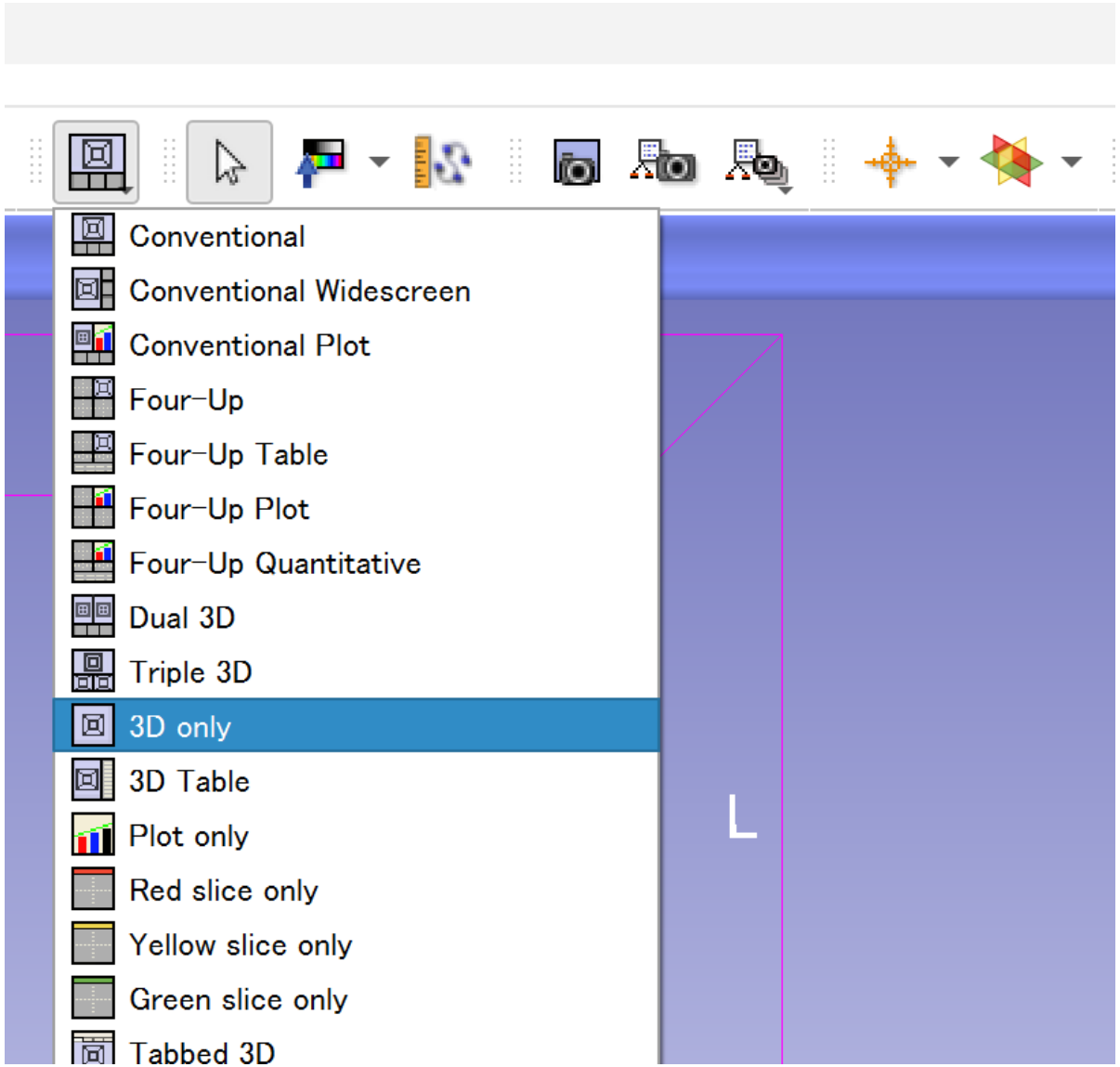


From the top left menu, go to File > Add Data to import the STL file.

(You can import multiple files, and drag & drop is also supported.)



Set the view to "3D only".

