



# Tutorial Maker

3D Slicer for Latinoamérica

NA-MIC Project Weeks

26th June 2026



# Agenda

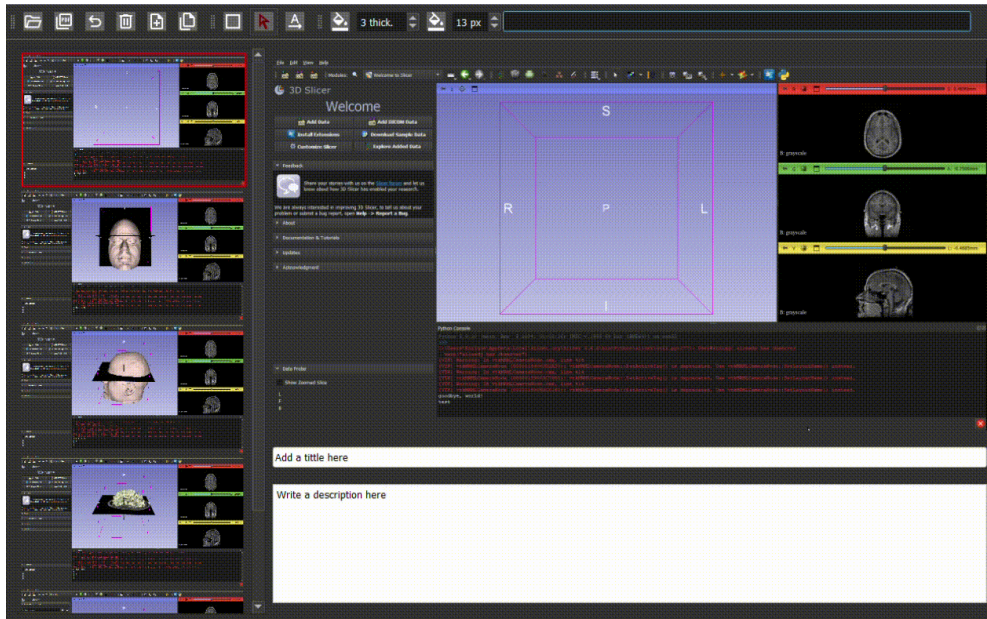
- What is Tutorial Maker?
- How does it work? (Video demo)
- What is it for and what is it not for?
- How to install it (GitHub)
- Future work
- Feedback



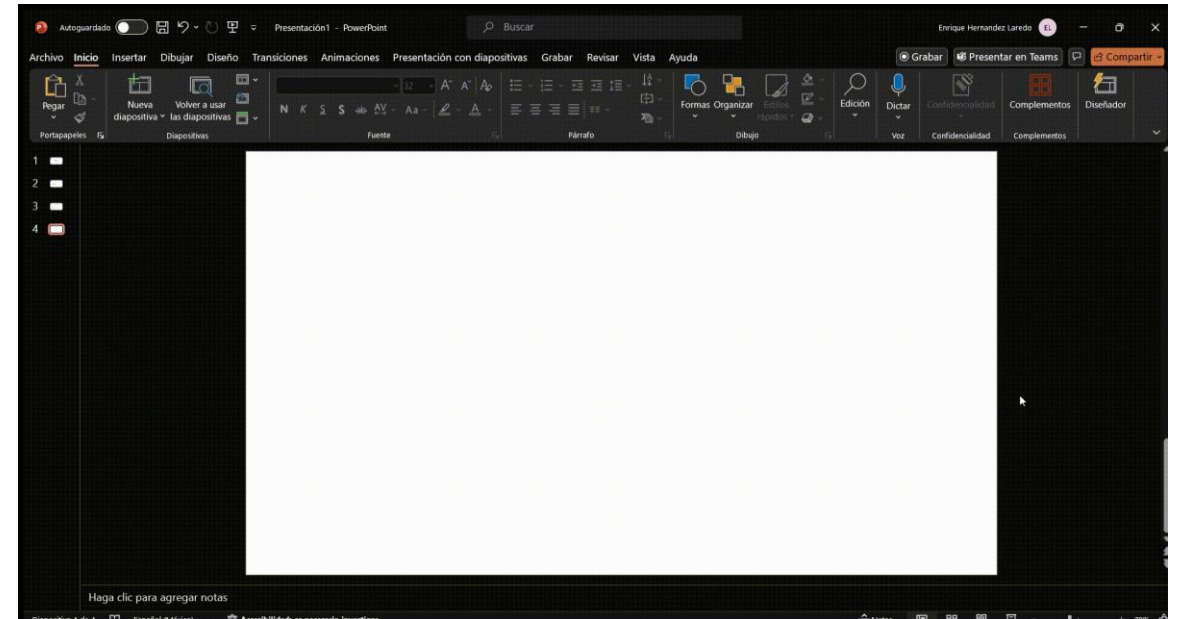
# What is Tutorial Maker?

Tutorial maker is a module developed within 3D slicer that facilitates the generation of tutorials.

This module contains a graphical interface that allows the generation of annotations such as text, rectangles, arrows, icons in a simple way.



