

3D Slicer

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Data Loading and Visualization Tutorial

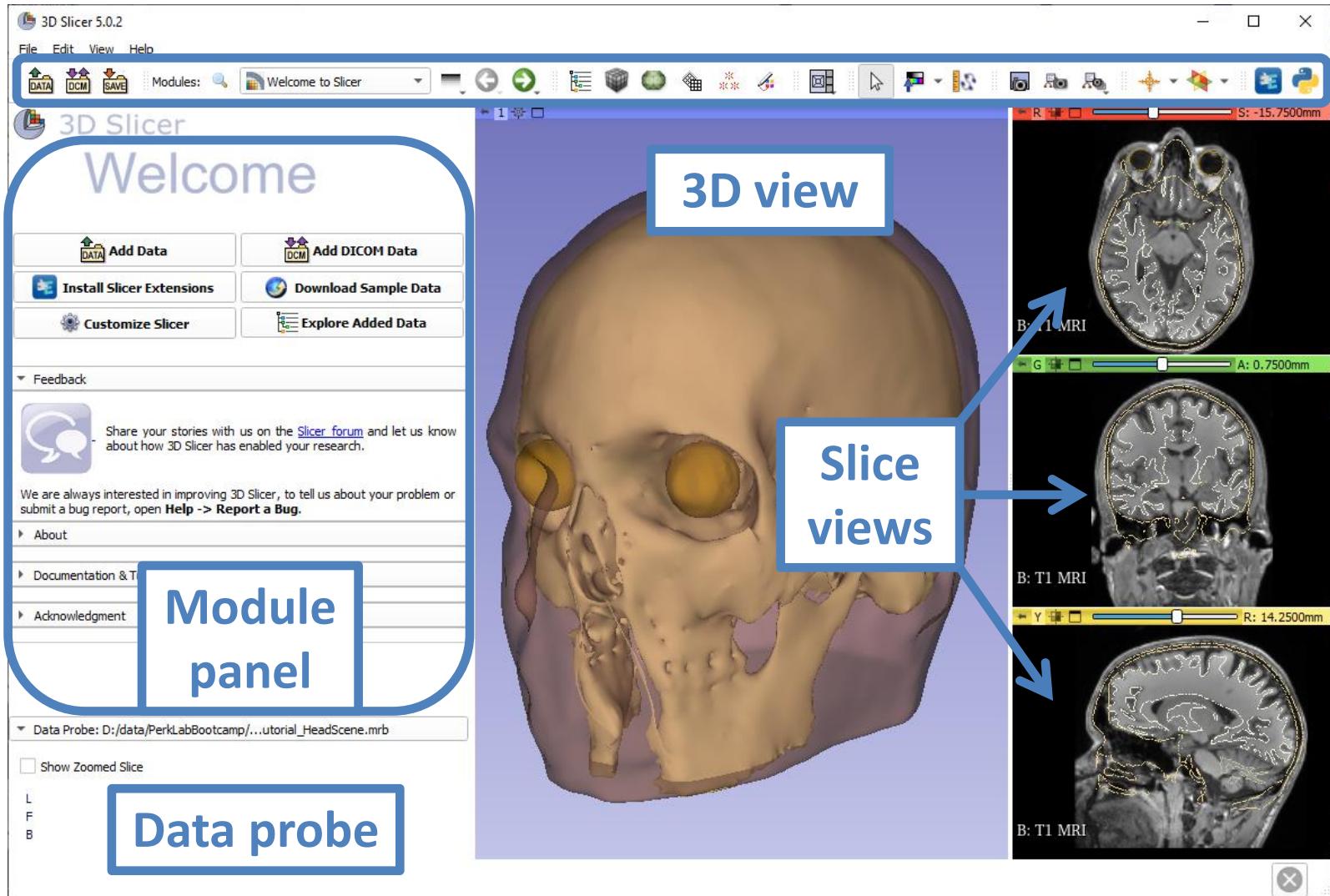
Tutorial dataset

Please download the following two datasets:

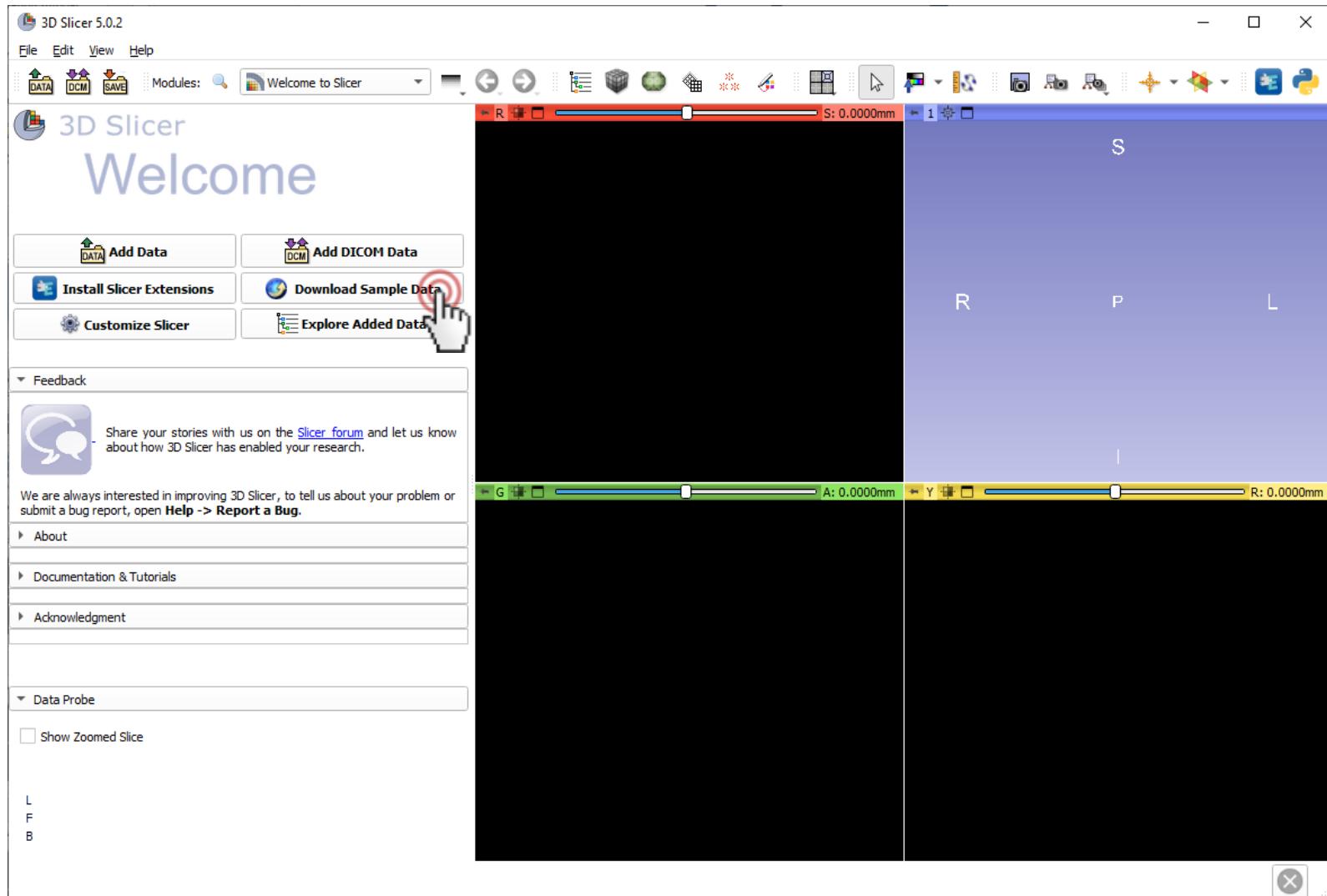
https://github.com/Slicer/SlicerDataLoadingAndVisualizationTutorial/raw/main/VisualizationTutorial_HeadScene.mrb