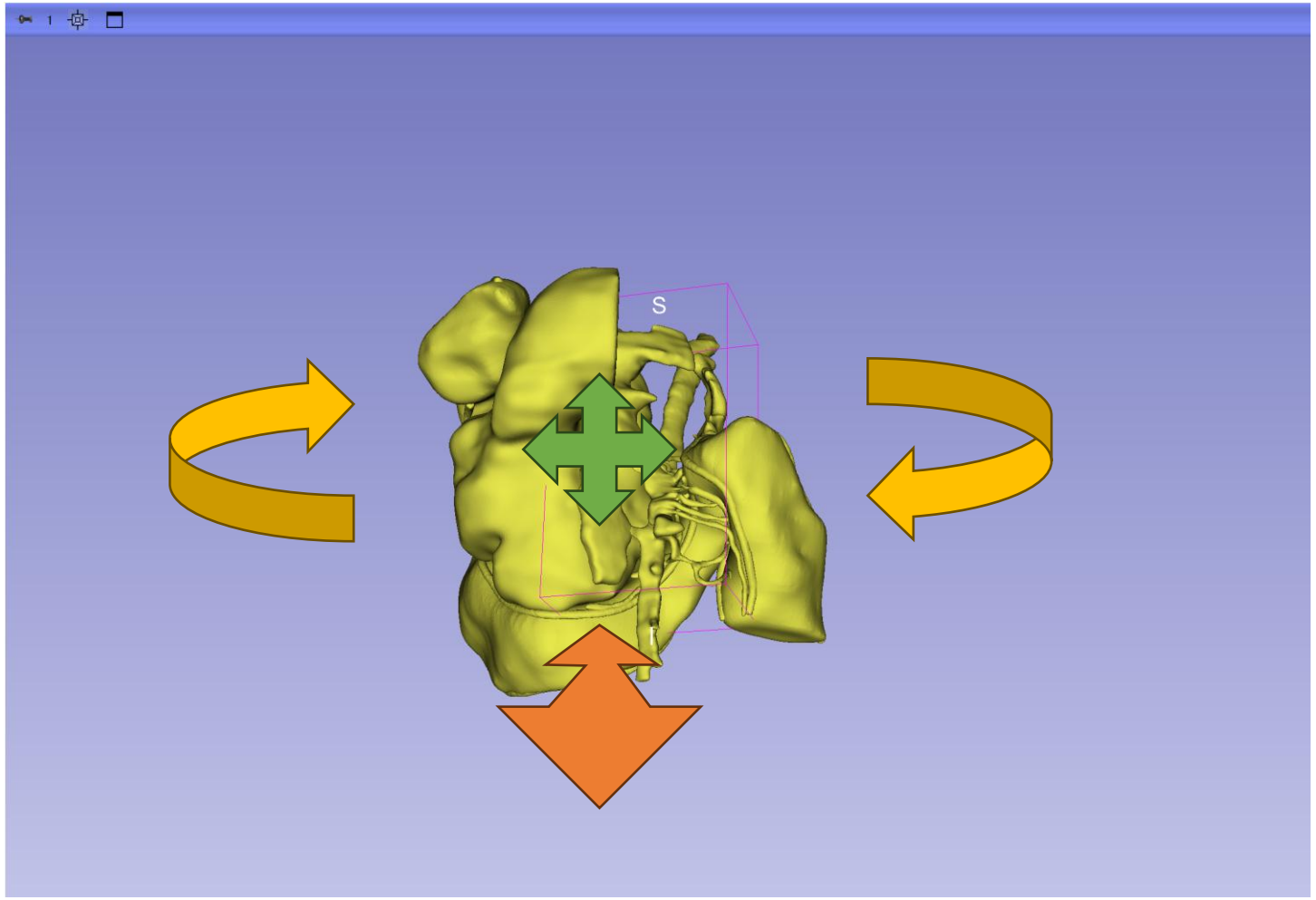


Basic operations for 3D viewing

Rotate the structure
Move the mouse while holding the left click.