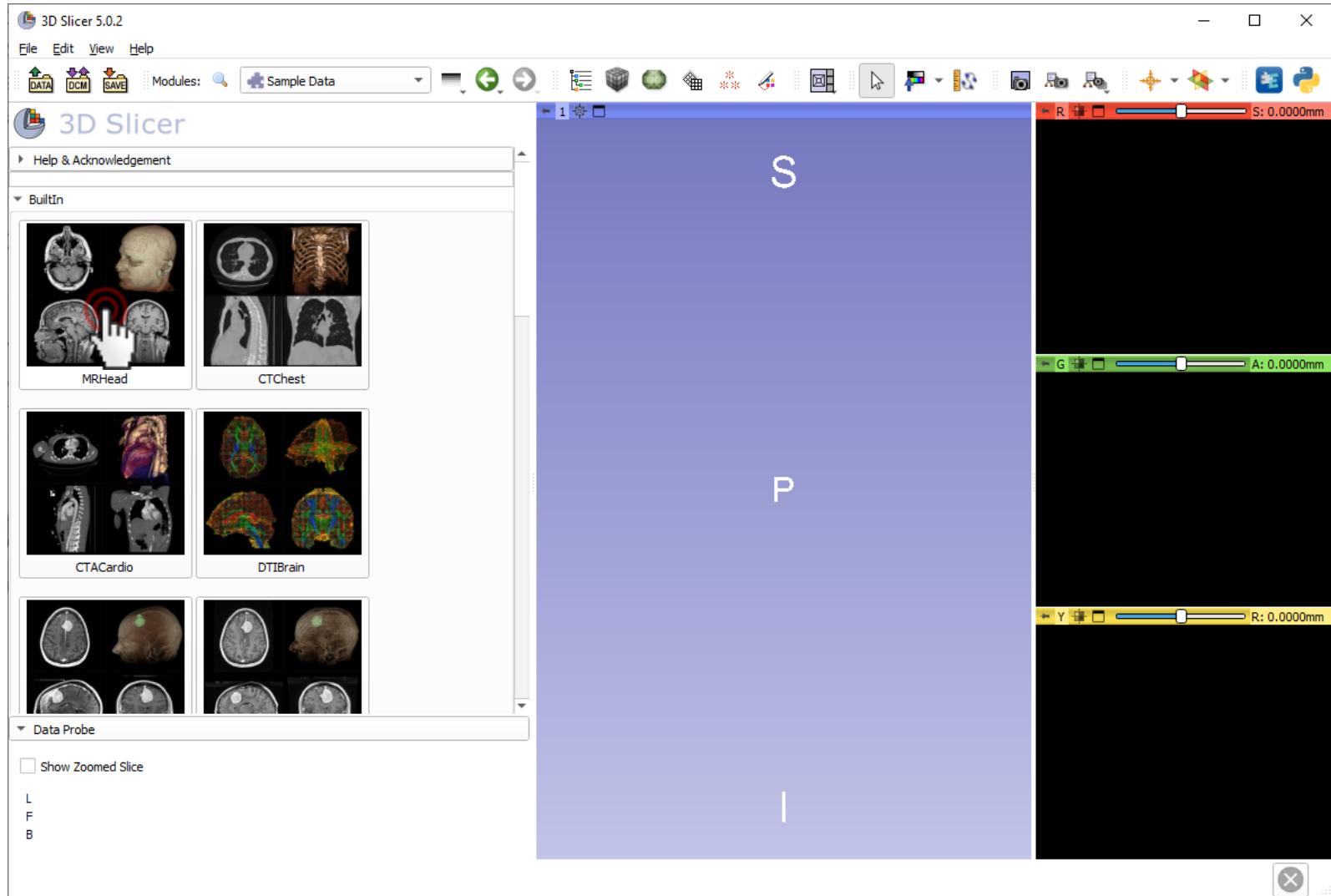
Main user interface



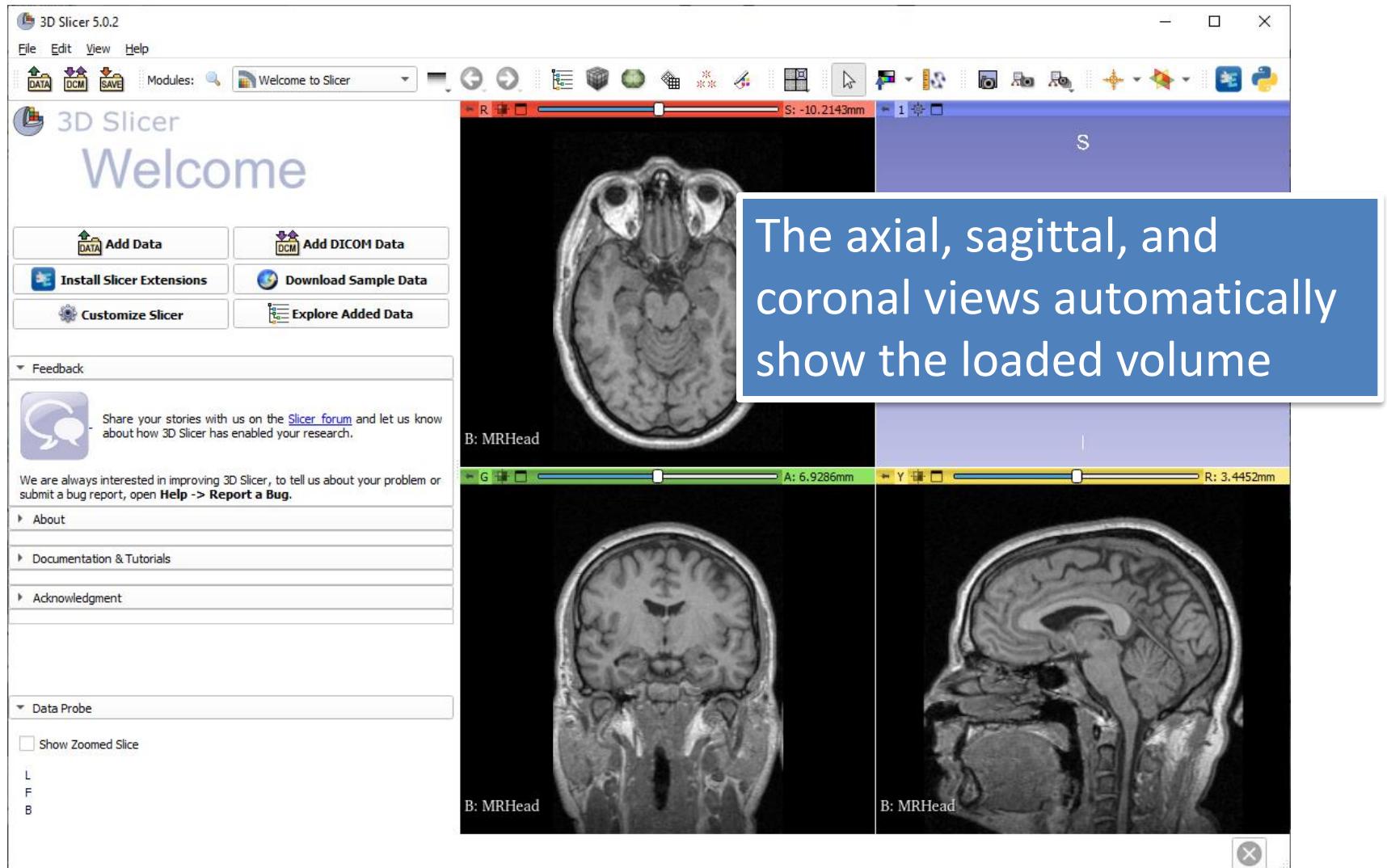
Load sample MRI data



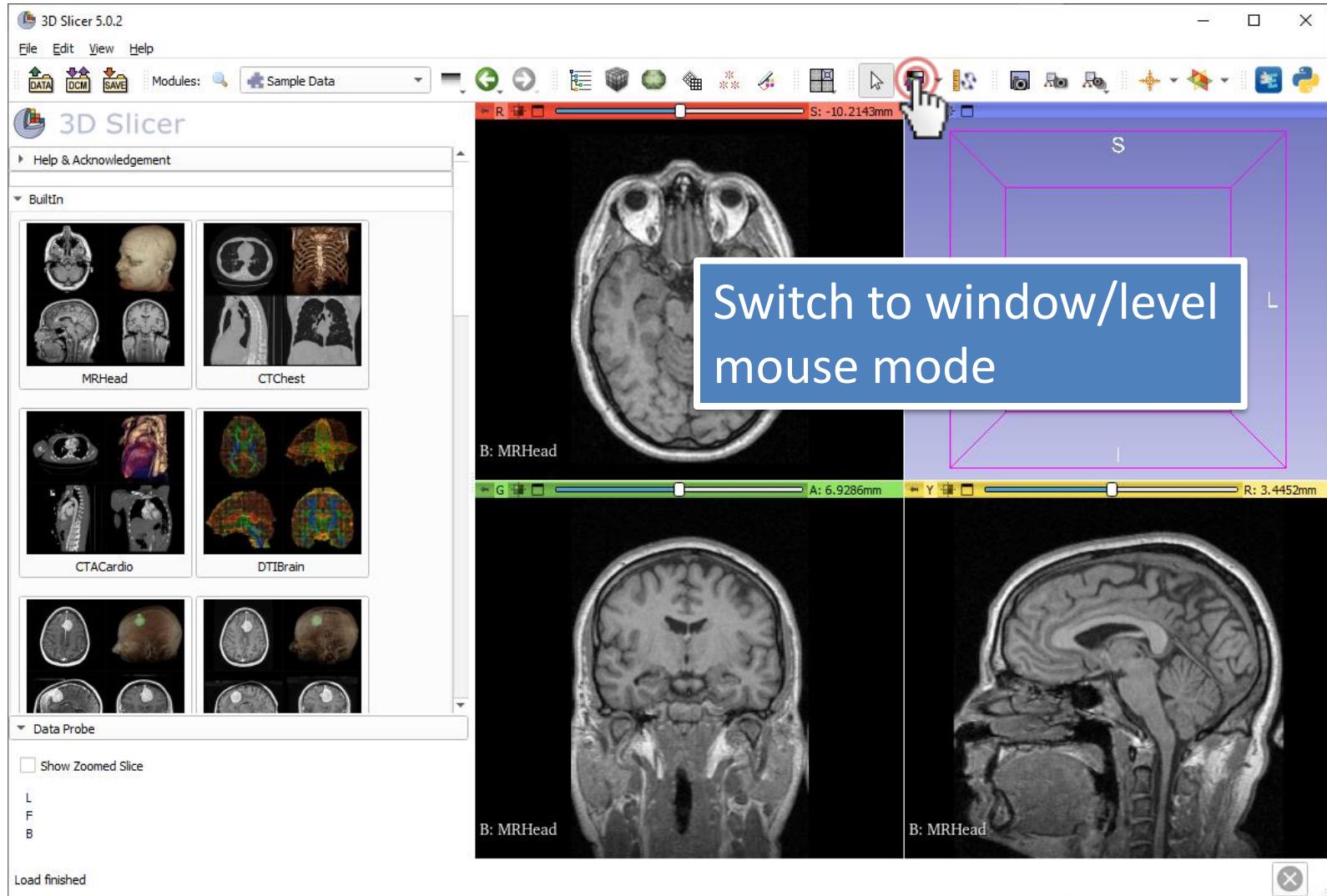
Load sample MRI data



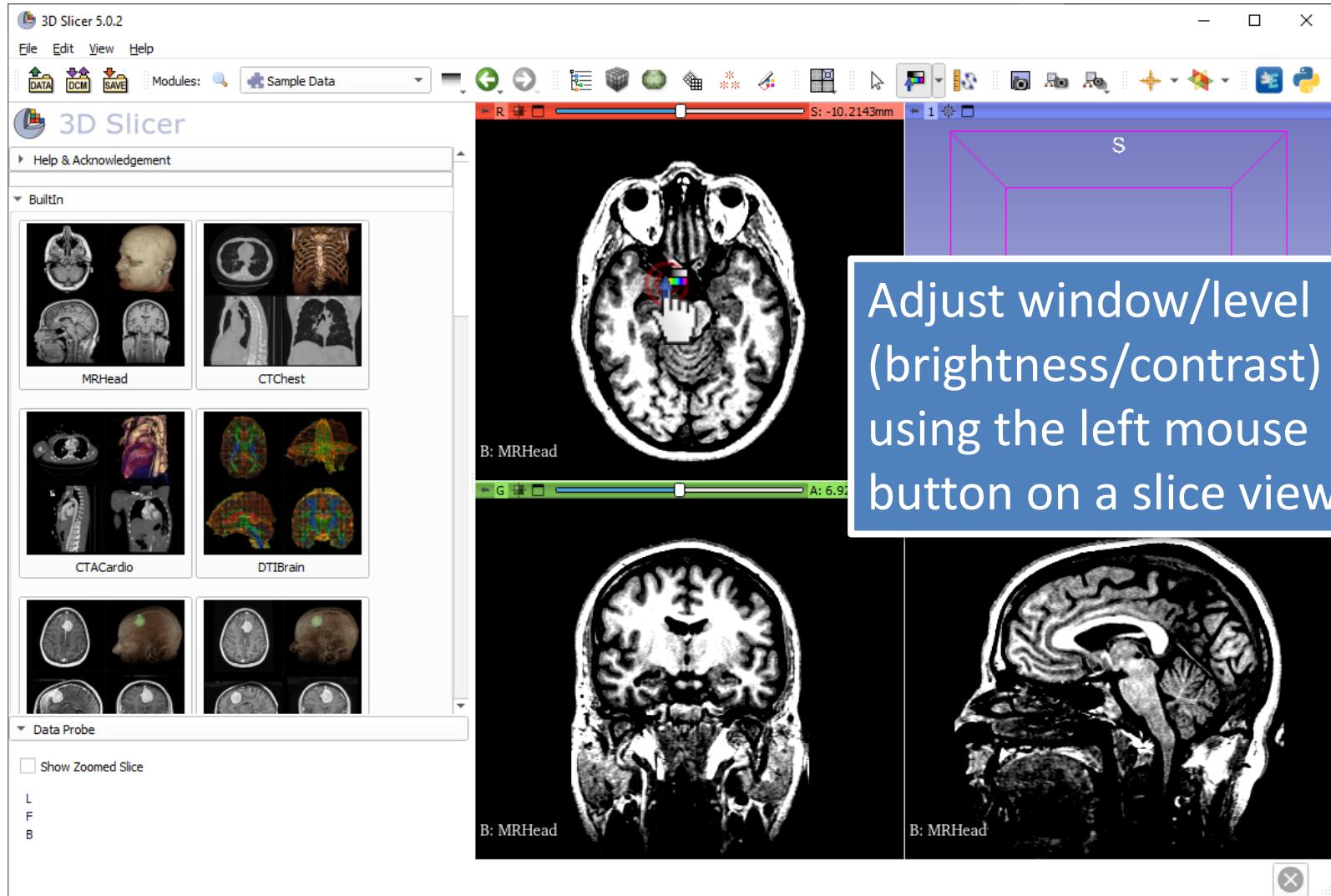
Load sample MRI data



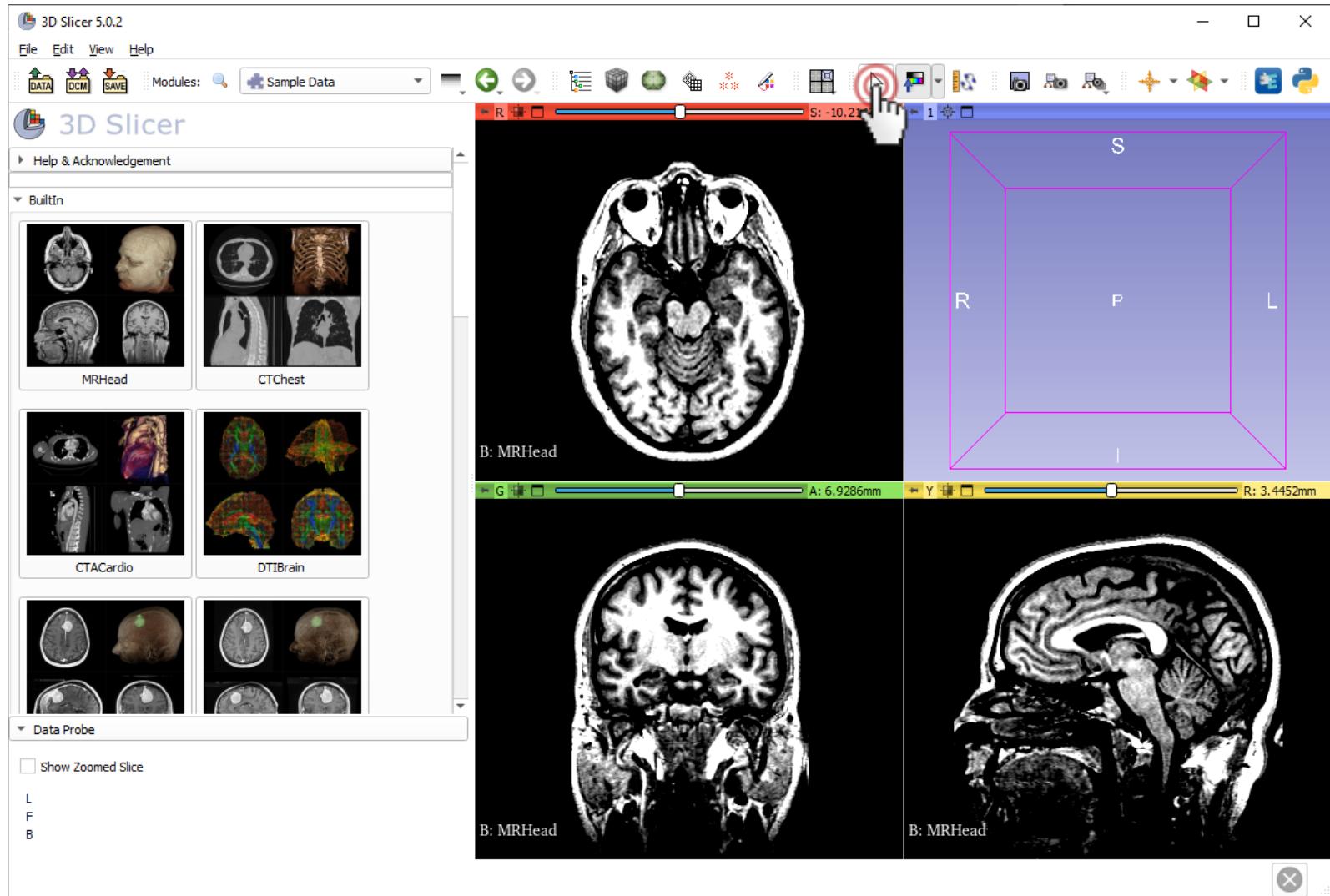
Adjust window/level



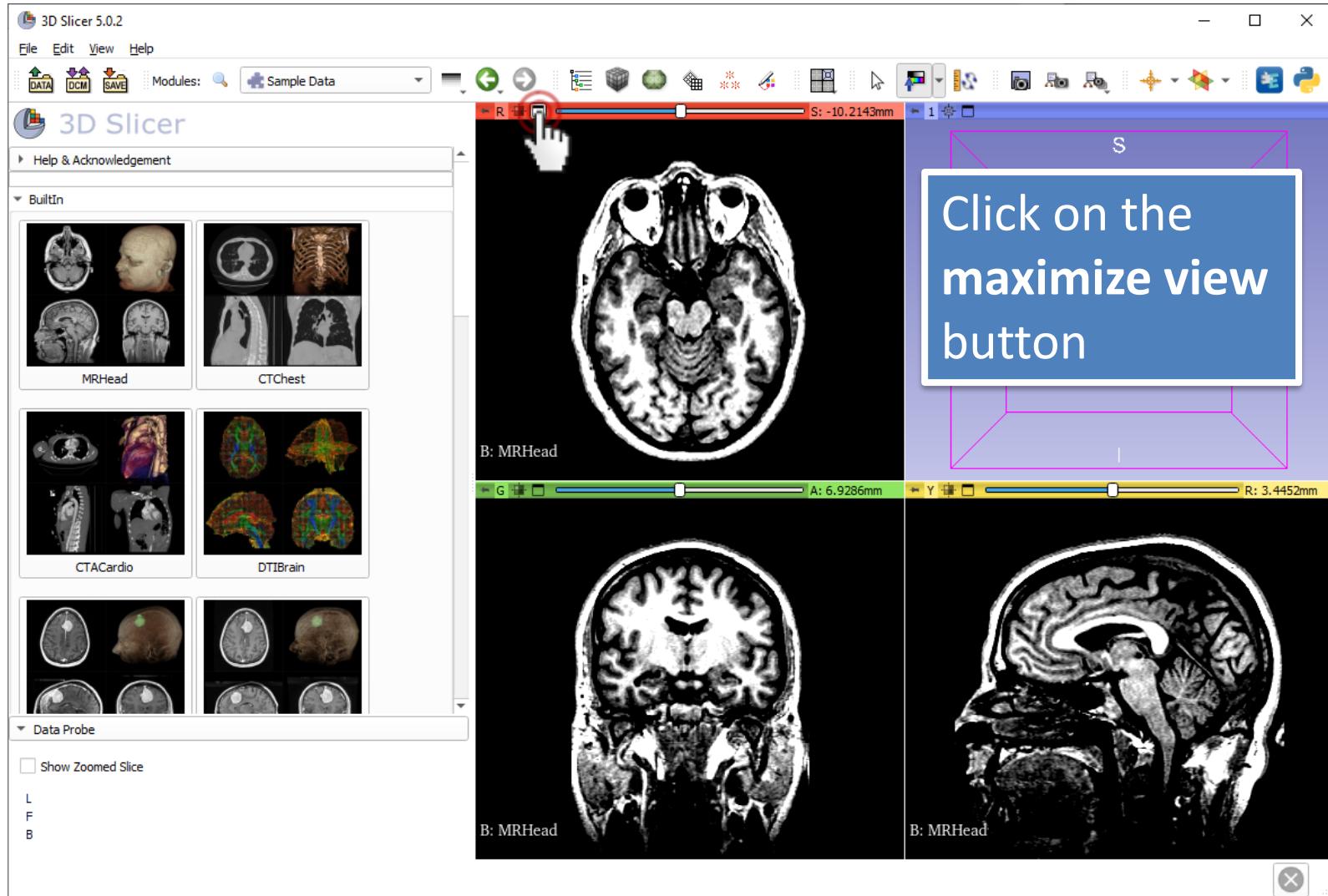
Adjust window/level



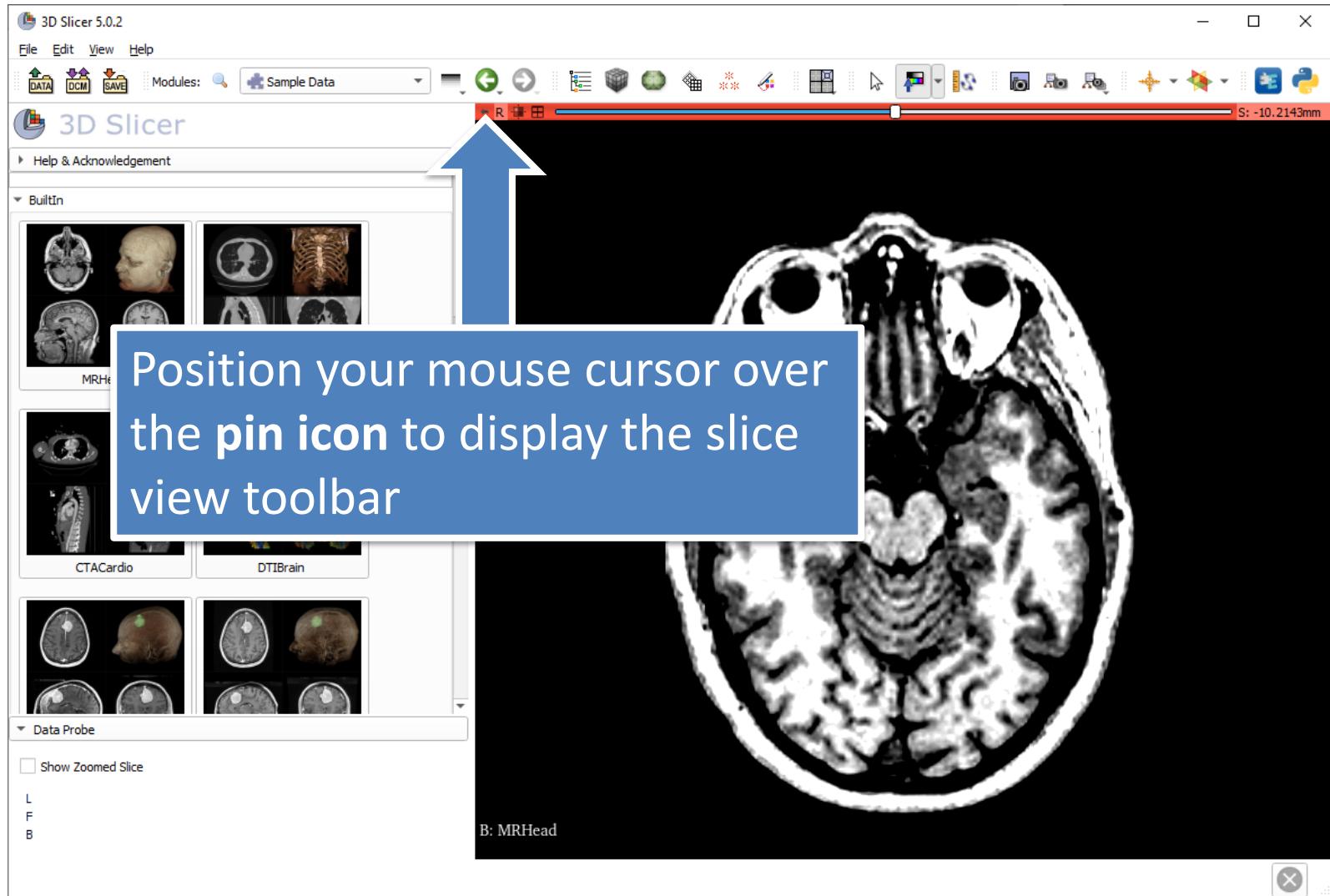
Switch back to view/transform mode



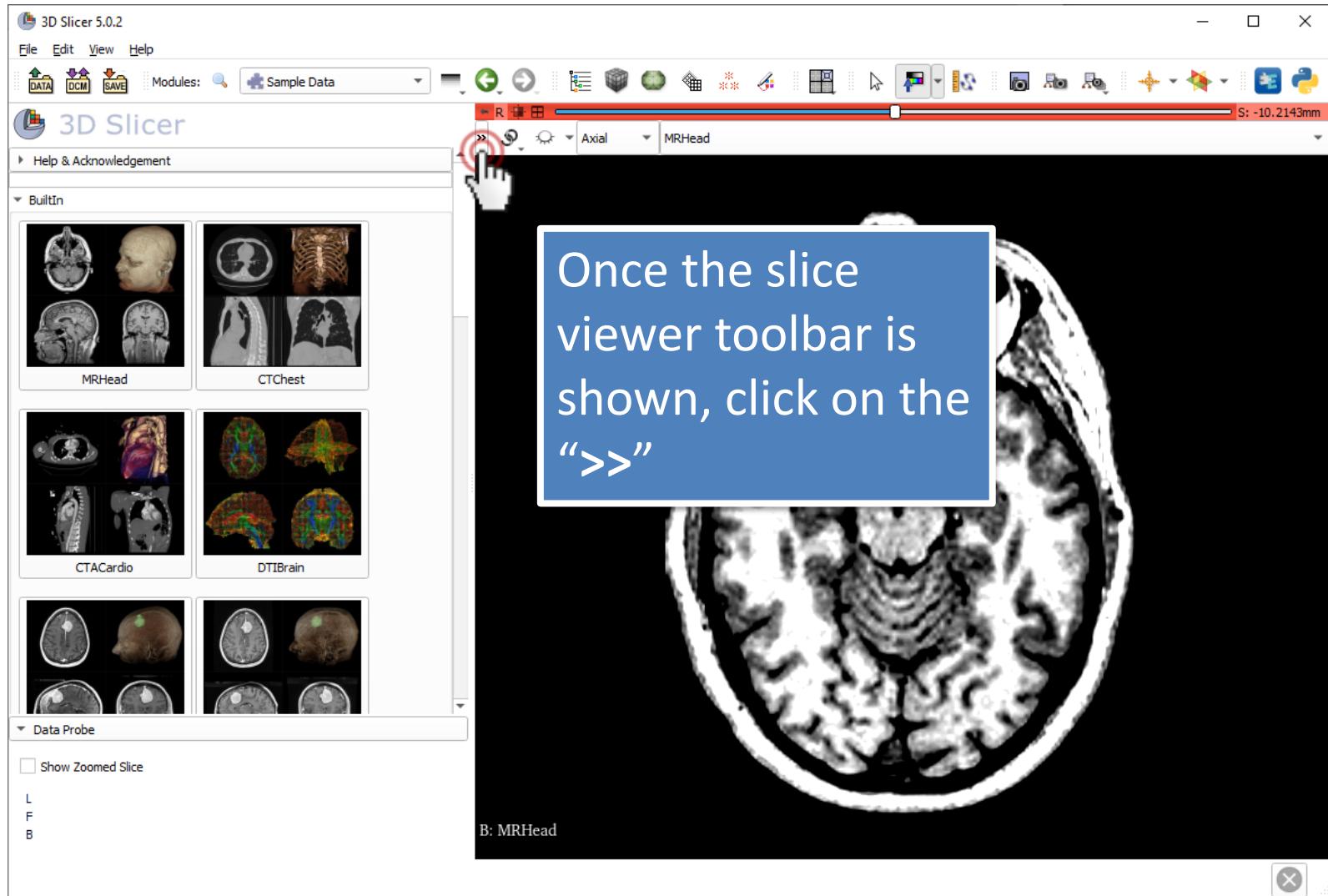
Maximize view



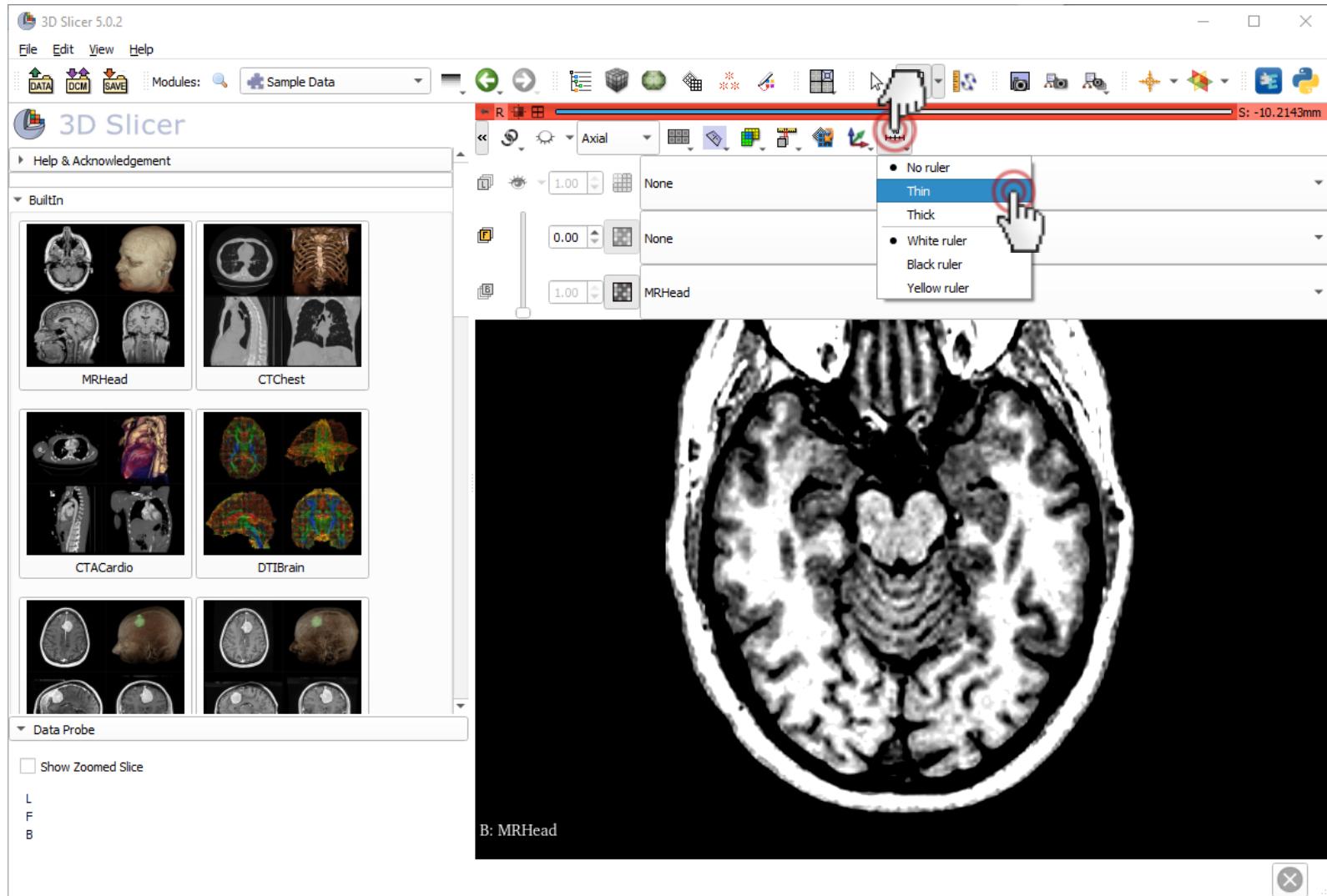
Slice view options



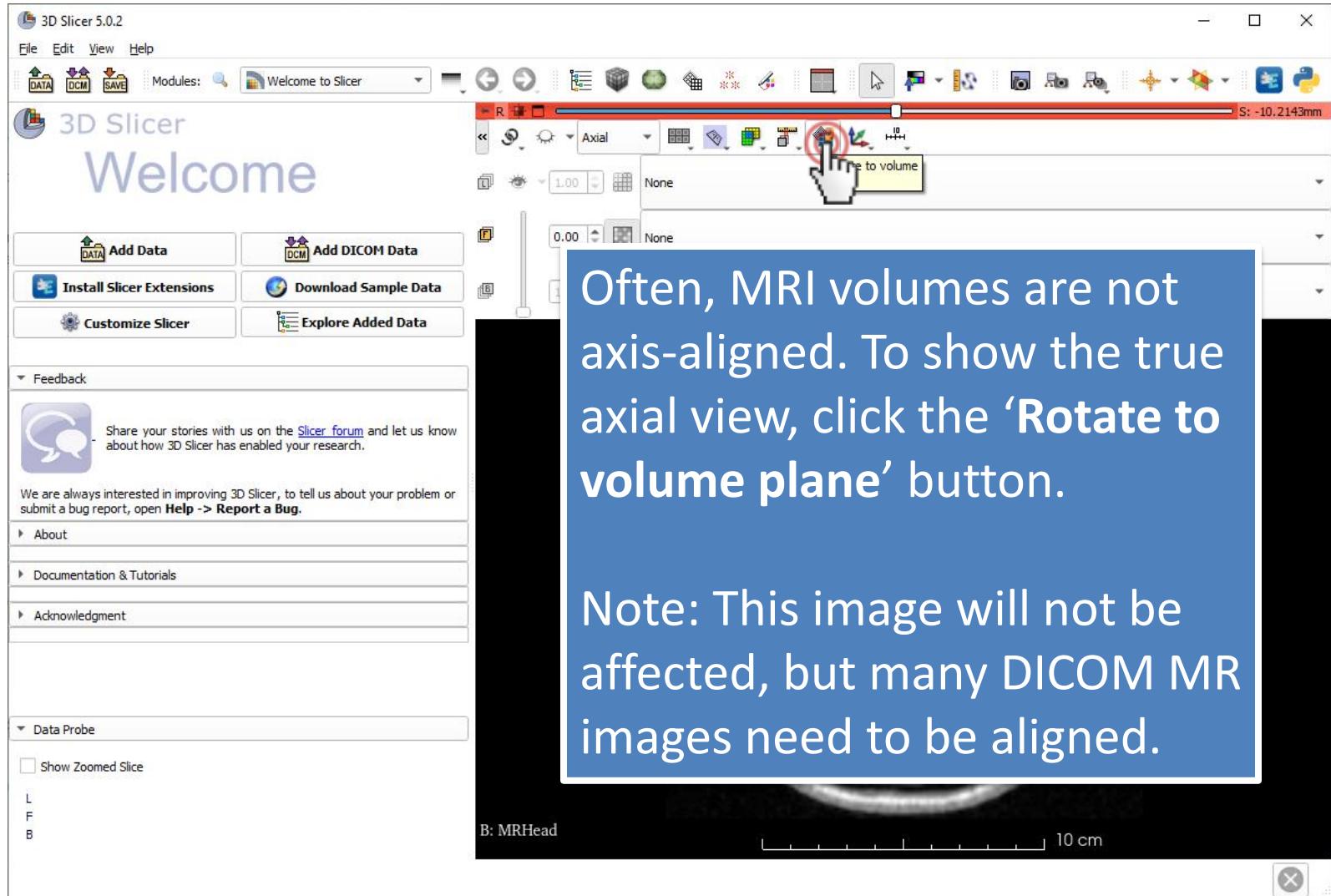
Slice view options



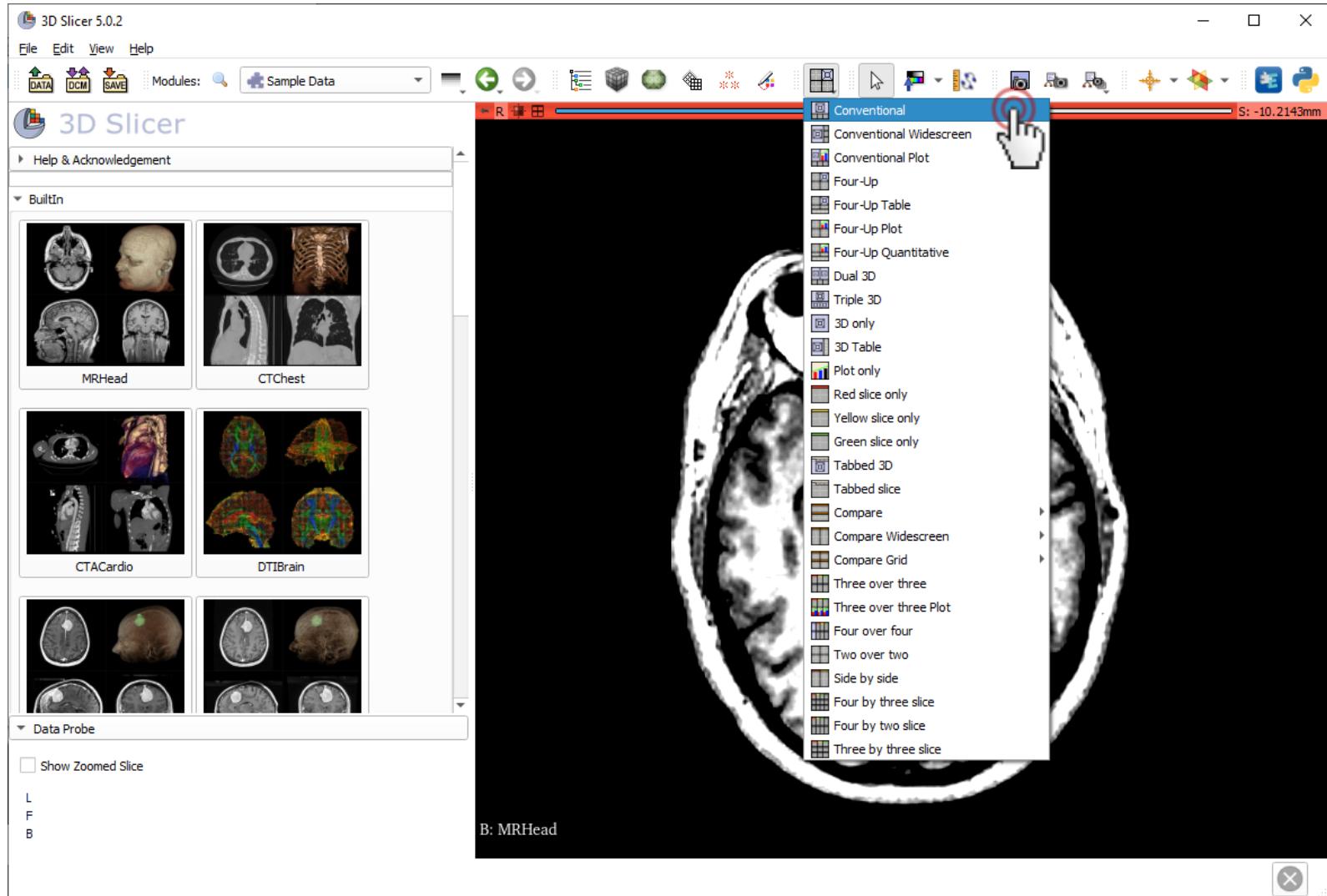
Show ruler



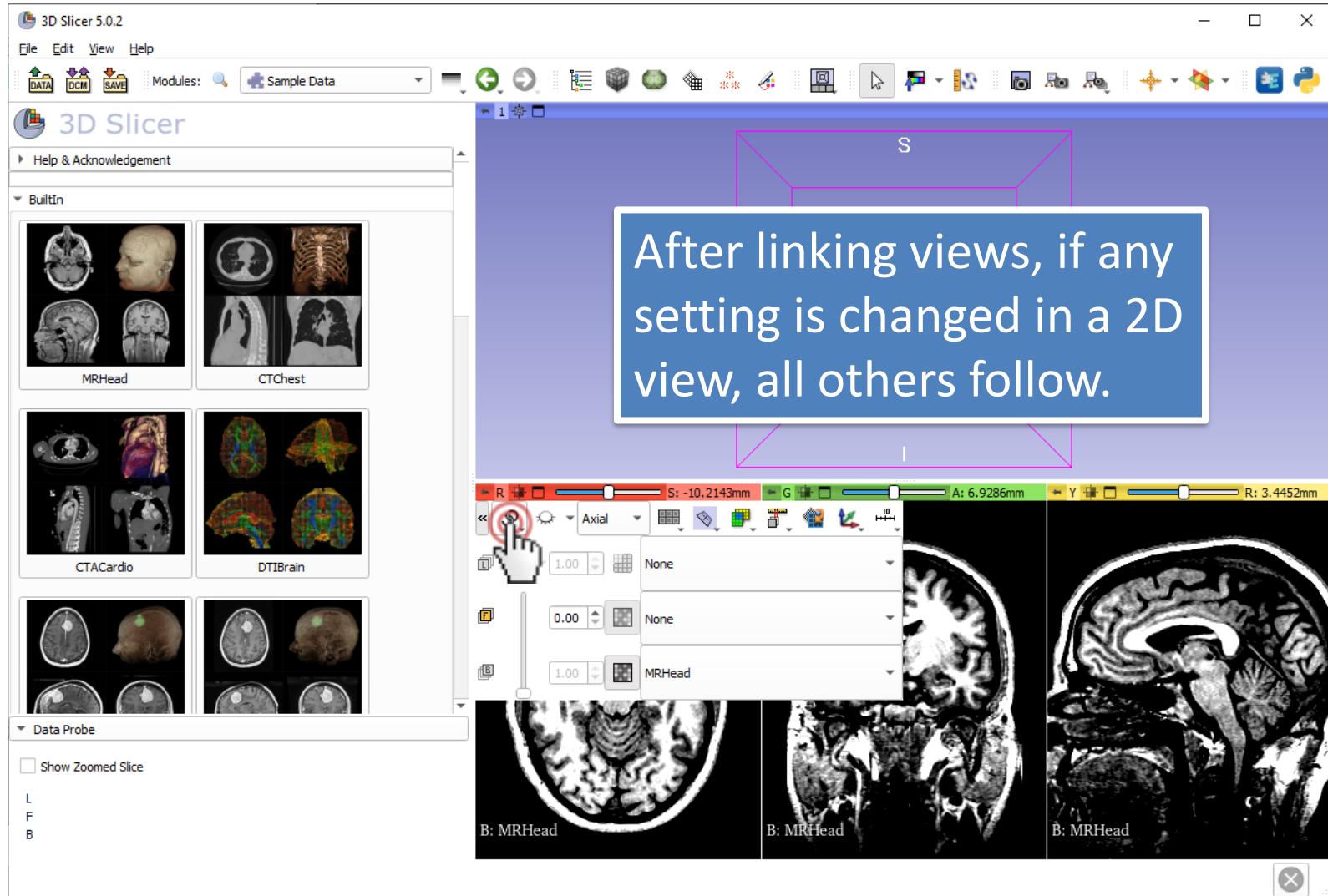
Rotate to volume plane



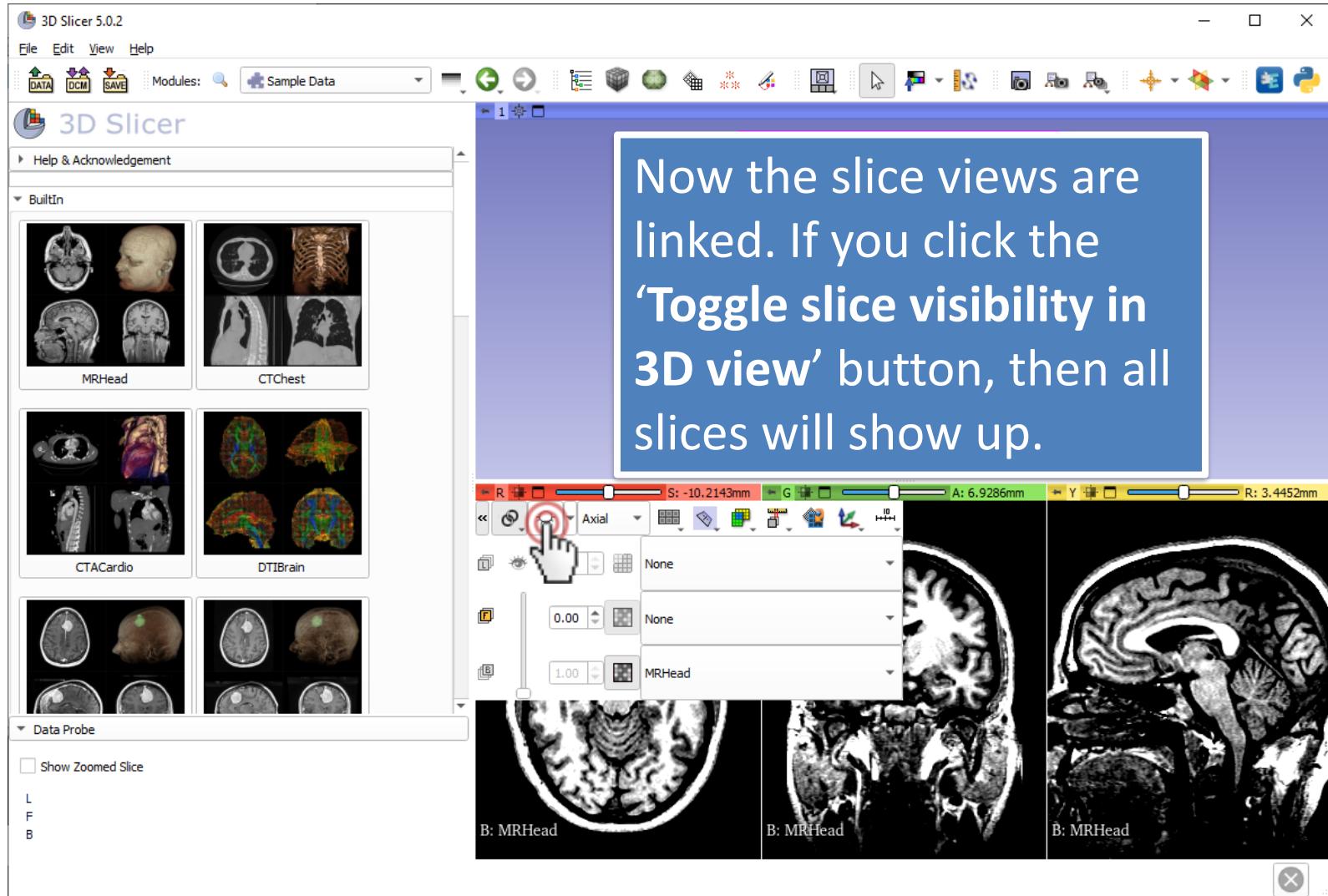
Switch to conventional layout



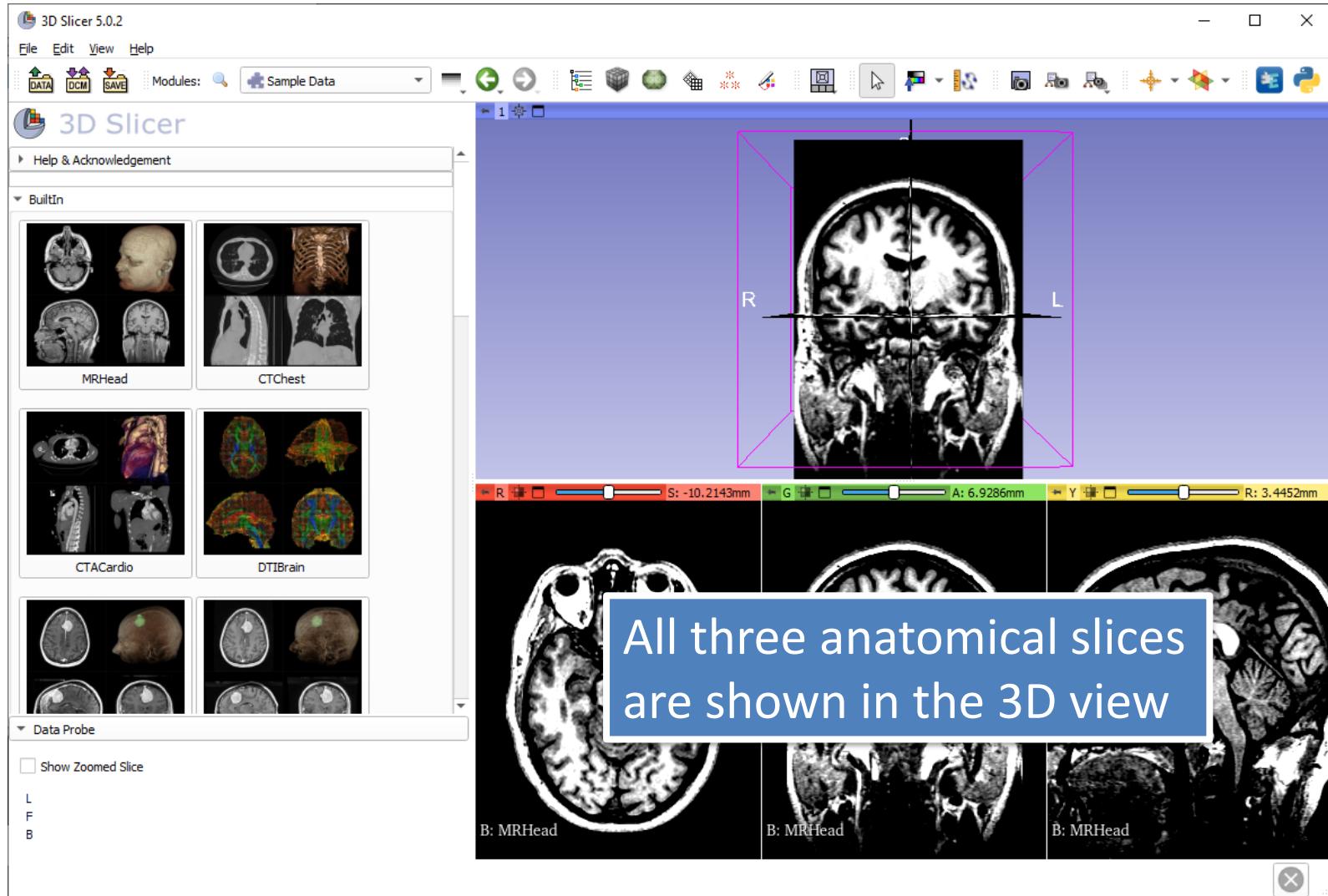
Link views



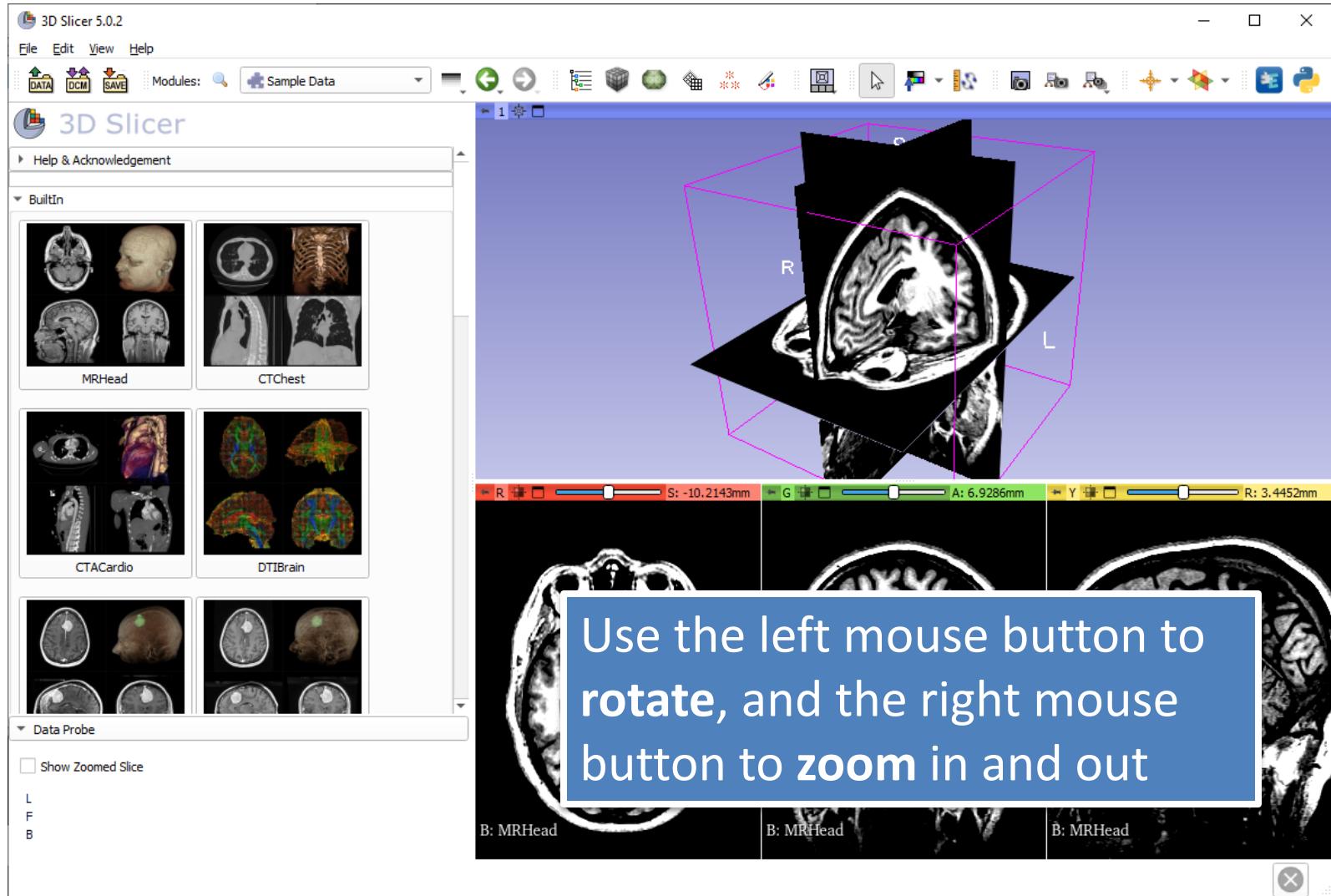
Show slices in 3D



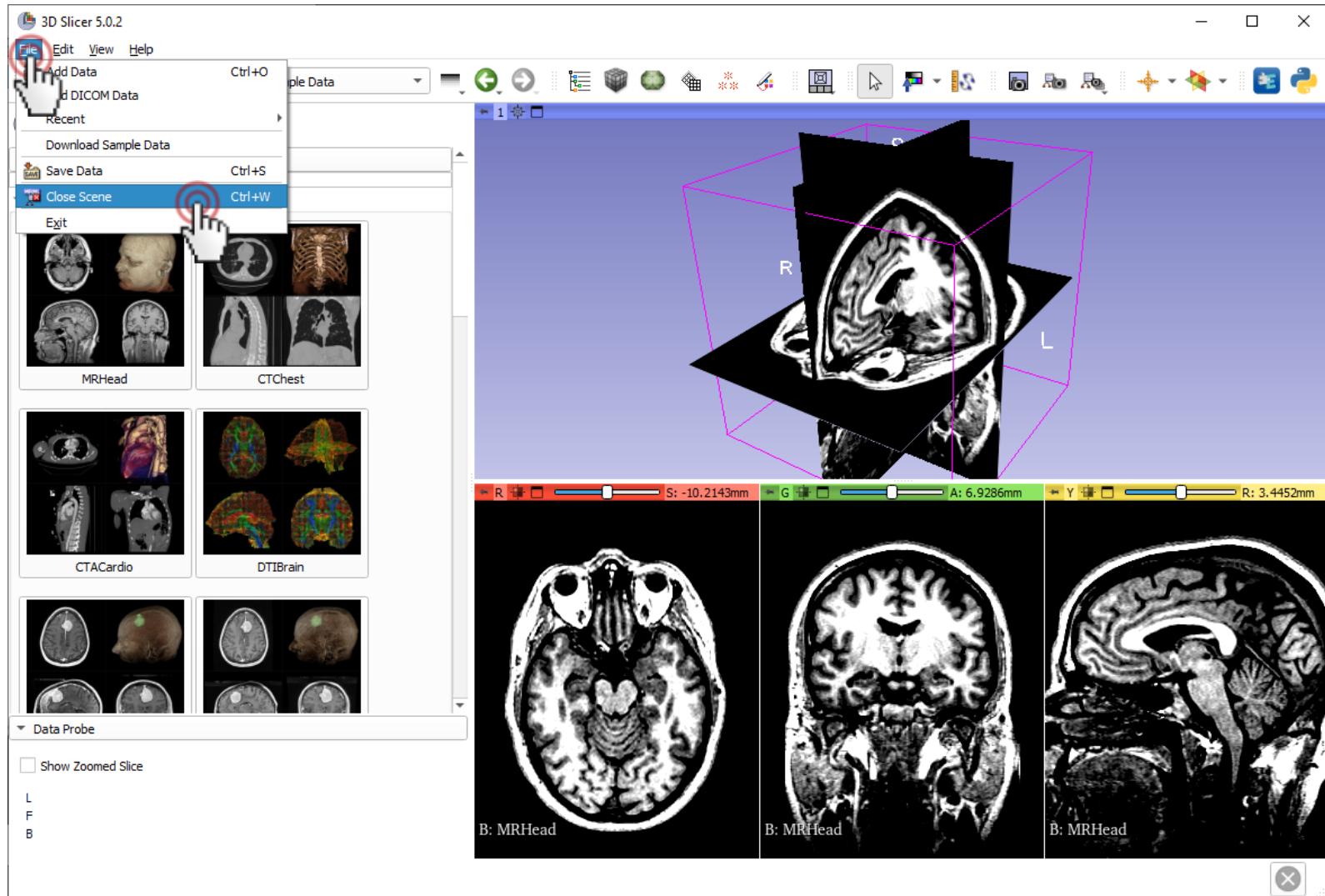
Show slices in 3D