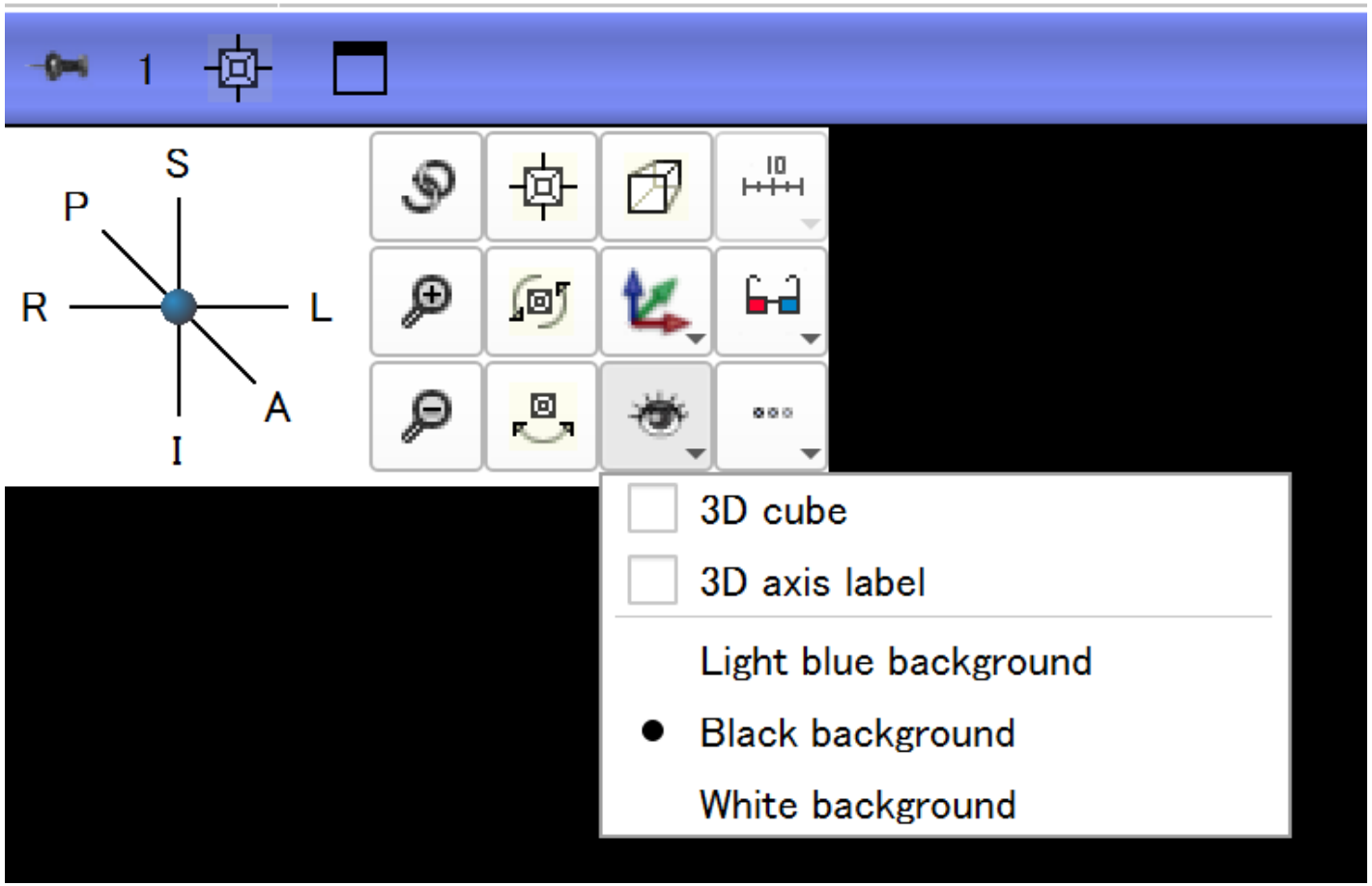
Zoom in / Zoom out
Use the mouse scroll wheel.

Pan (Move the view)
Hold down the mouse scroll wheel and move the mouse.