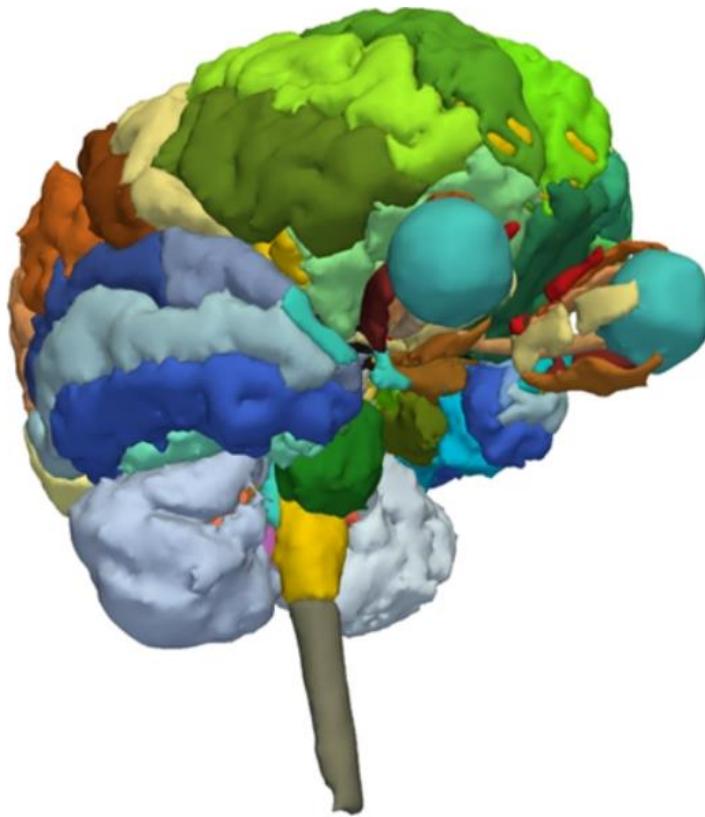
Navigating the 3D view



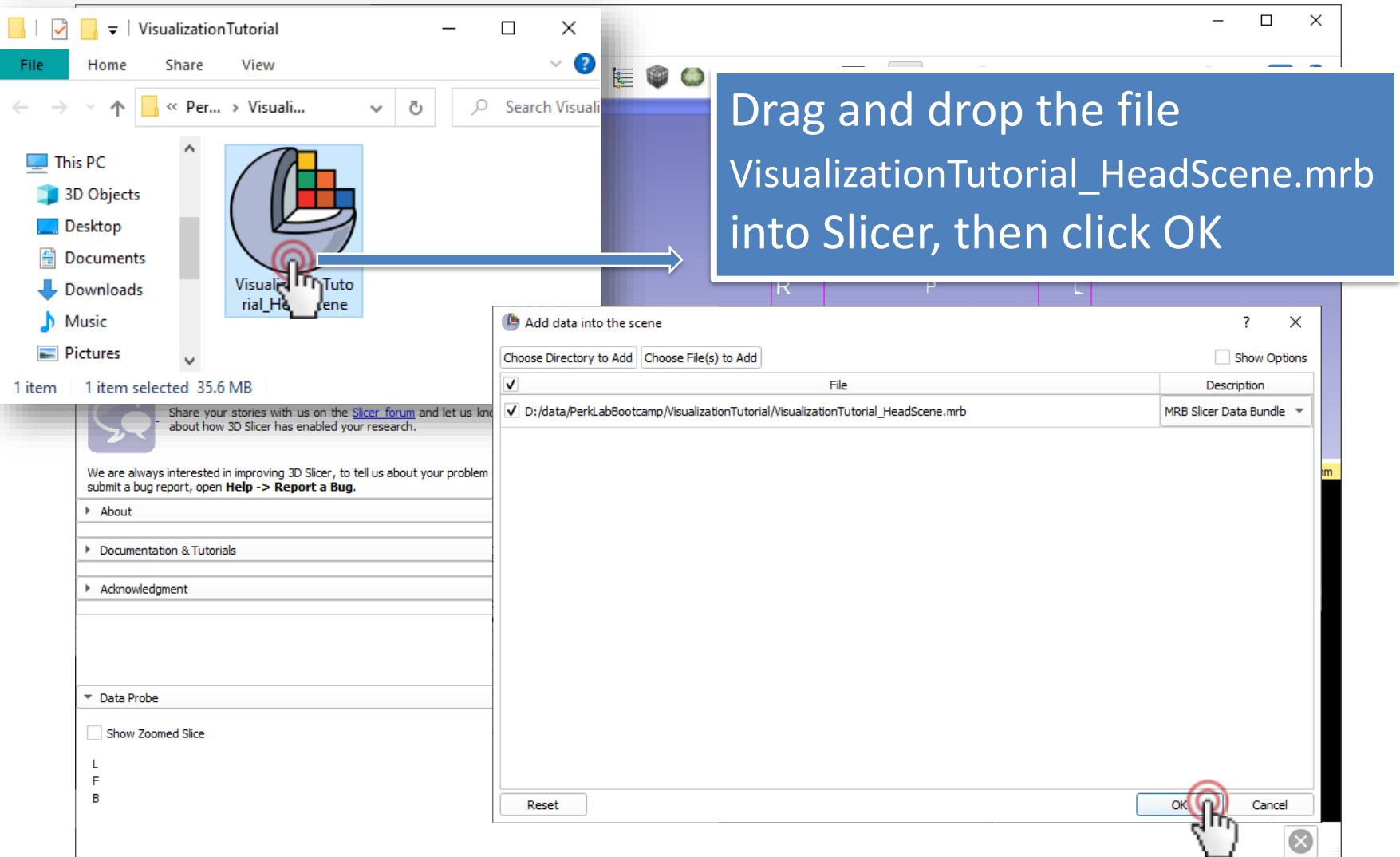
Close the scene



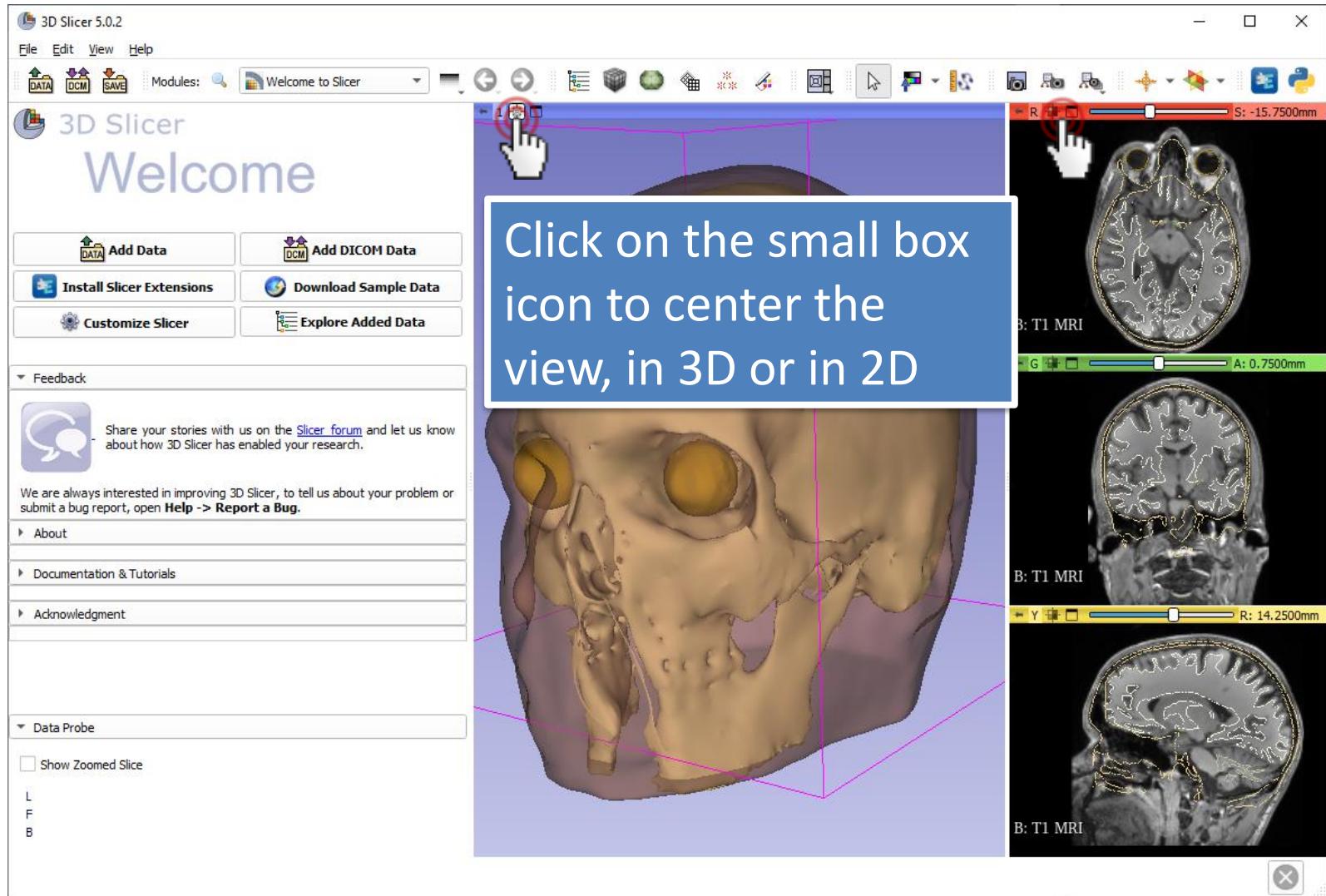
Part 2: 3D visualization of surface models of the brain



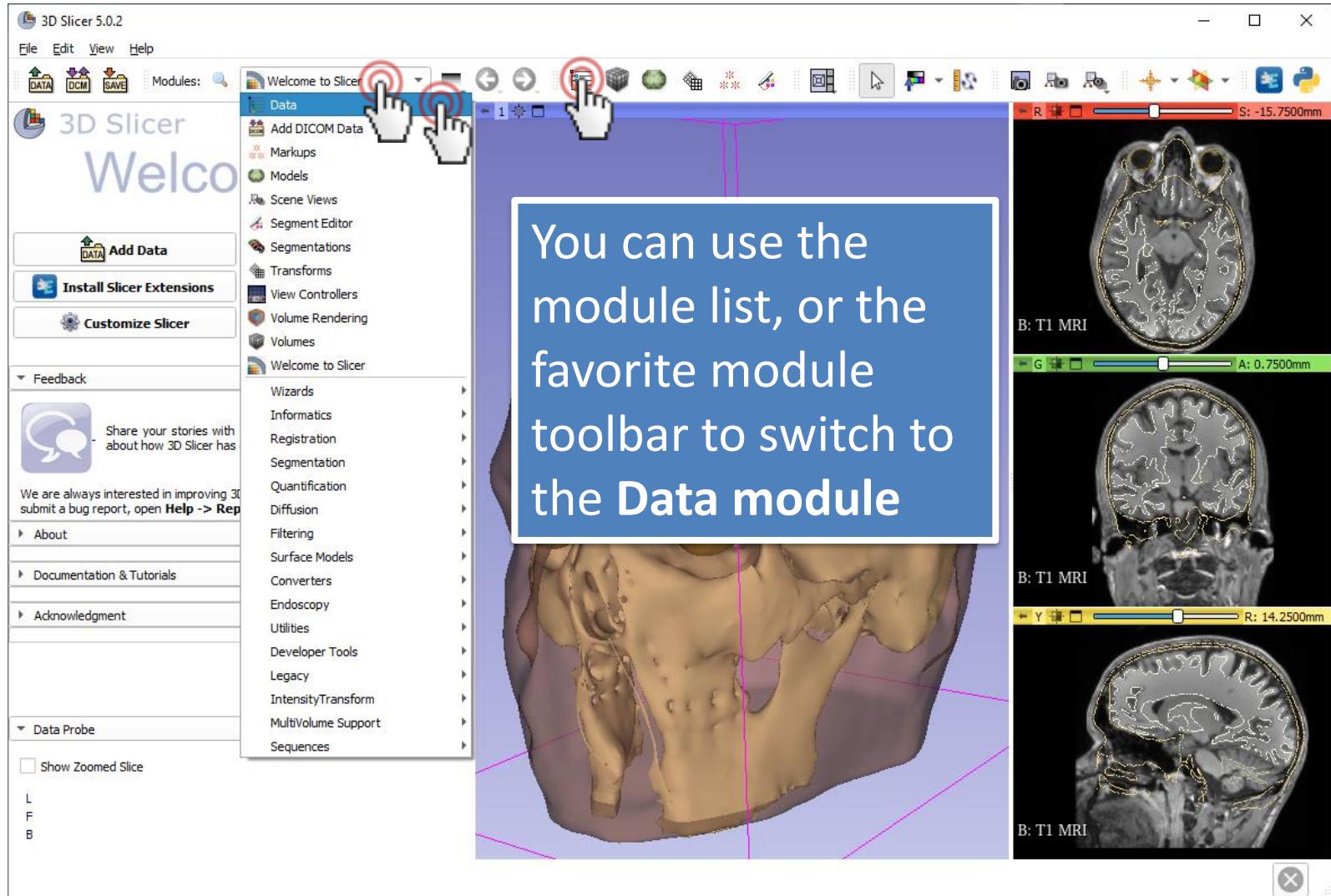
Load tutorial scene



Center view



Explore loaded data



Explore loaded data

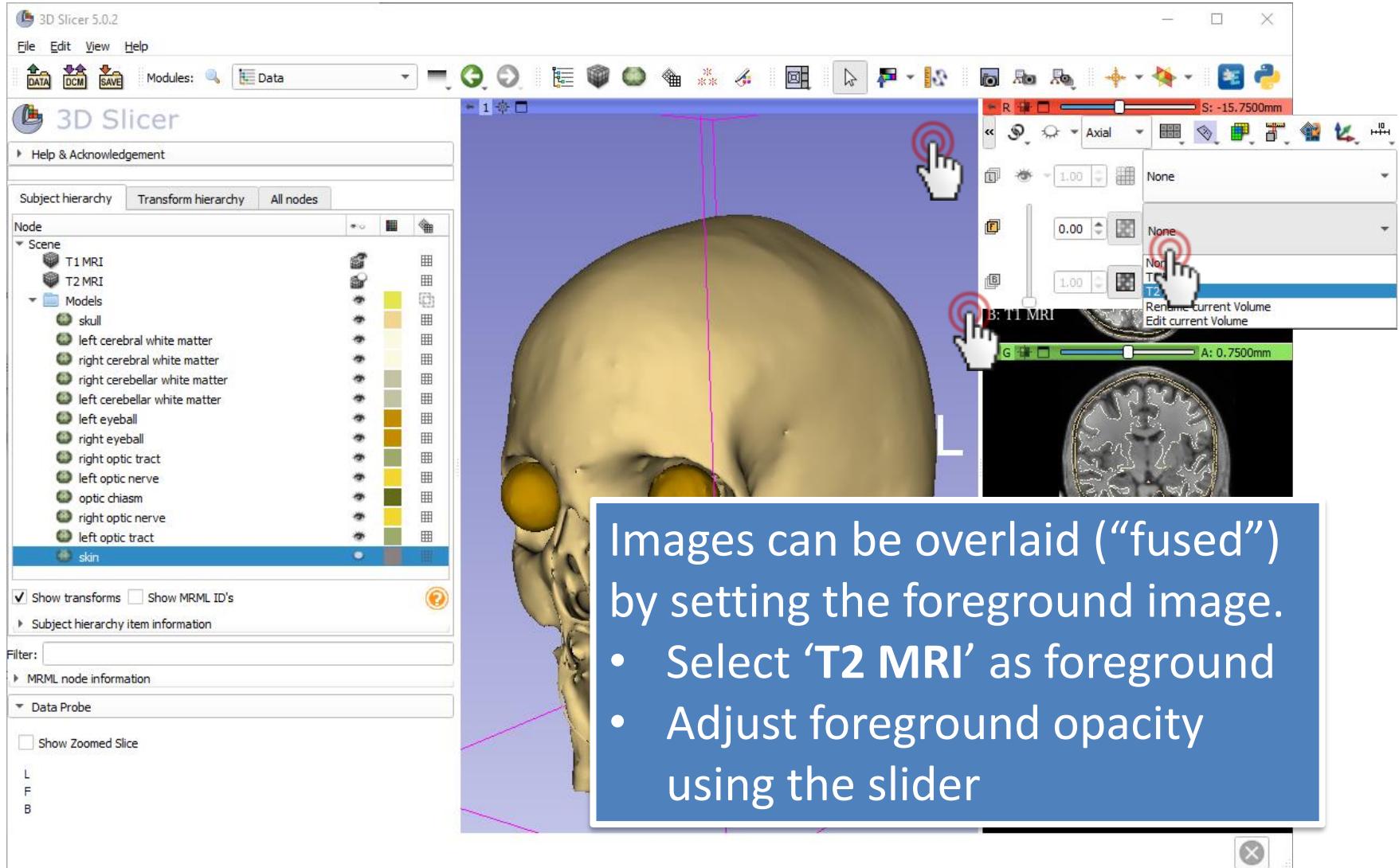
The Data module shows all the data in the scene.

The data items (“nodes”) can be shown/hidden, renamed, deleted, cloned, etc.

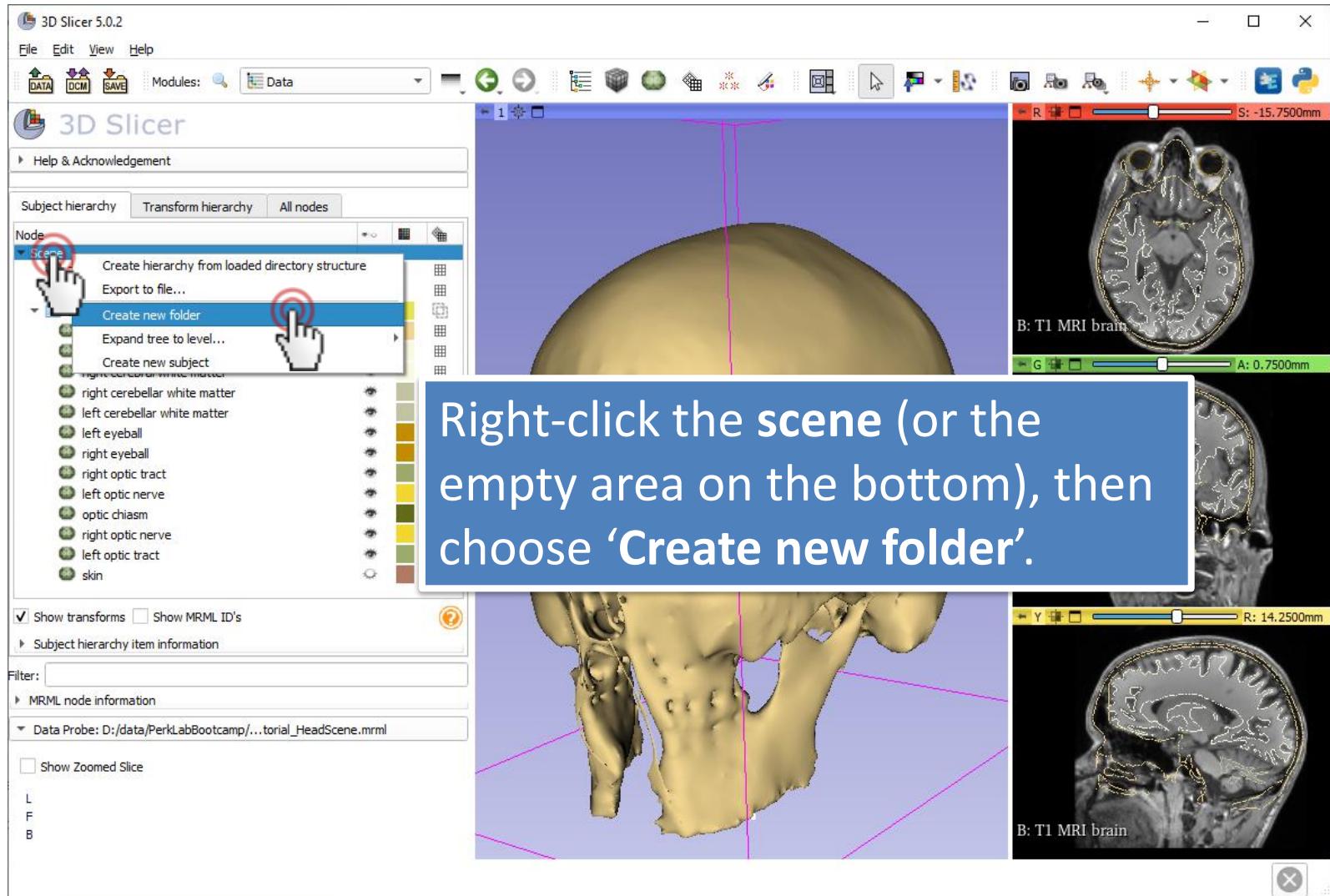
Hide the ‘skin’ model by clicking the eye icon.