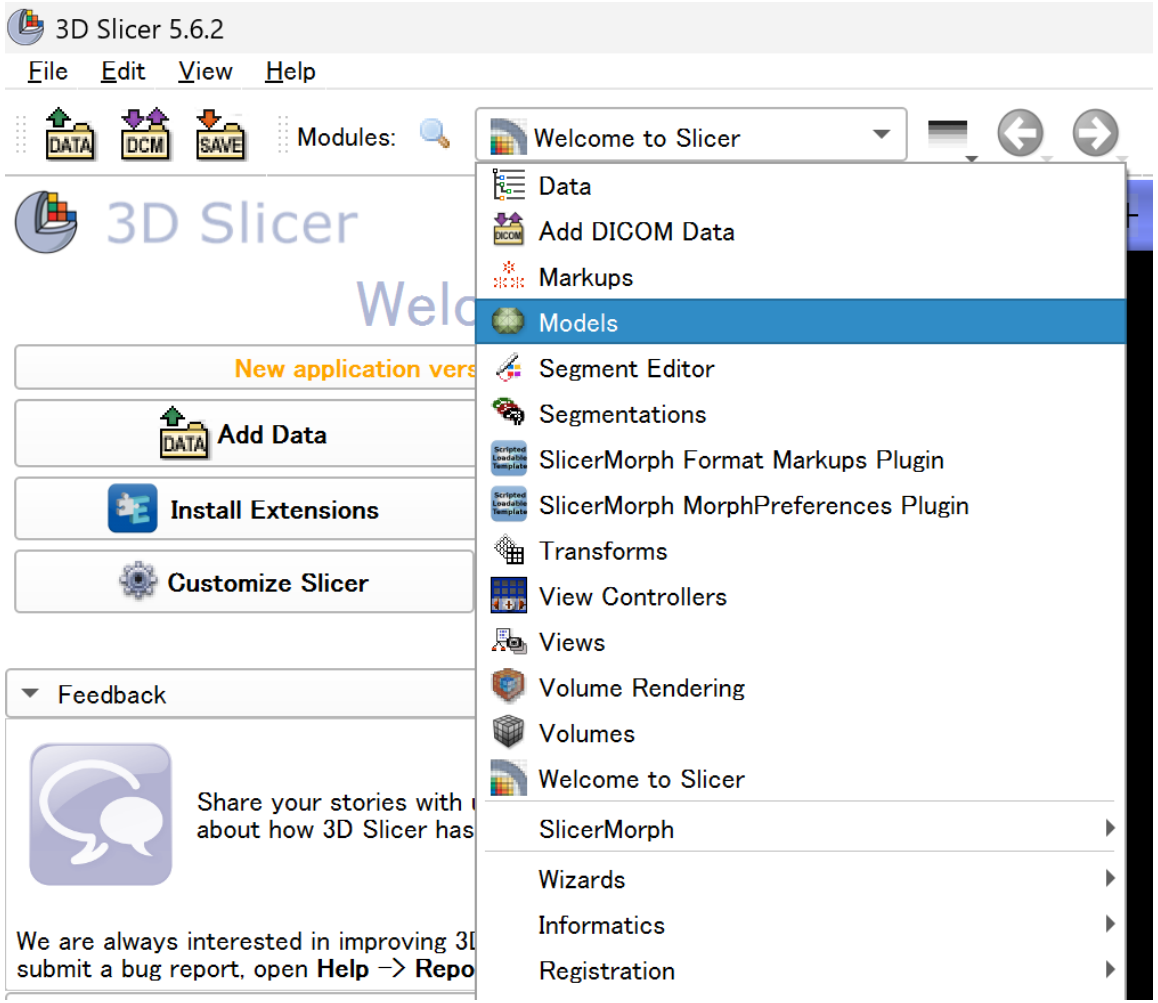
Hide the Cube or labels

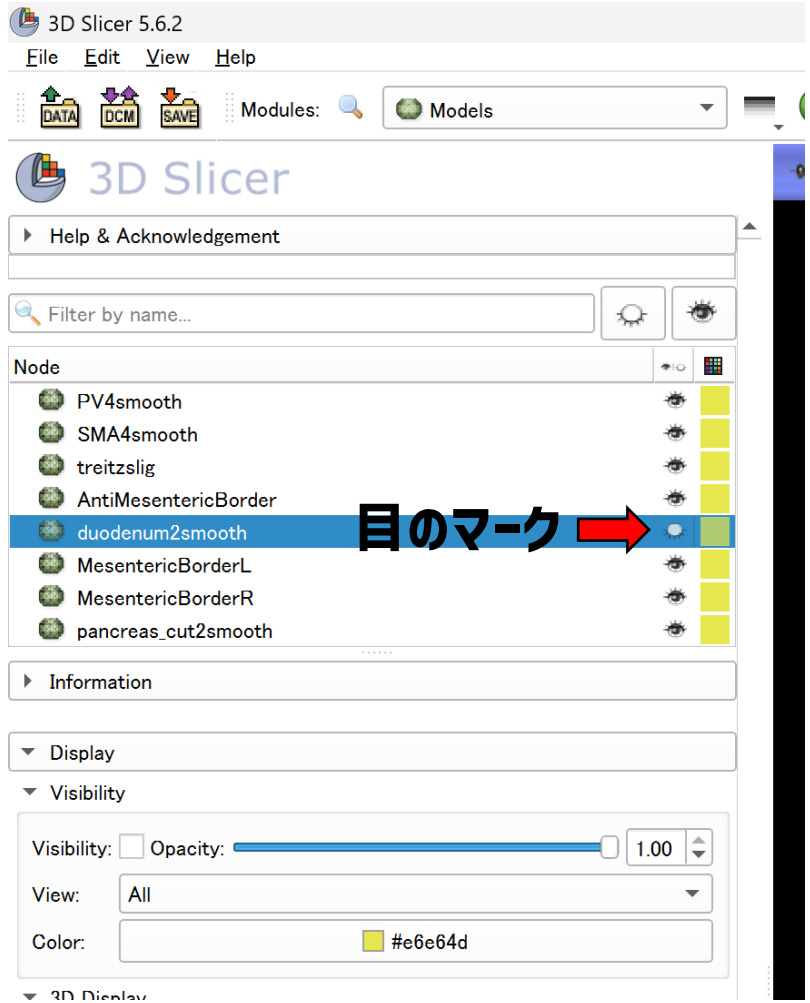
From the pin icon at the top left, open the eye icon menu and uncheck "3D Cube" and "3D Axis Label".You can also set the background to black.



Toggle the visibility of structures

At the top of the screen, switch from "Welcome to Slicer" to the "Models" module.Click the eye icon to the right of each file name to toggle its visibility on or off.