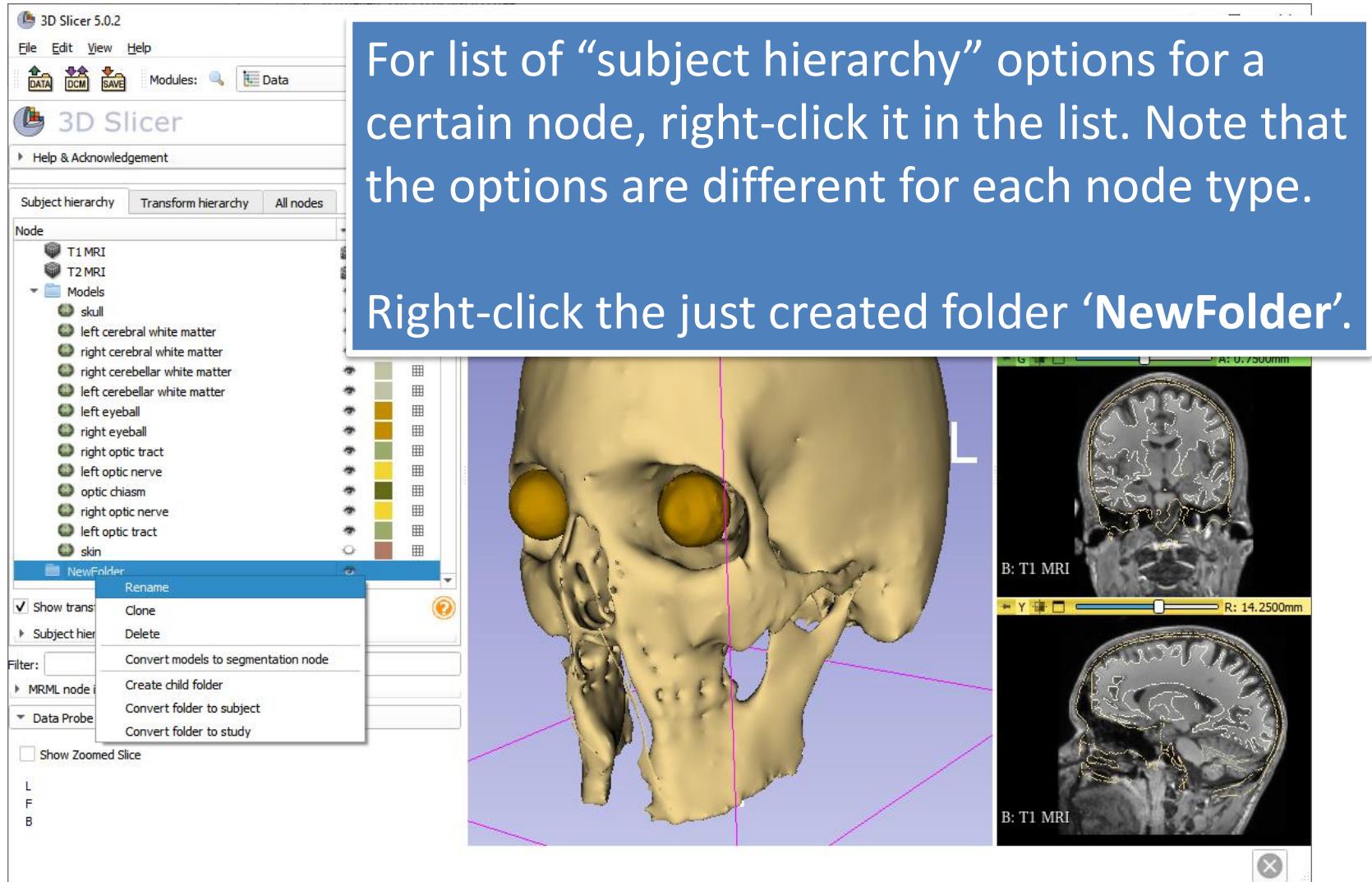
Foreground image



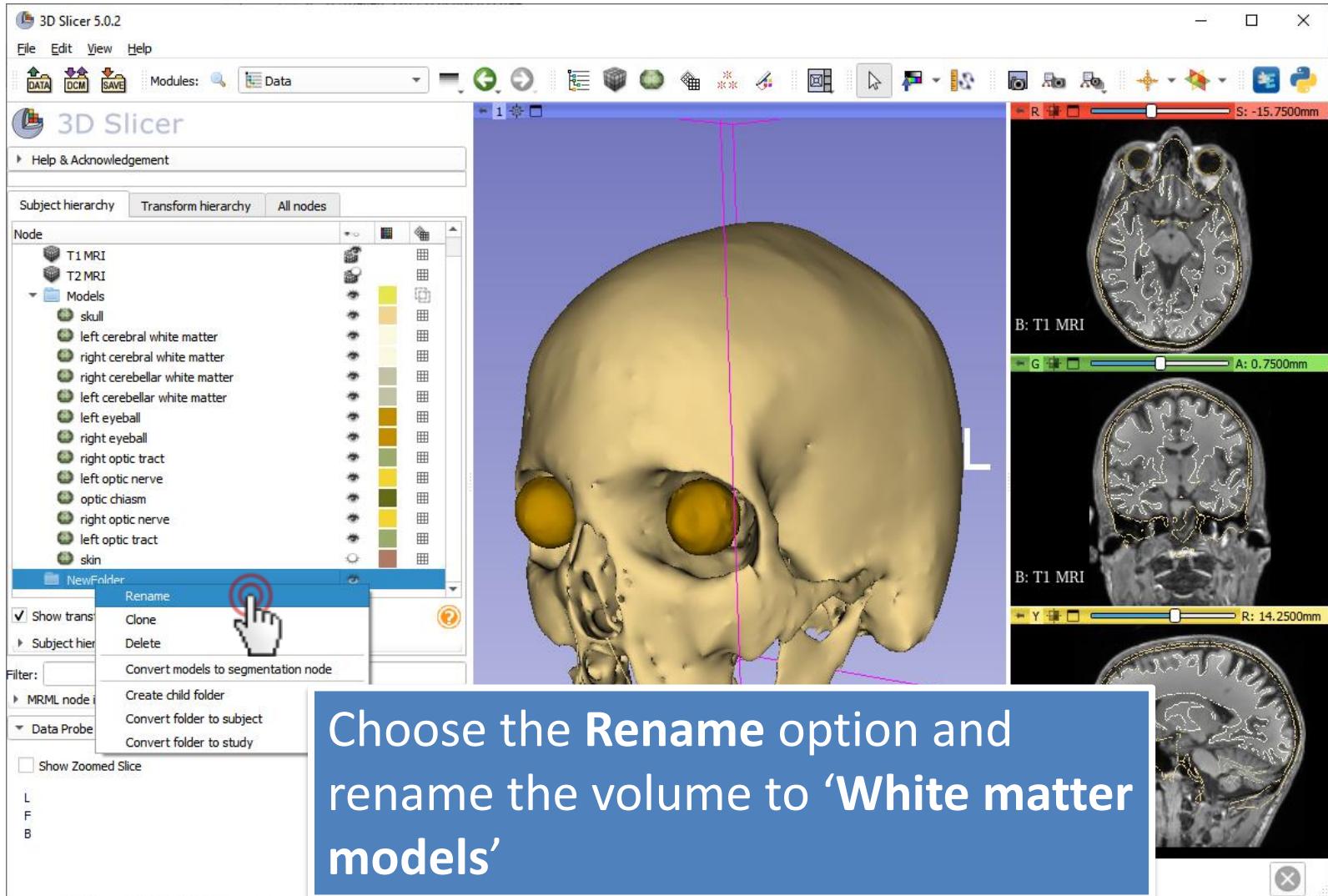
Create folder



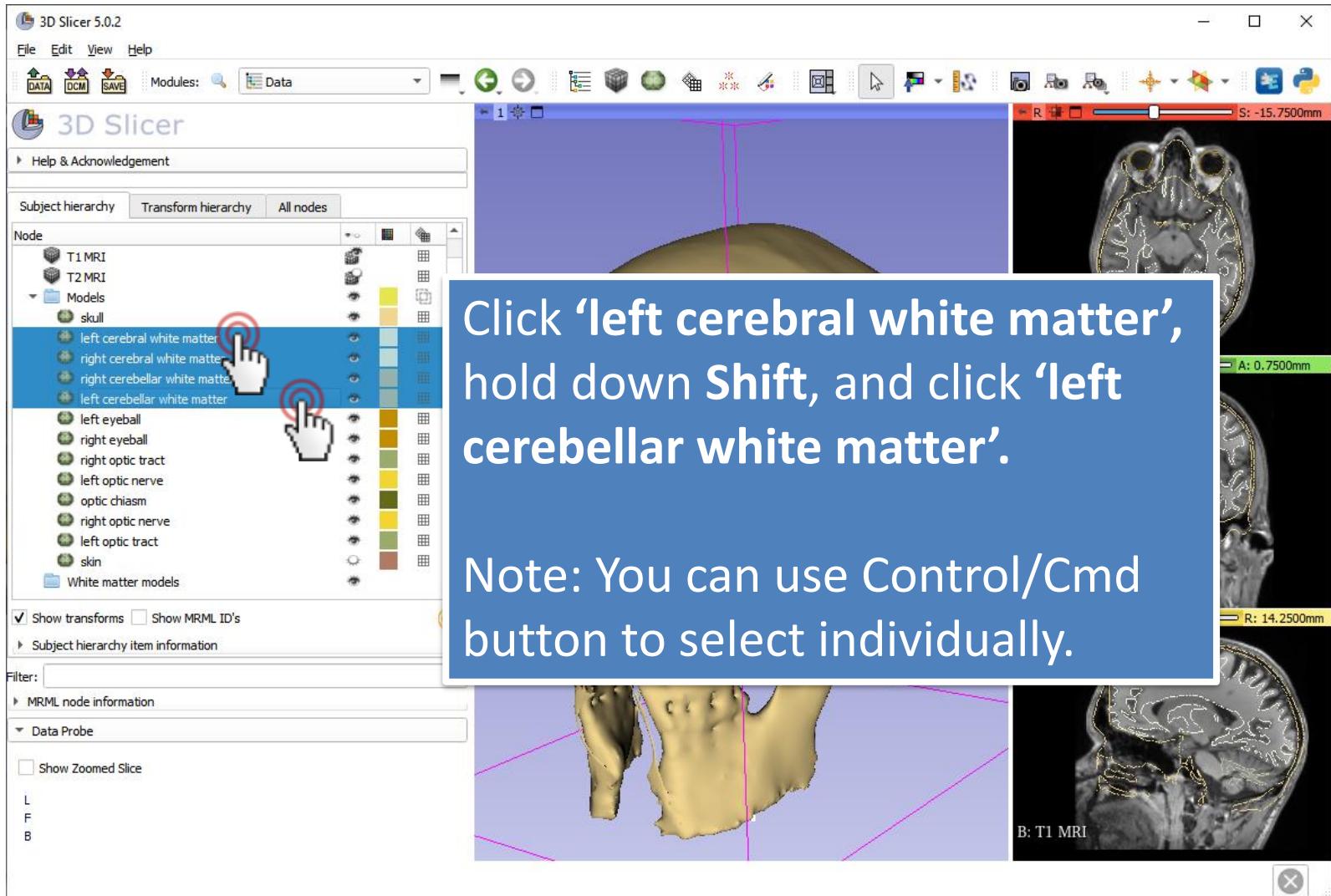
Context menu actions



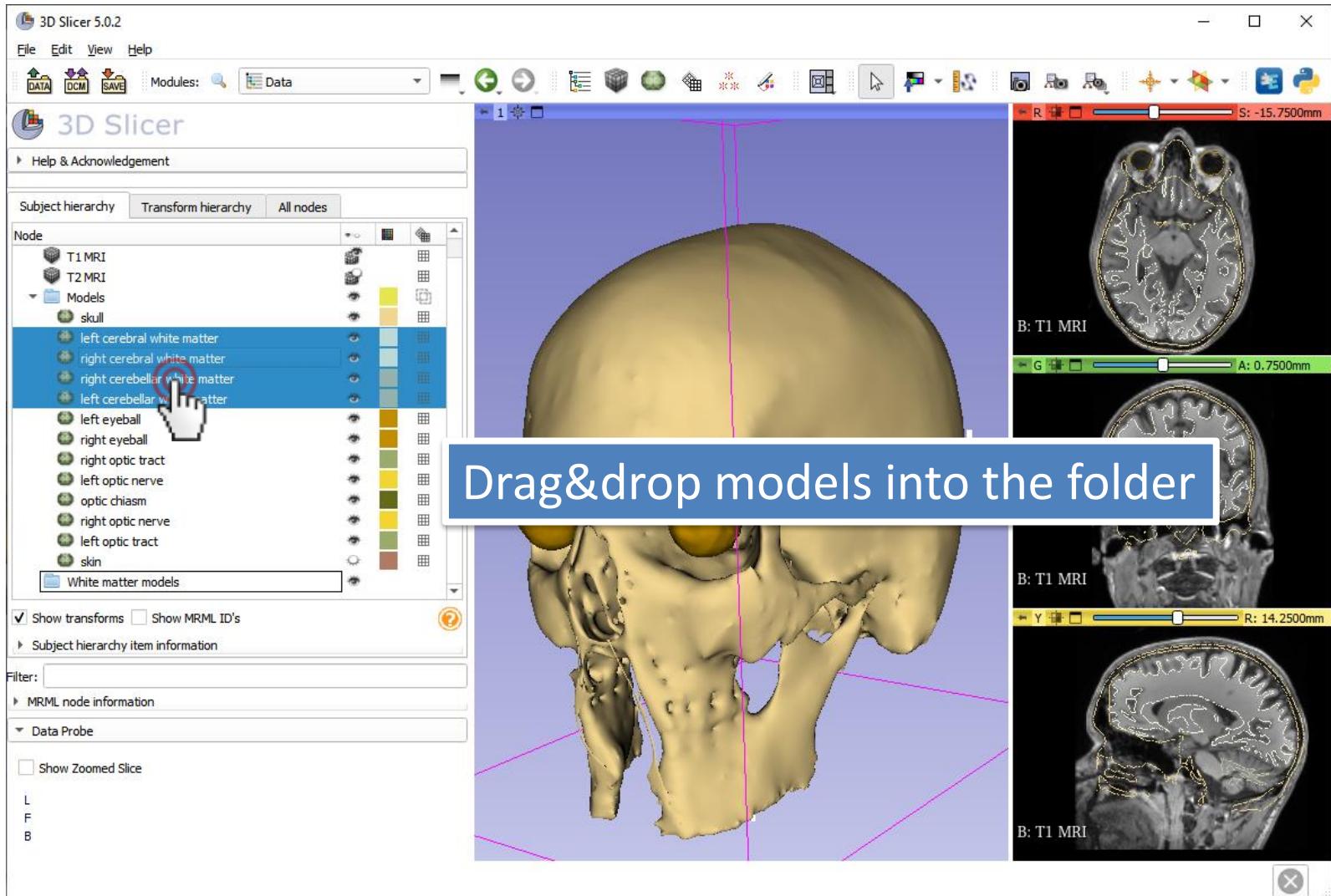
Rename folder



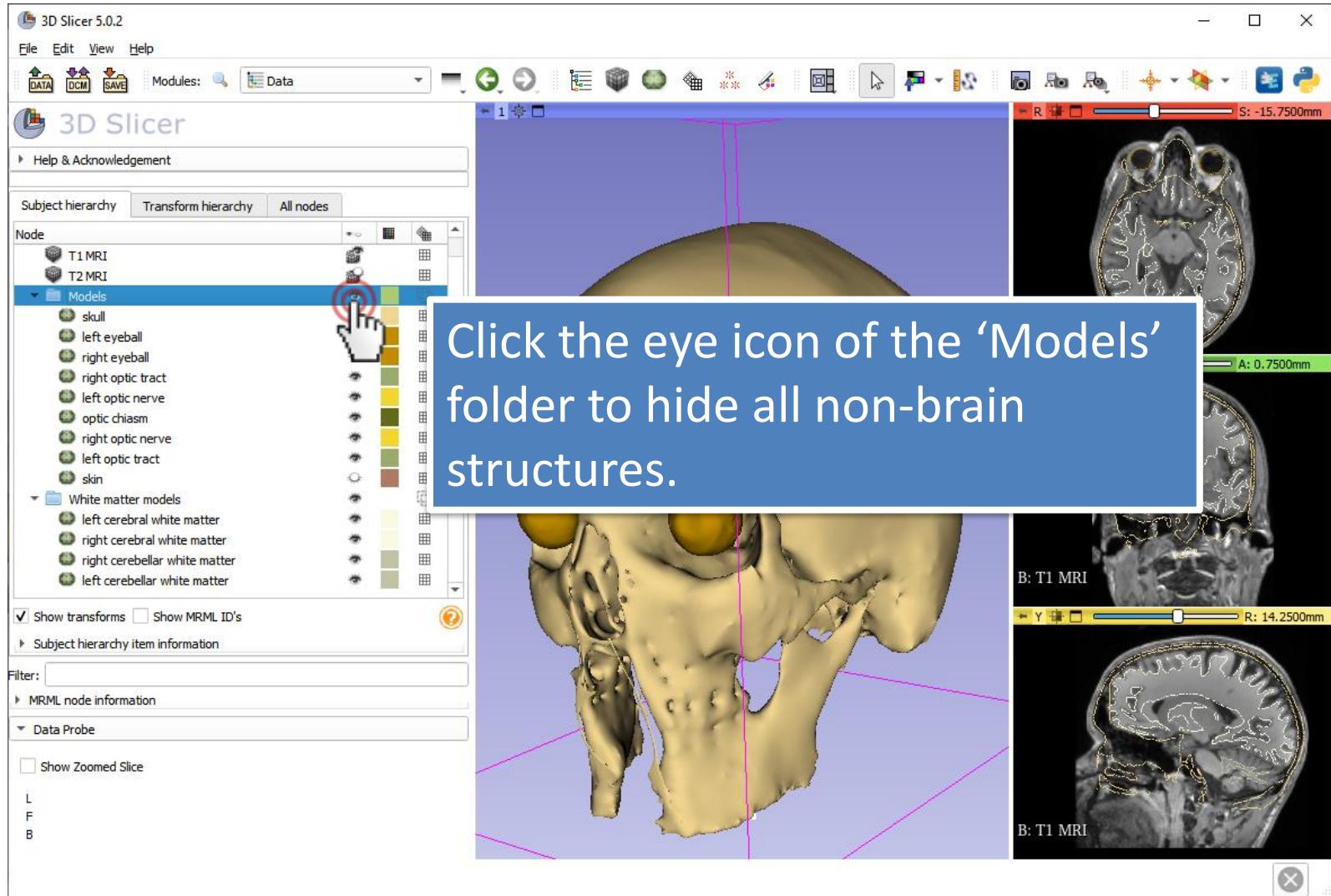
Select multiple nodes



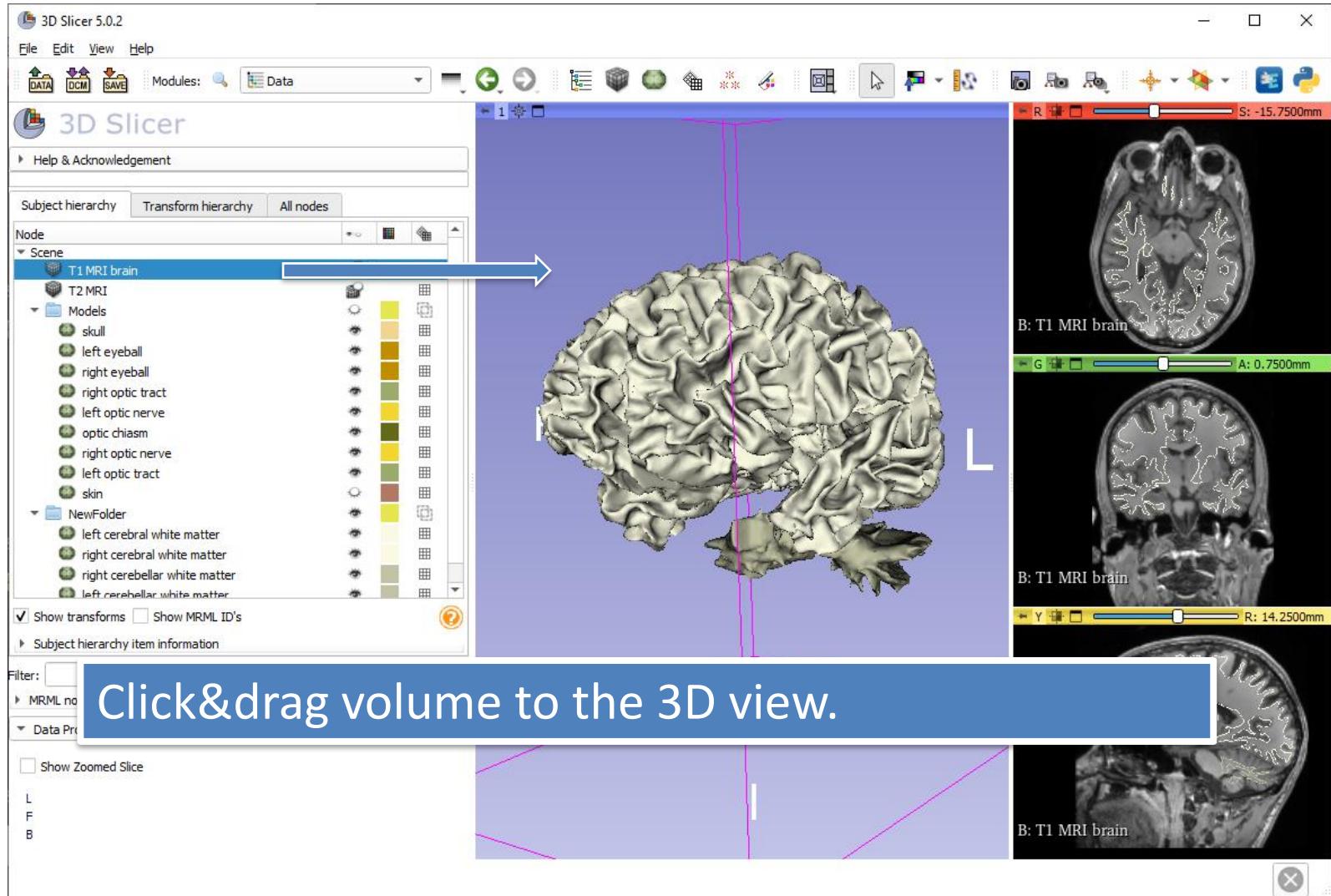
Move nodes to folder



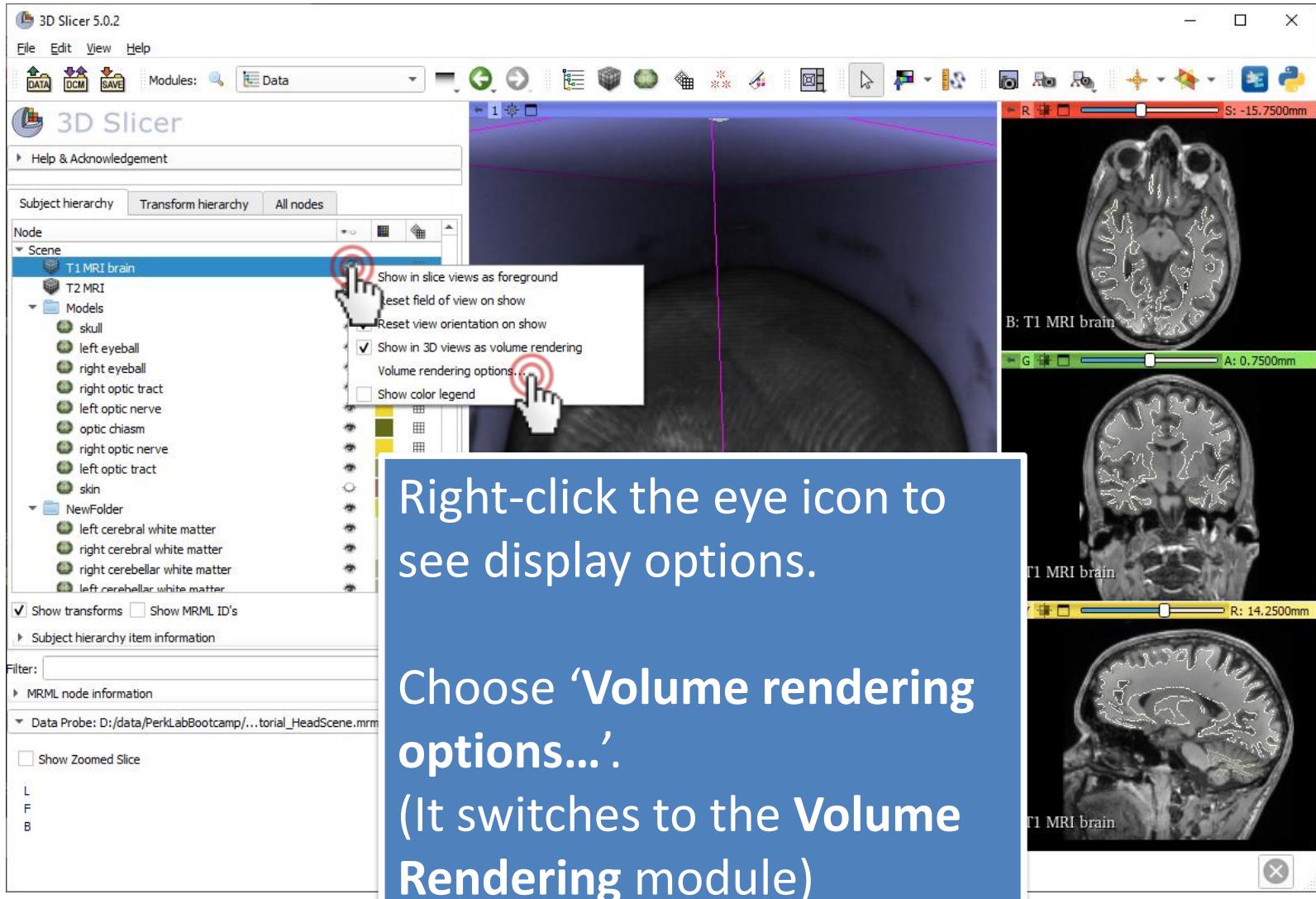
Hide all nodes in folder



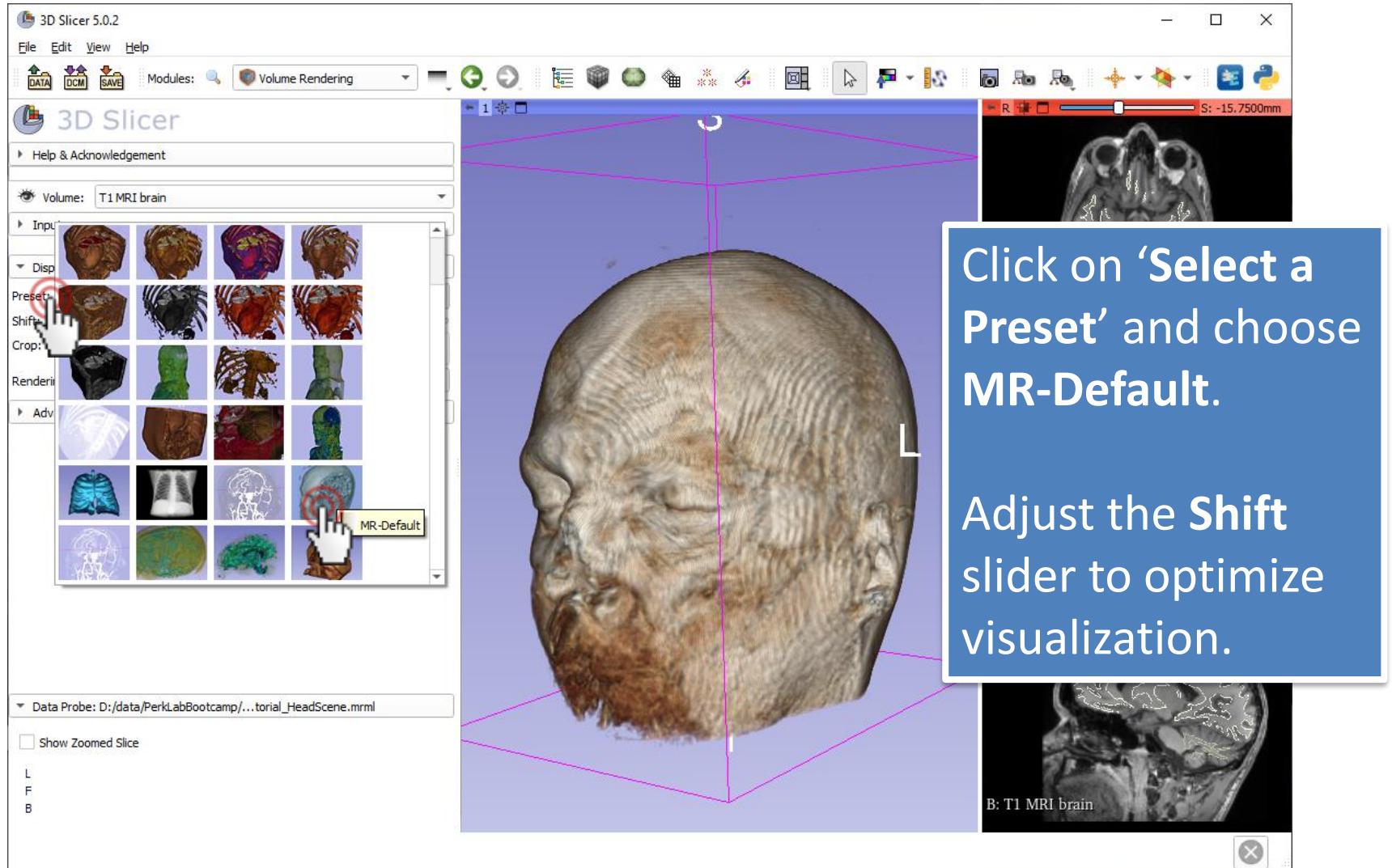