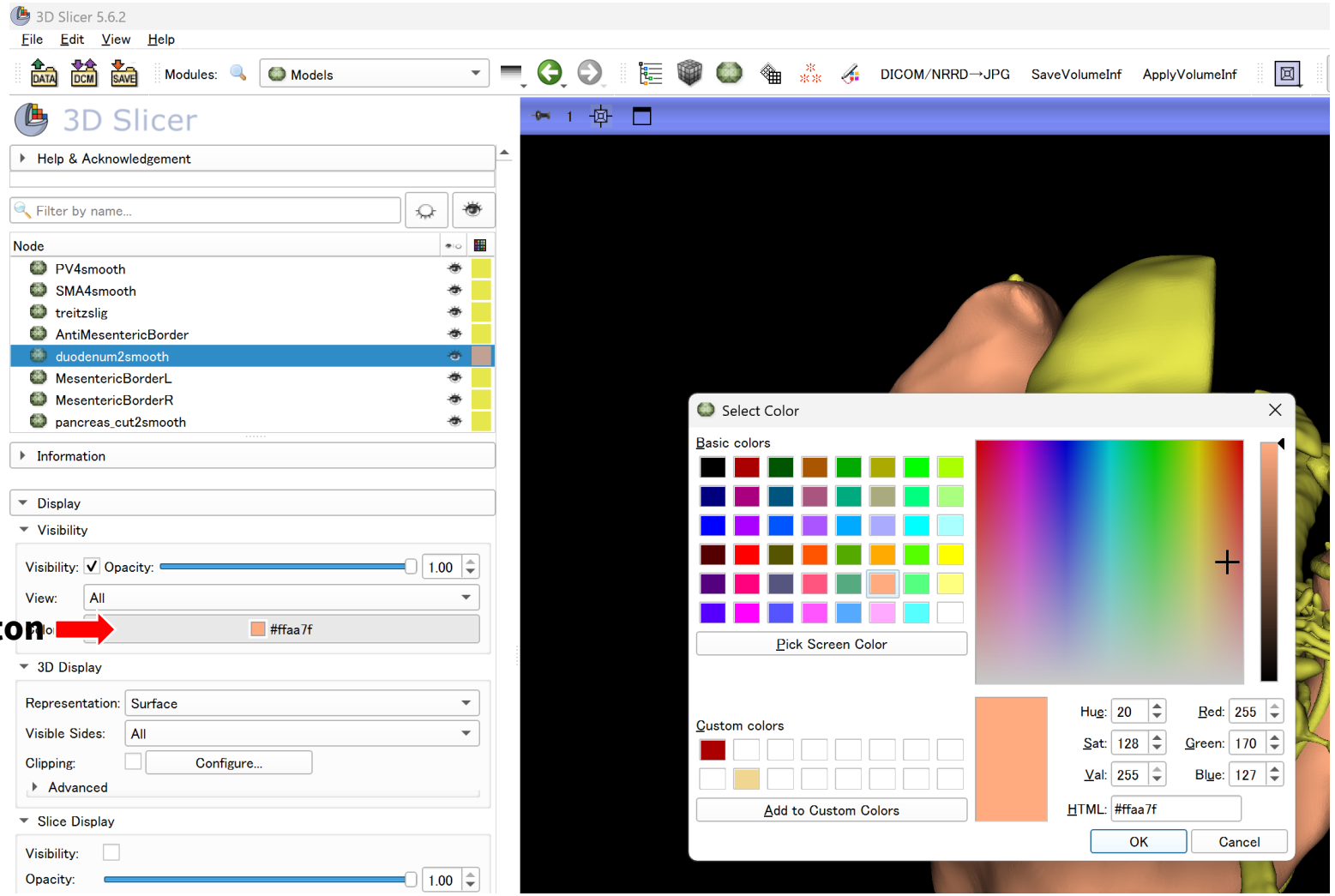


Assign colors to each structure

Select a structure in the box on the left, then click the color button below to choose a color.

Select a structure

Color button

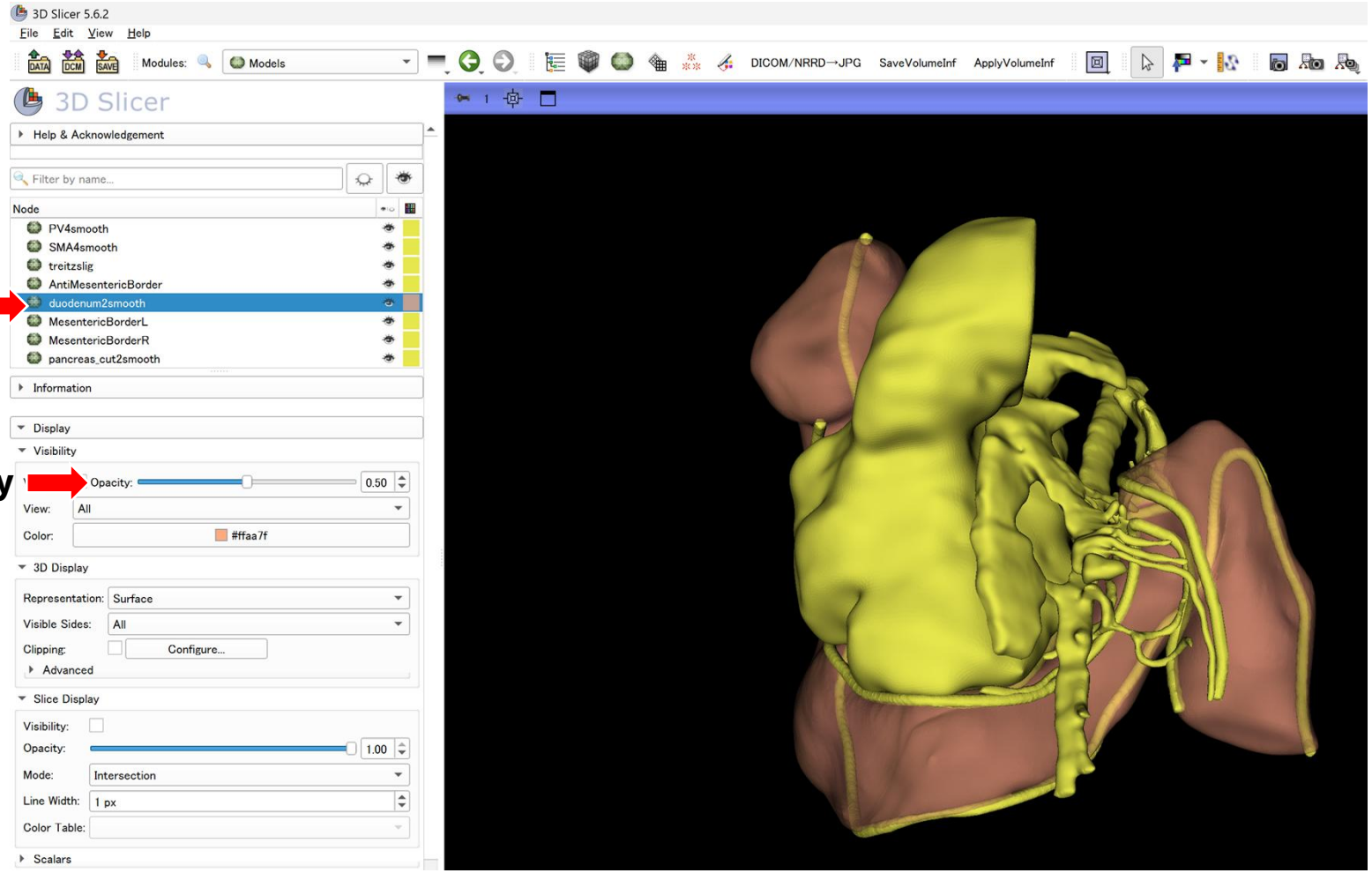


Adjust the transparency for each structure

Select a structure in the box on the left, and adjust the "Opacity" (transparency).