Volume rendering



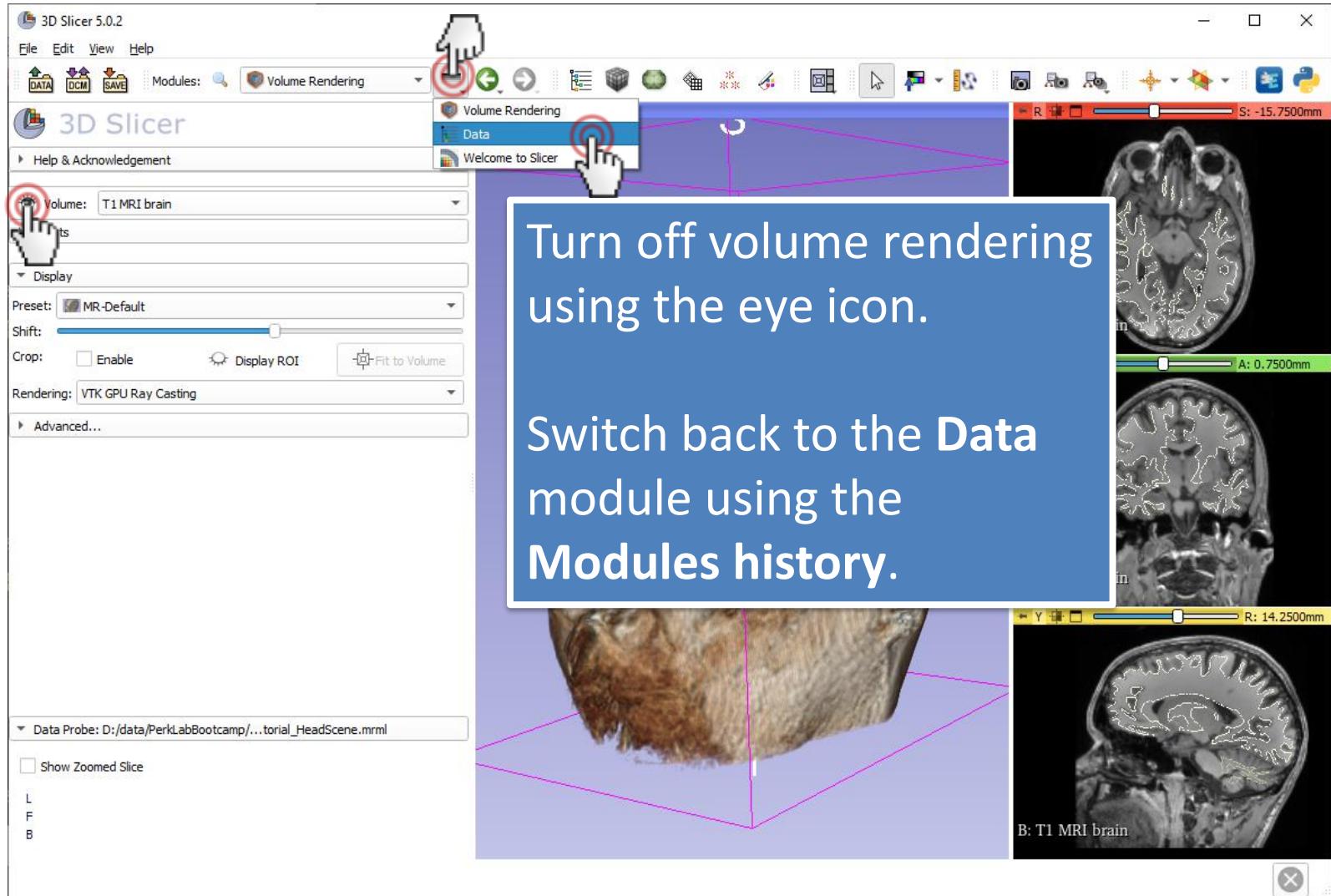
Display options



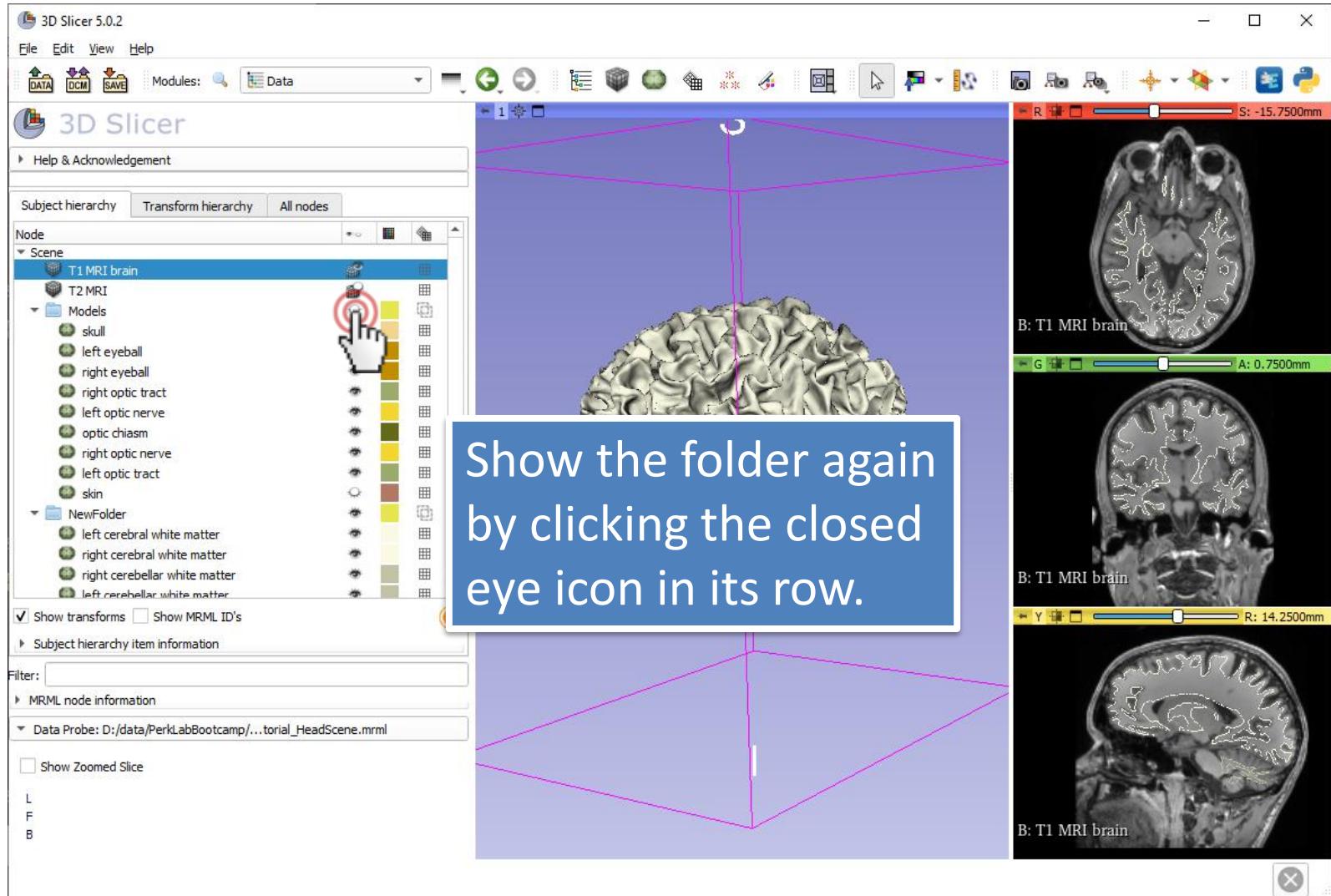
Adjust volume rendering



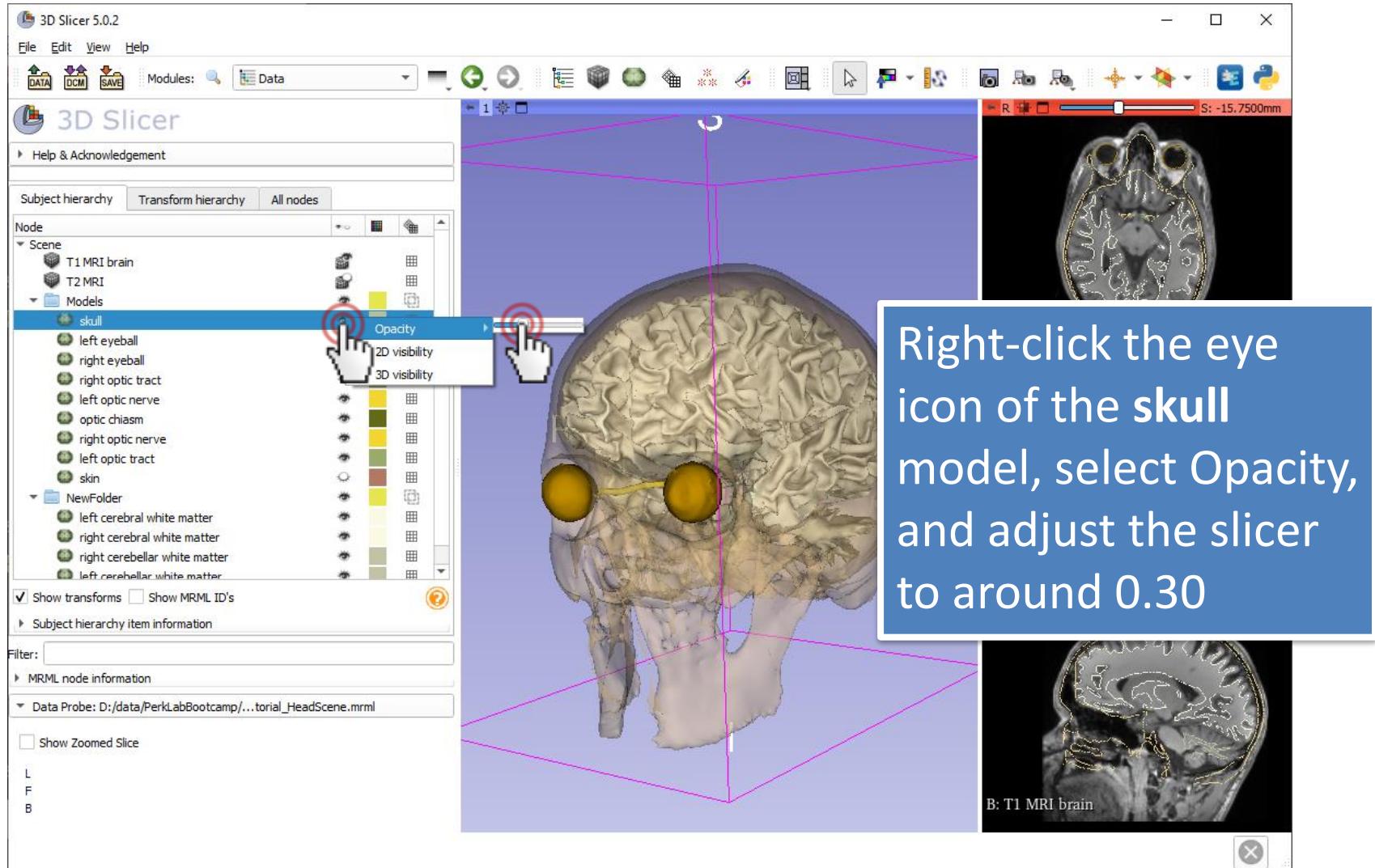
Show models again



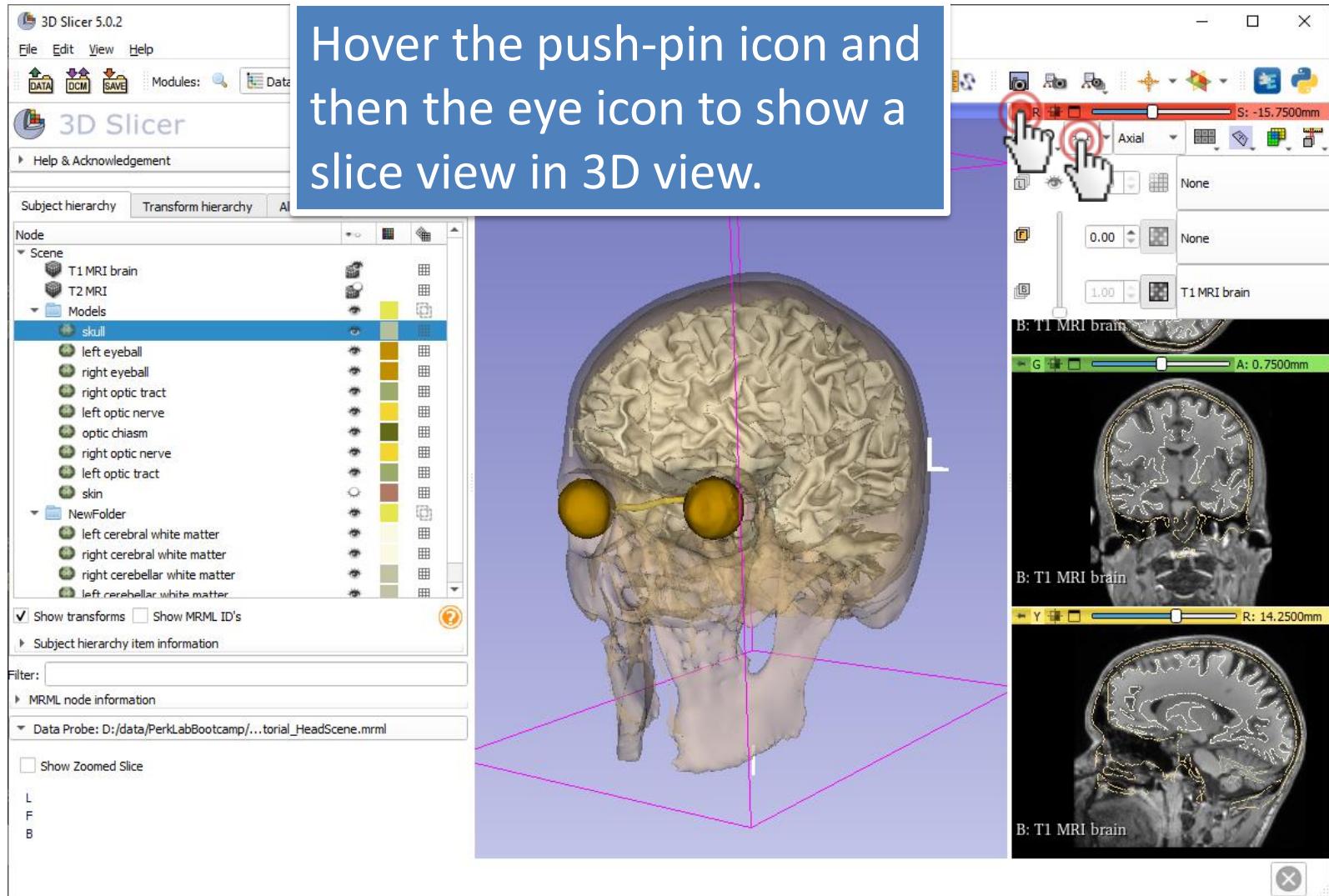
Show models again



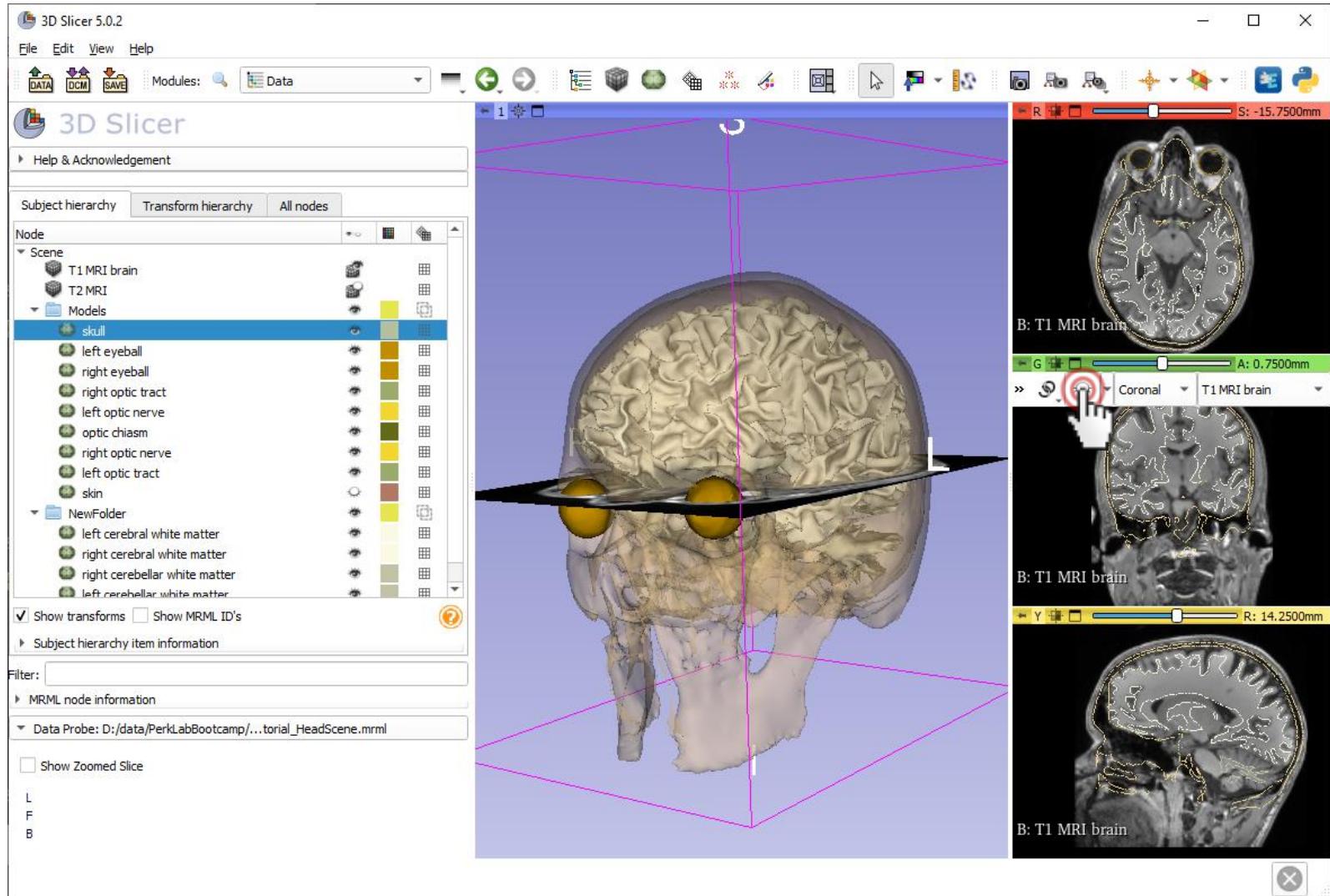
Change skull model opacity



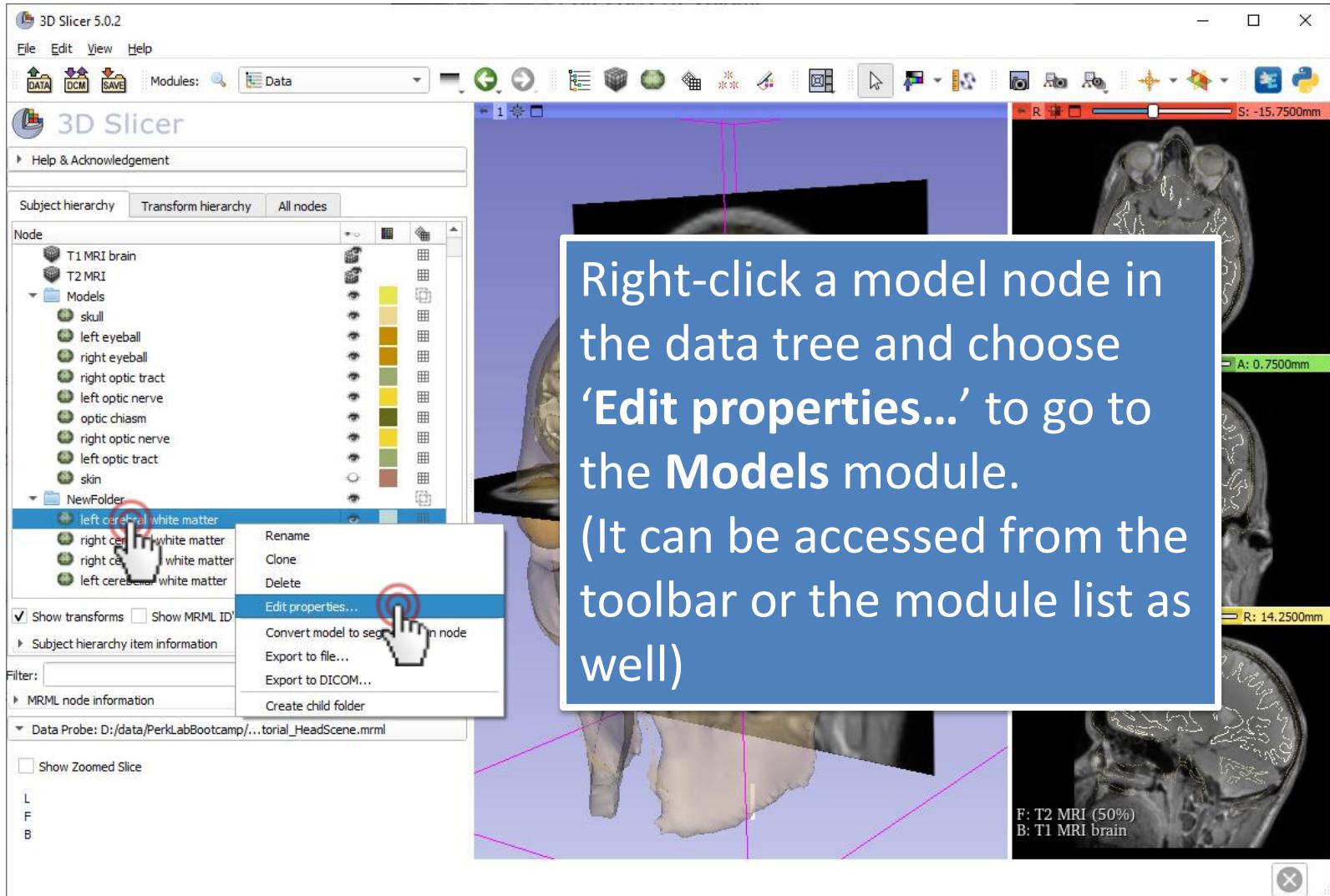
Show axial slice in 3D



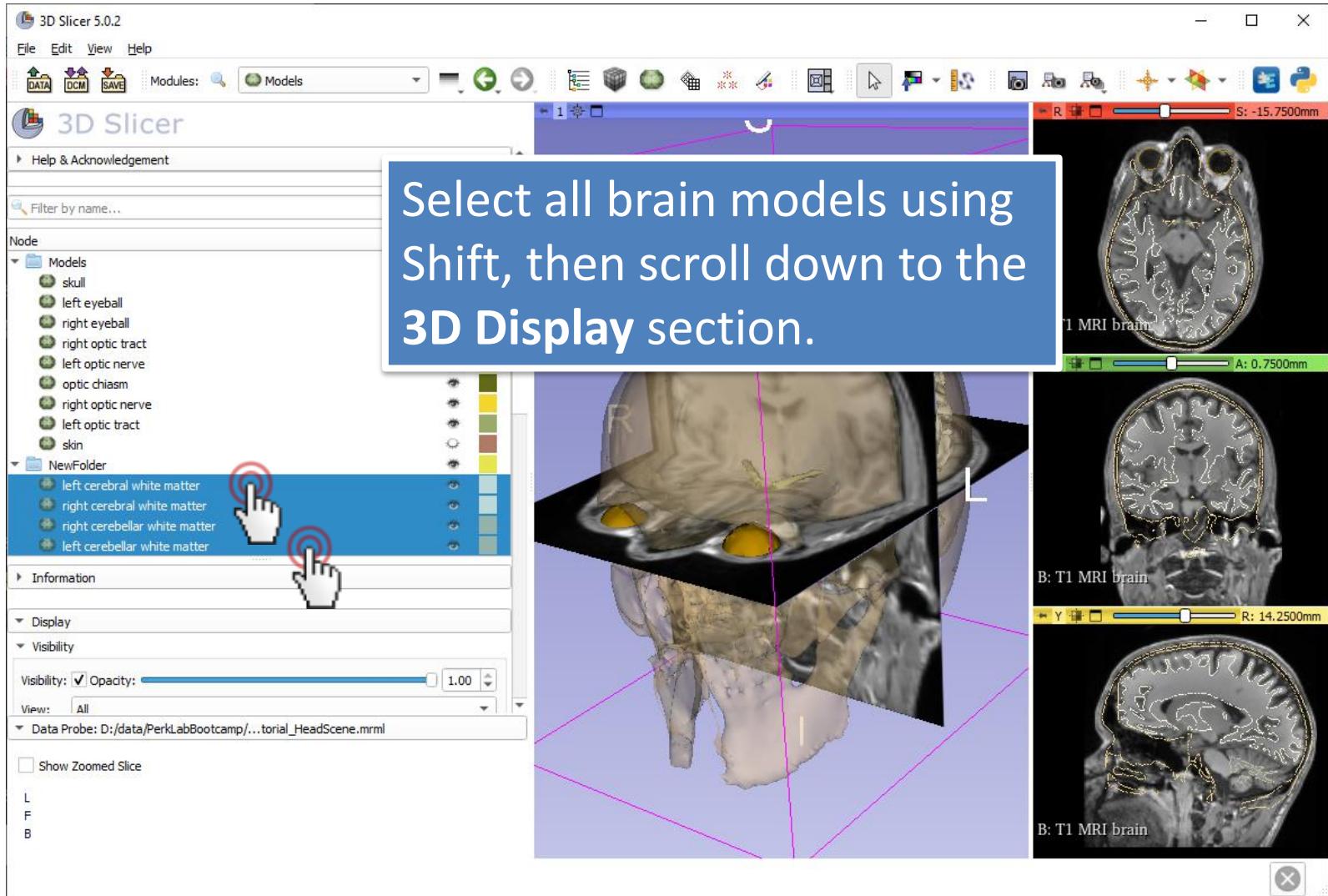
Show coronal slice in 3D