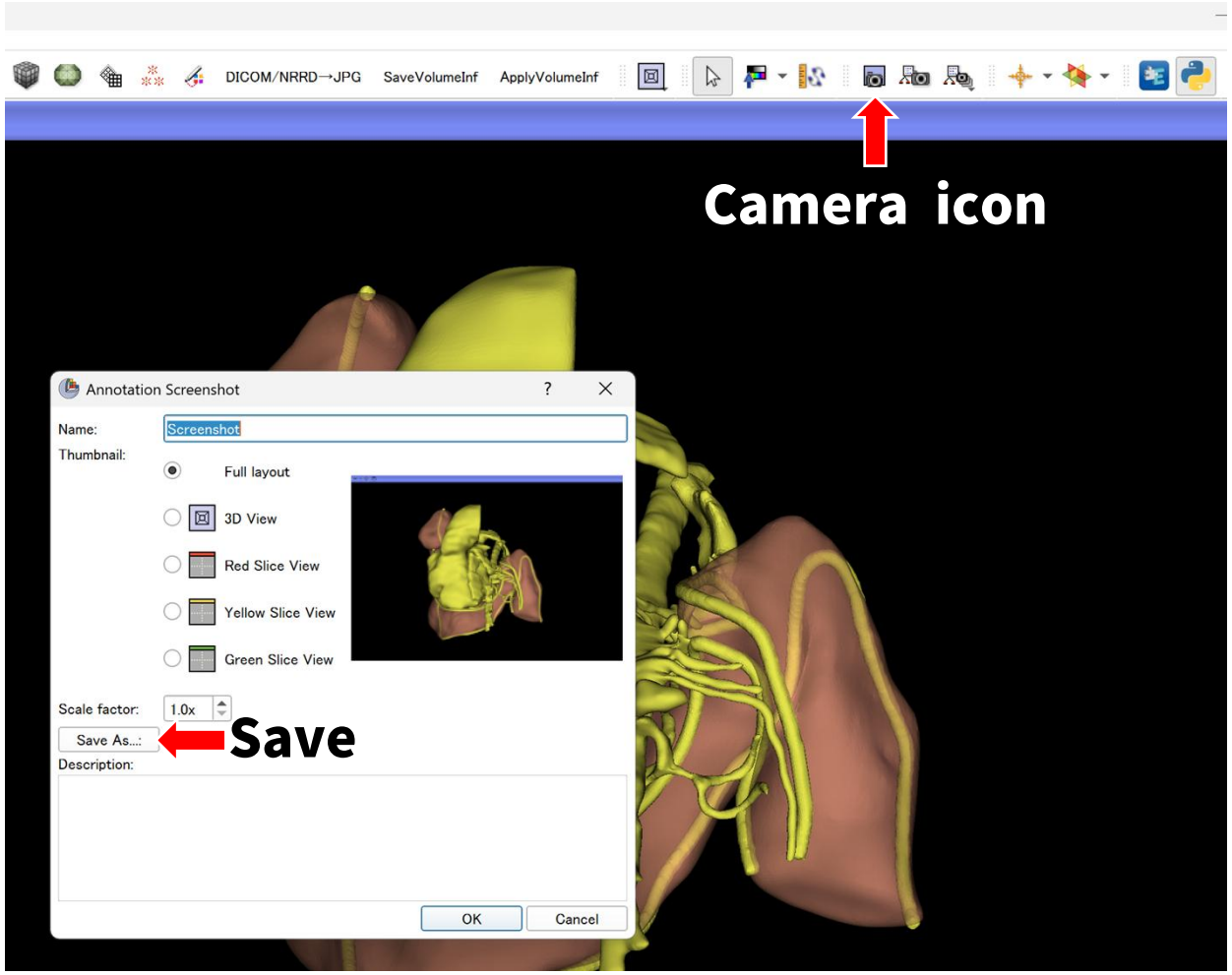
Select a structure

transparency



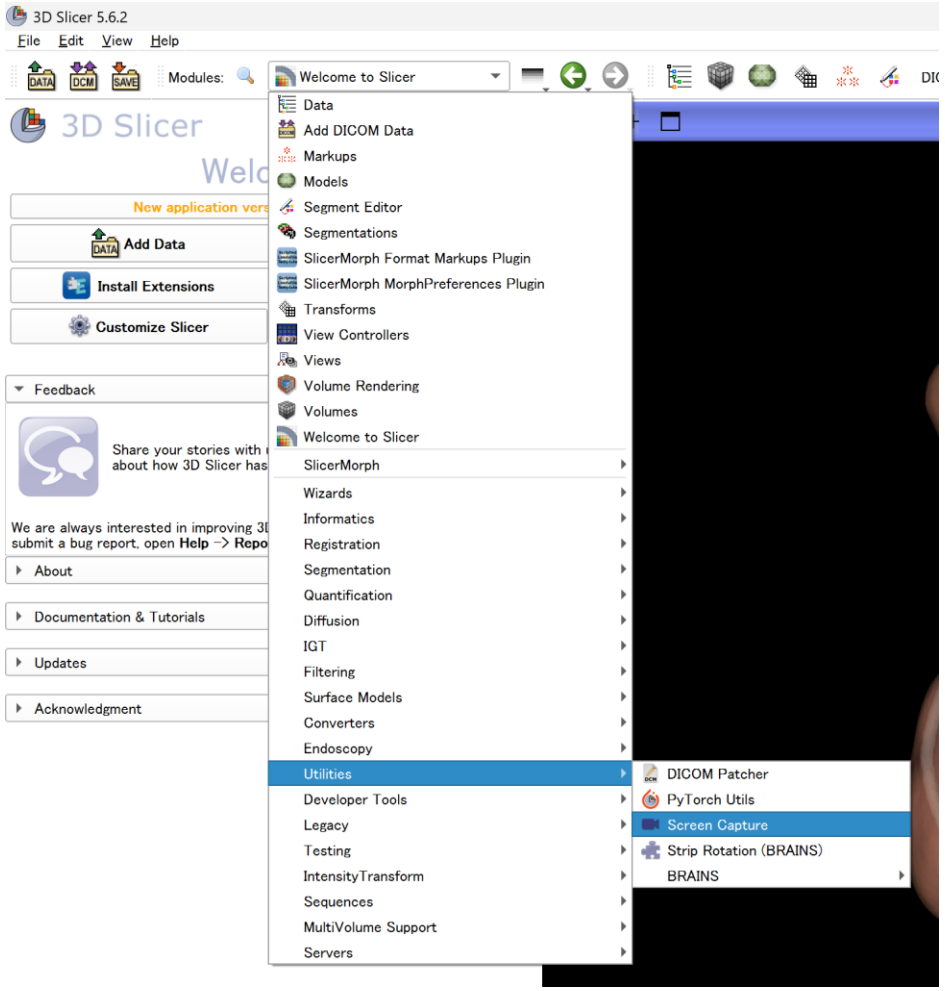
Save the screen as a still image (capture)

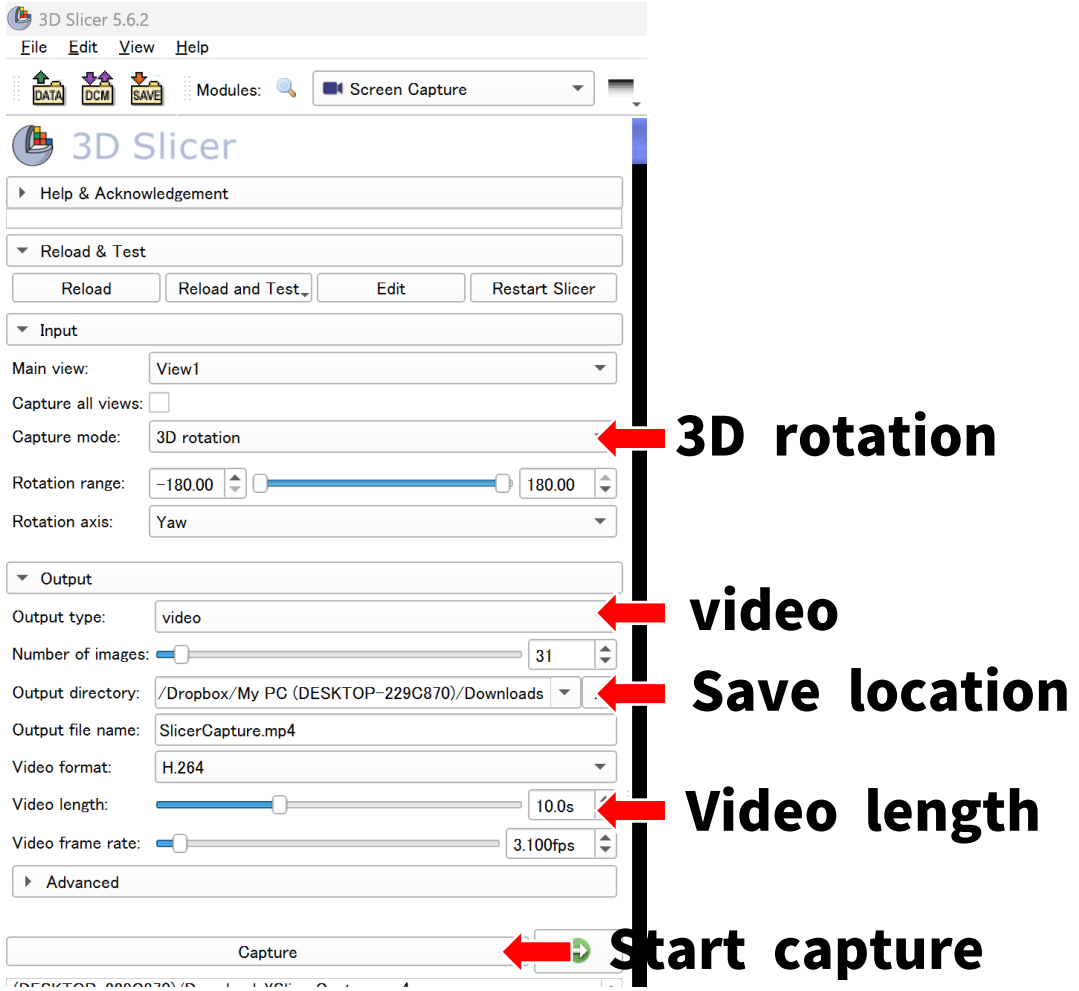
On the top toolbar, click the camera icon > Save As, then enter a name and save.



Save as a video (capture)

On the top toolbar, click the camera icon > Save As, then enter a name and save.





Save the current display settings (such as colors)

At the top left, go to Save > Change directory to set the save location, then click Save. Next time, simply open the .mrml file in 3D Slicer to restore your settings.