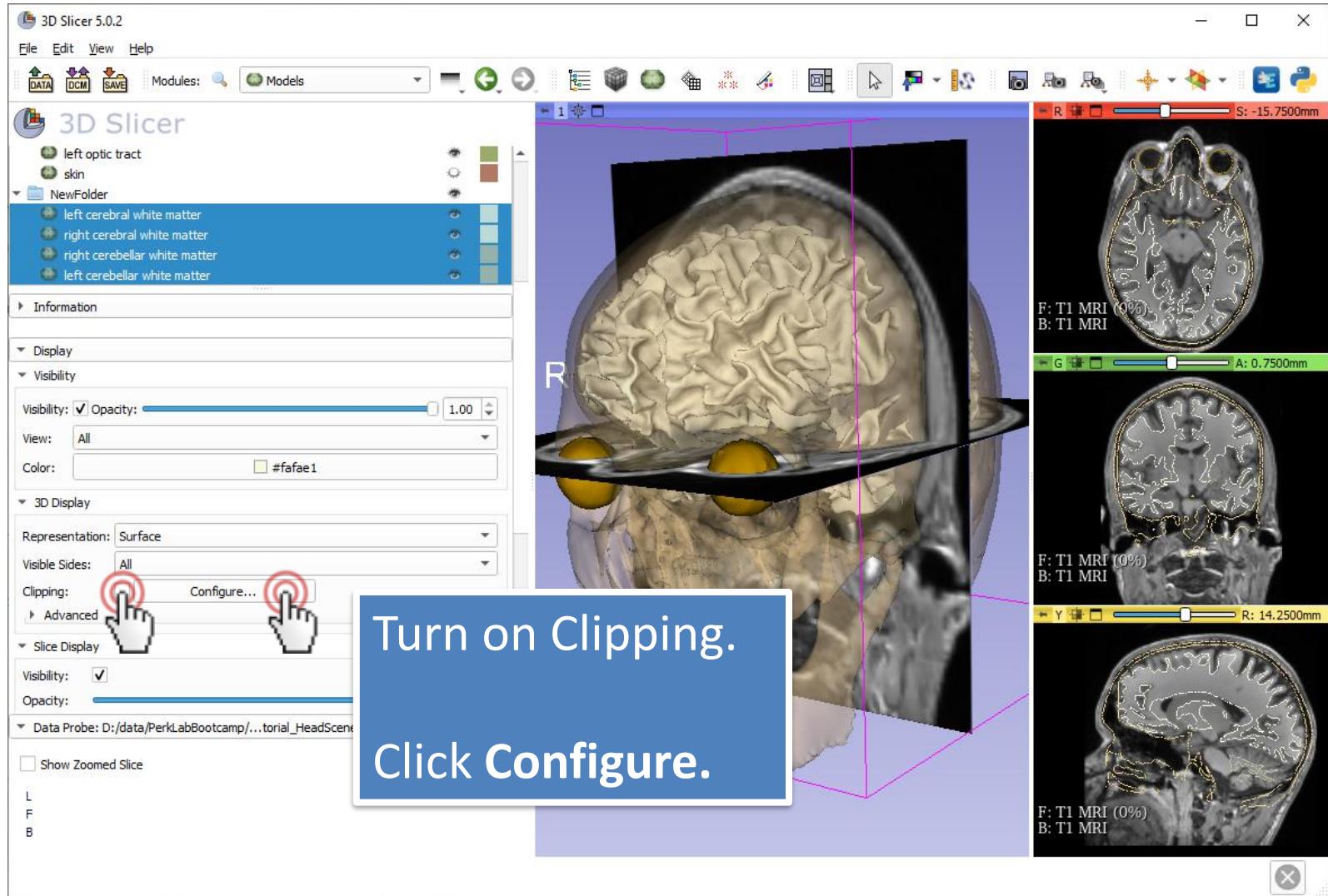
Model clipping



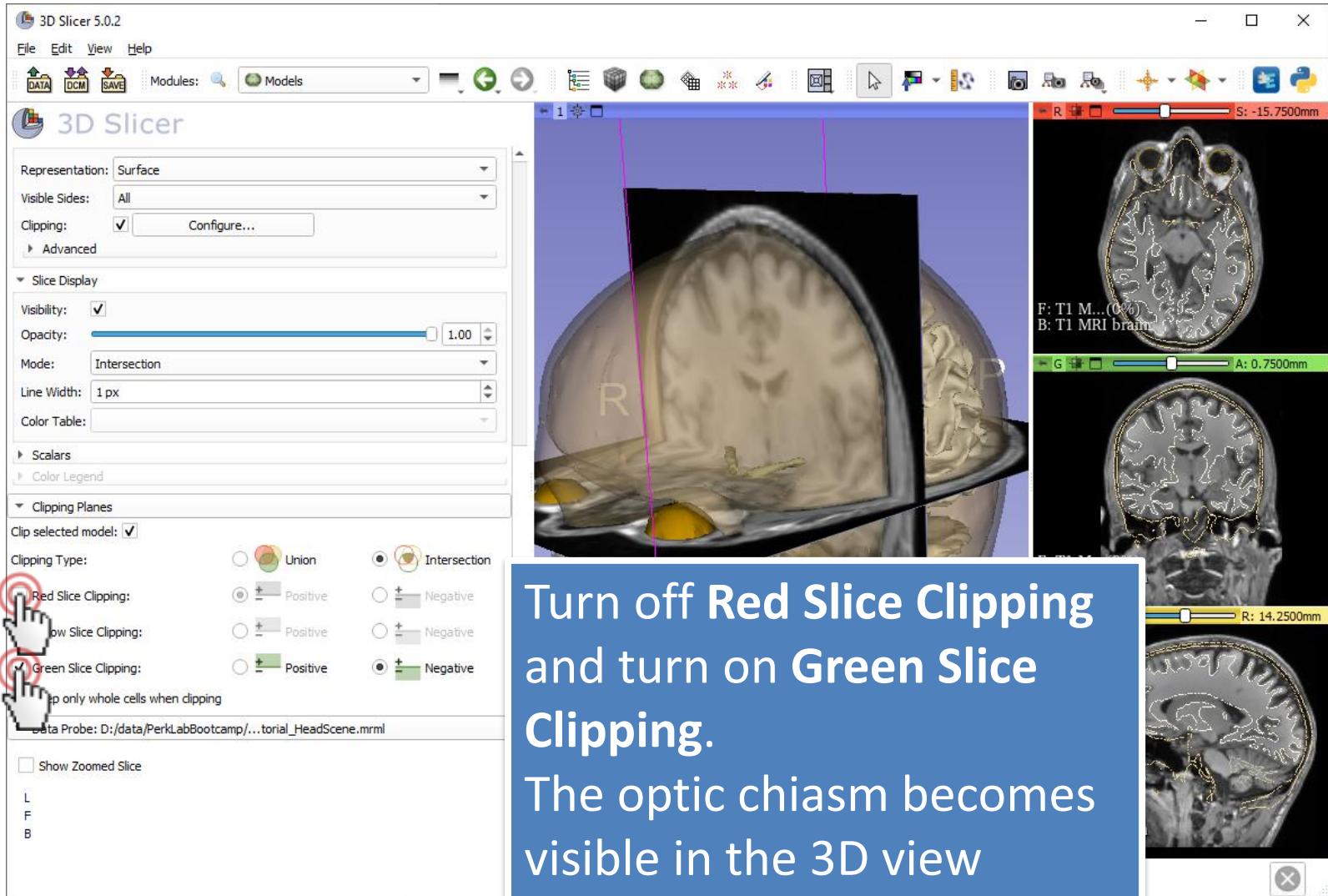
Model clipping



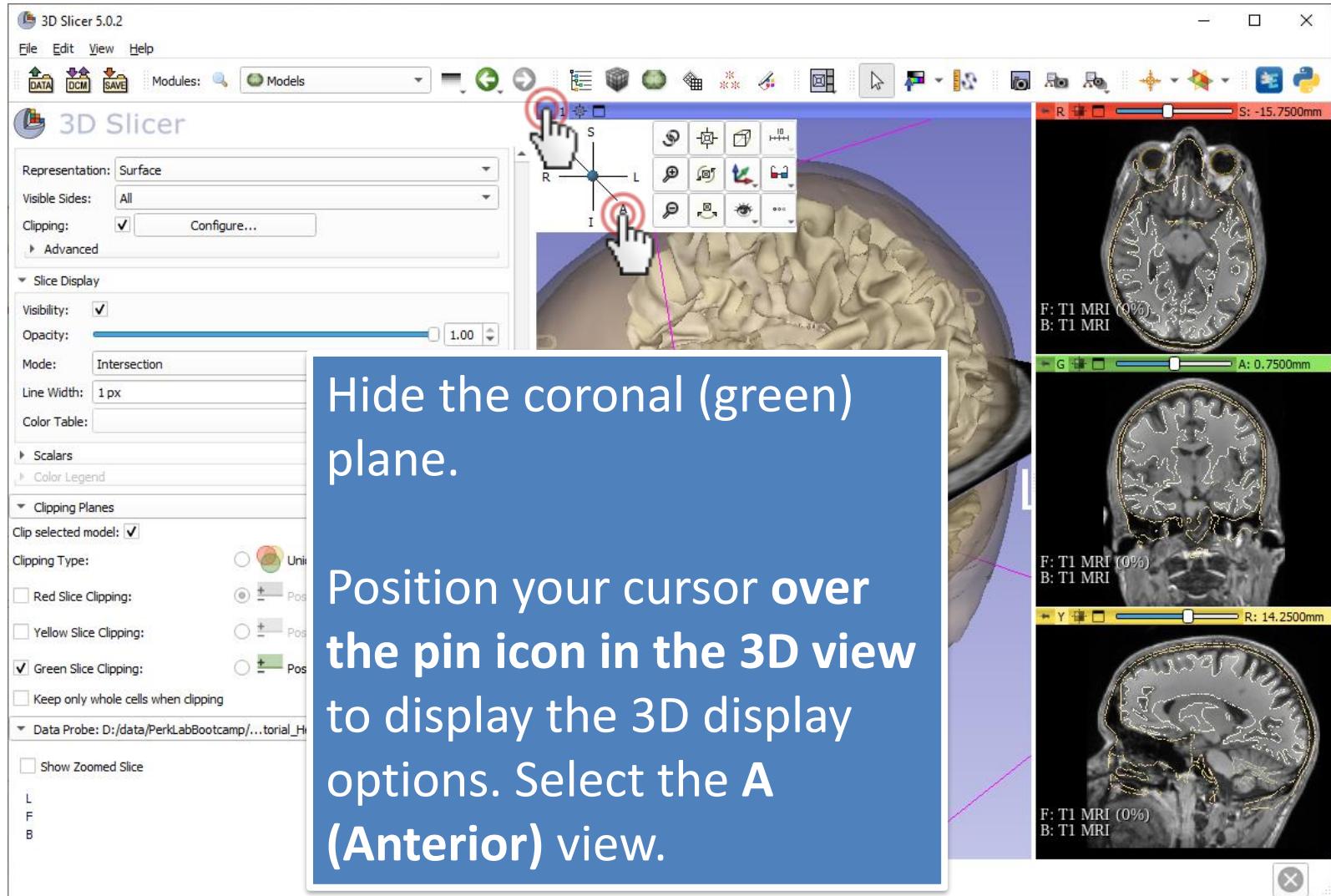
Model clipping



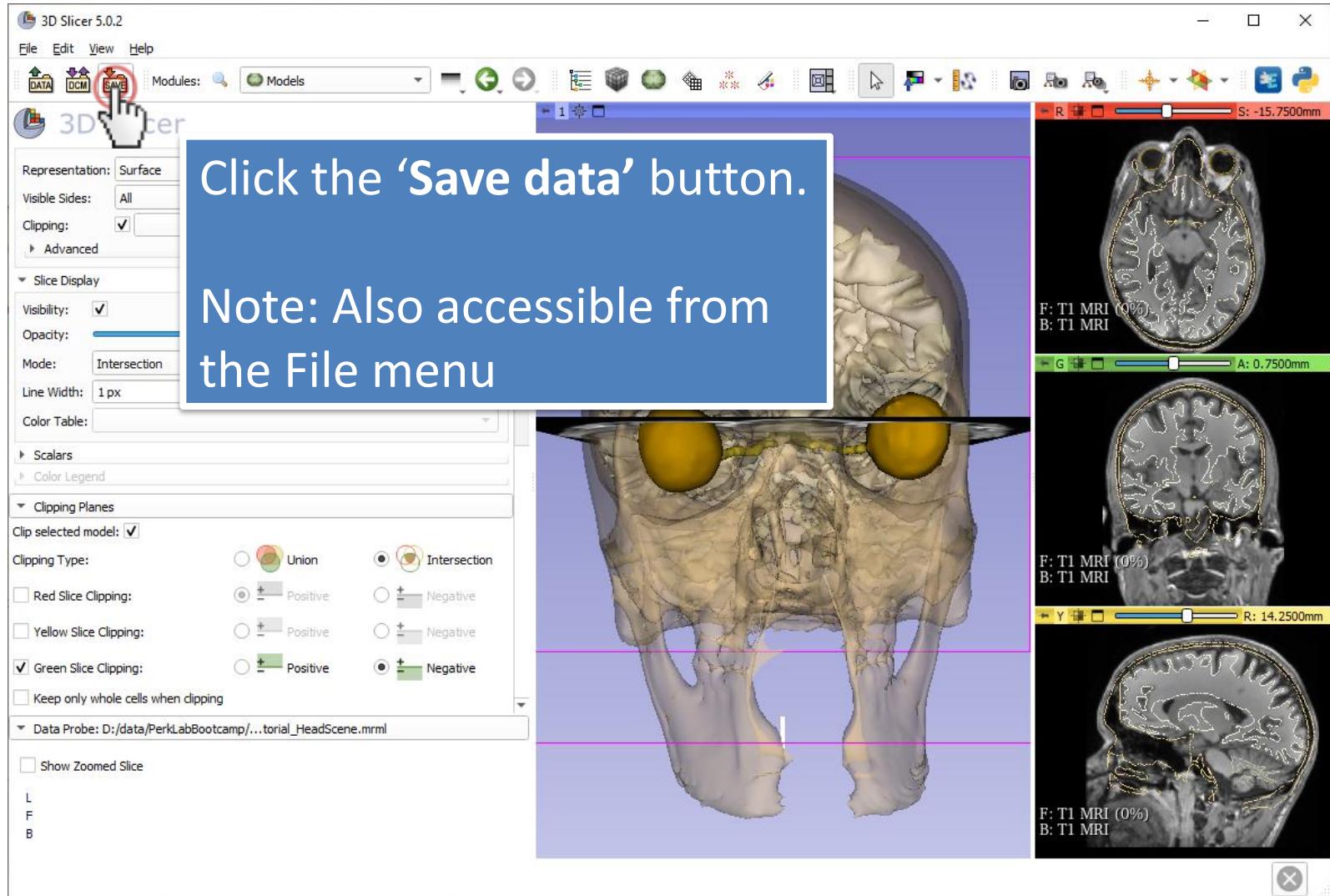
Model clipping



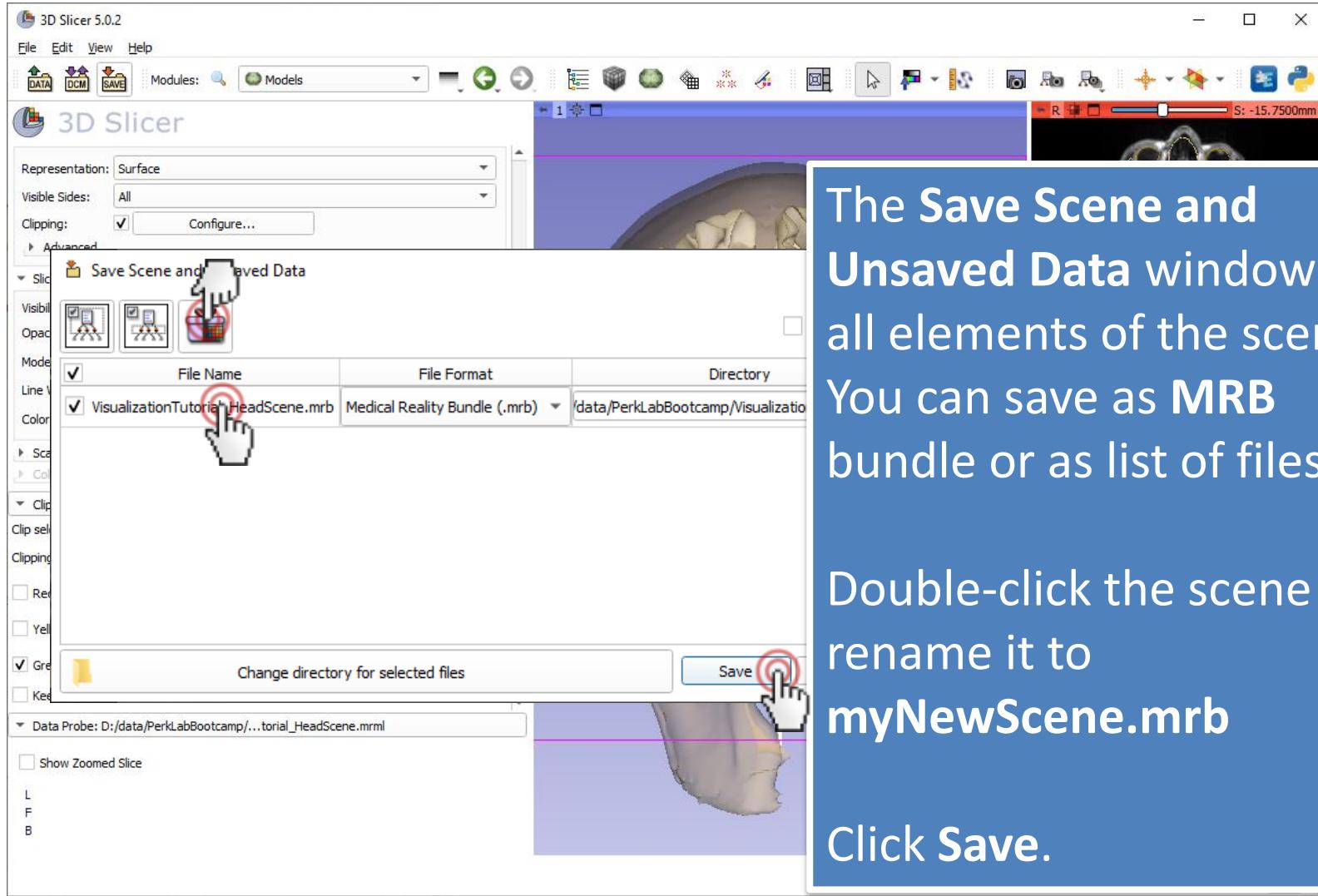
3D display options



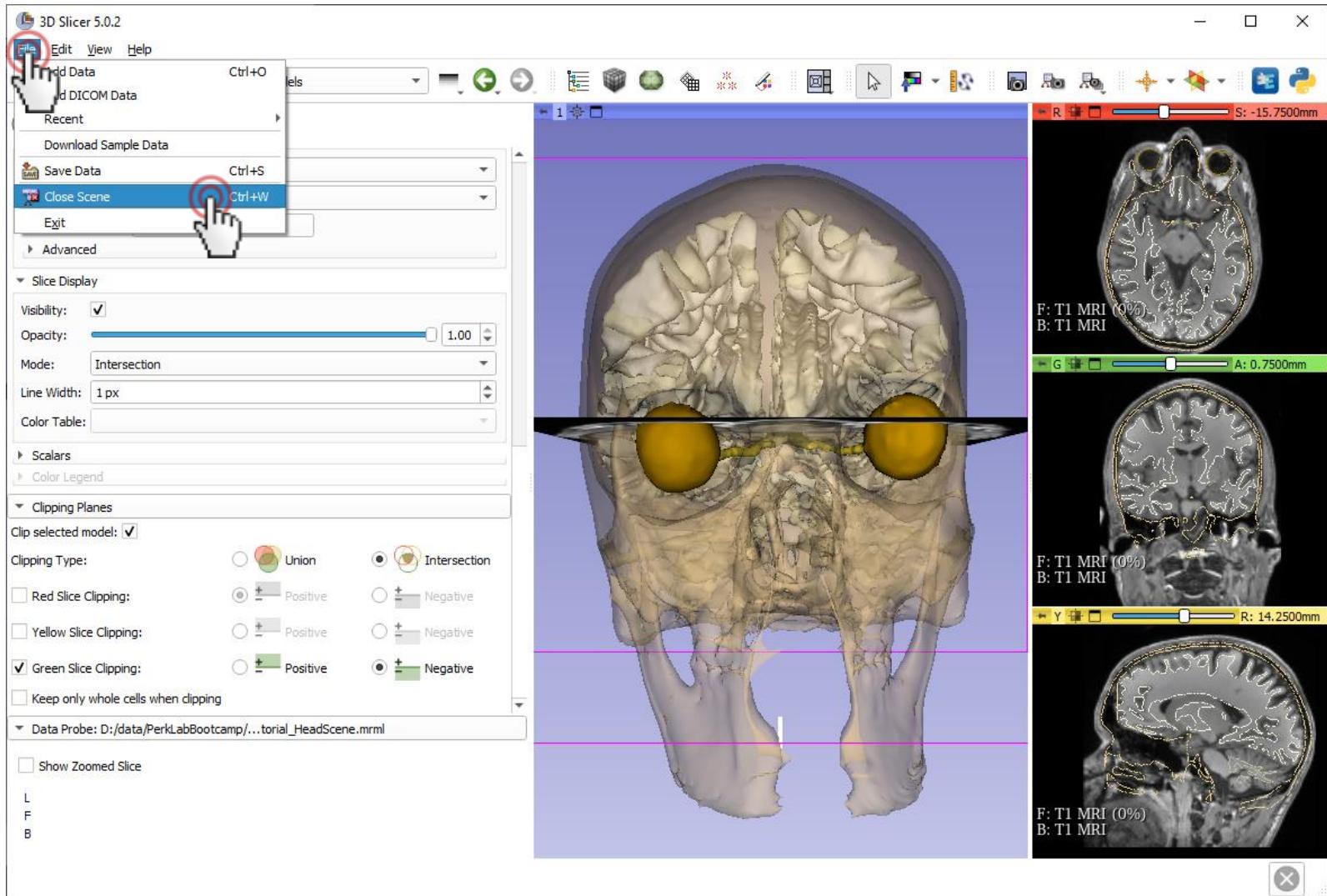
Save the scene



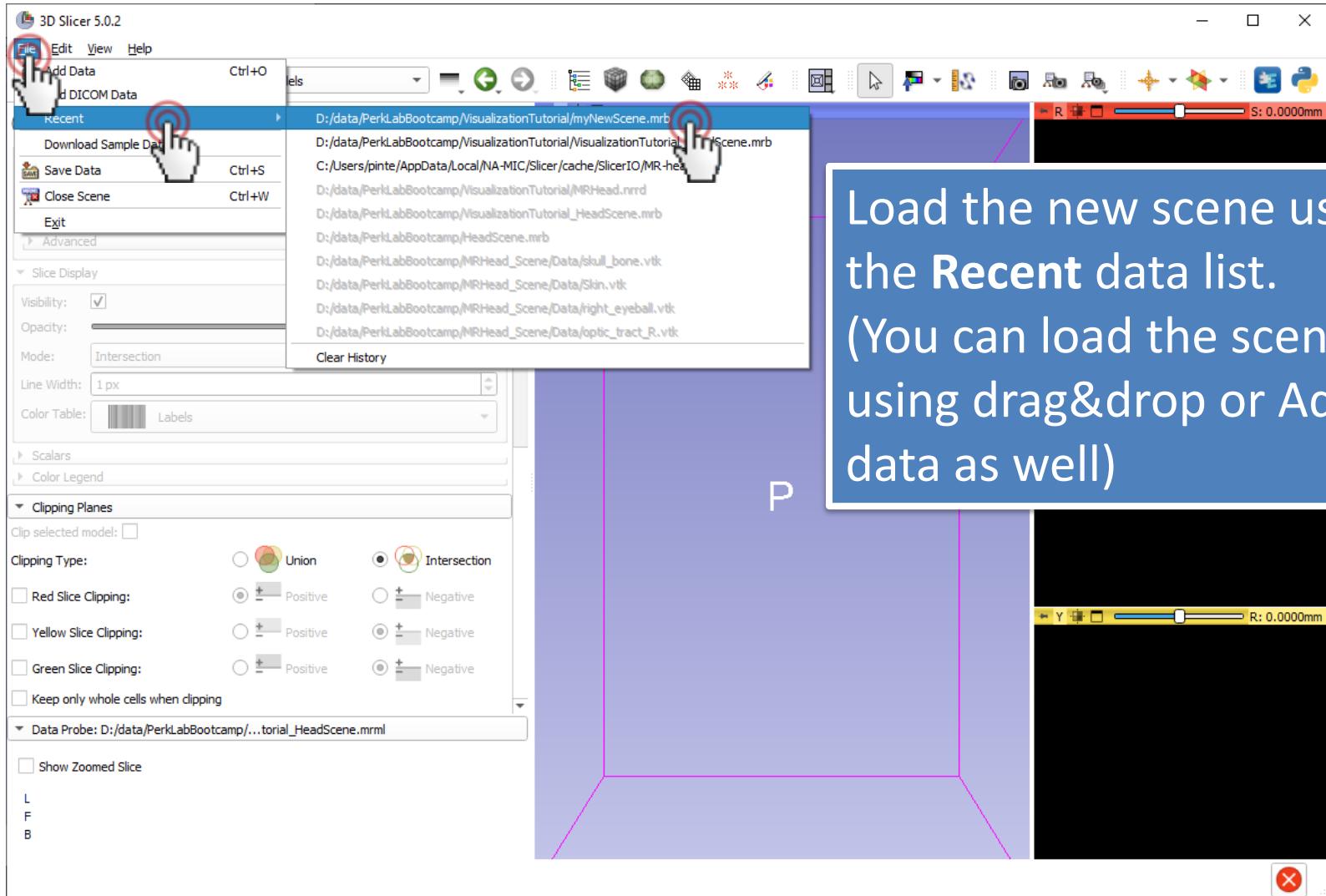
Save the scene



Close the scene



Load your recently saved scene



Thanks for participating!