Tutorial Maker example (few seconds)



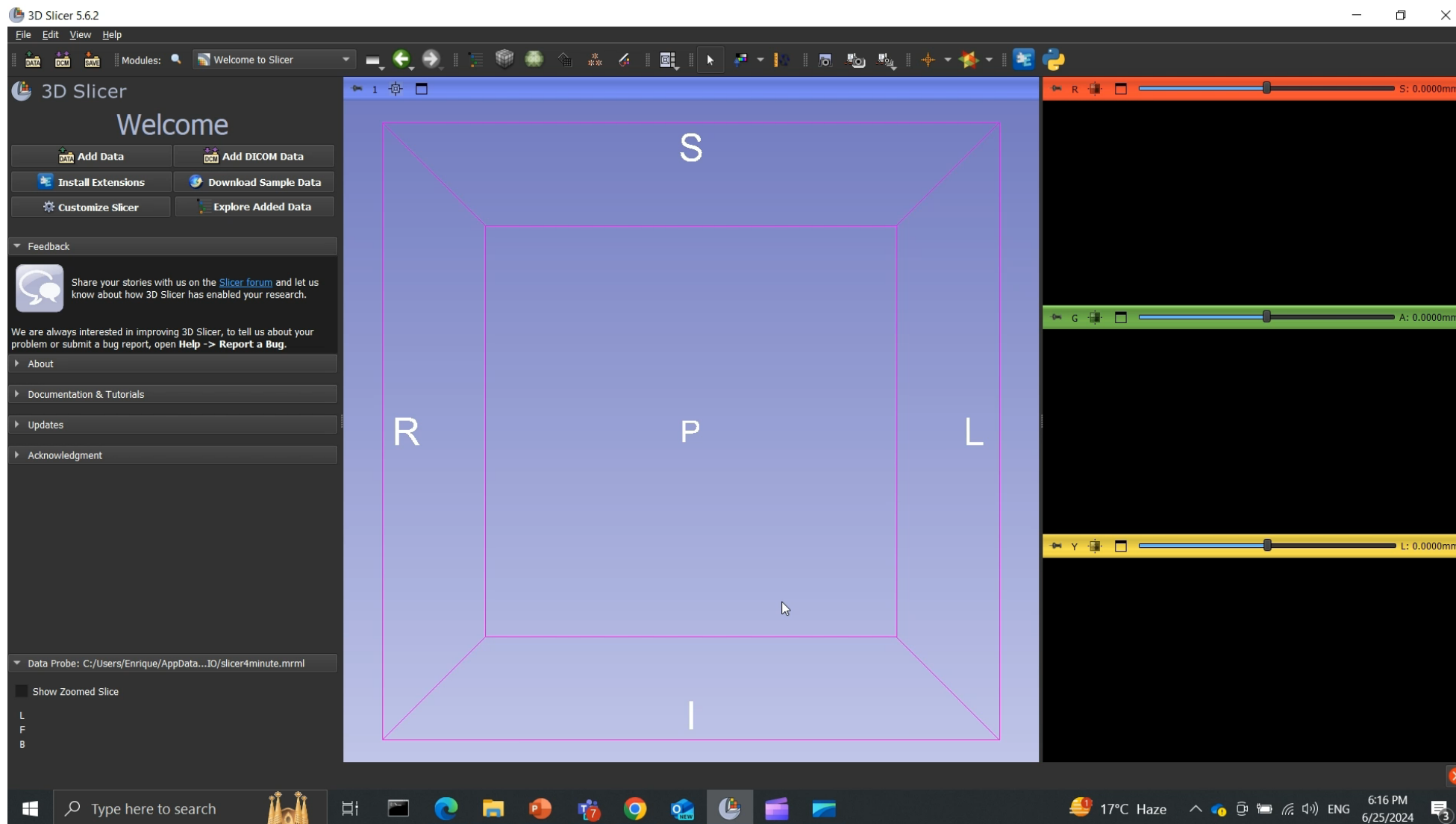
Normal way to create a tutorial (1 min)



3D Slicer

# How does it work? (Video demo)

Chan  
Zuckerberg  
Initiative



# What is it for and what is it not for?

Tutorial maker is a 3D slicer module, where you can:

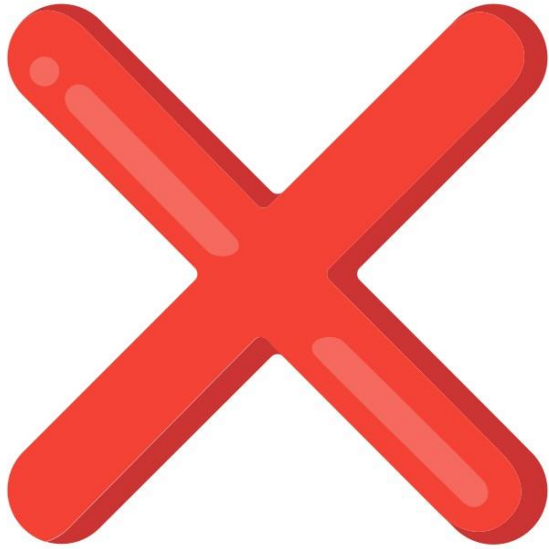
- Generate actions inside the 3D slicer using a custom python program (manual task) while the tutorial maker module records metadata.

Using metadata and Tutorial maker you can :

- Create multiples draw.
- Create a new white image or duplicate existing images.
- Export markdown, HTML, and PDF tutorial file.



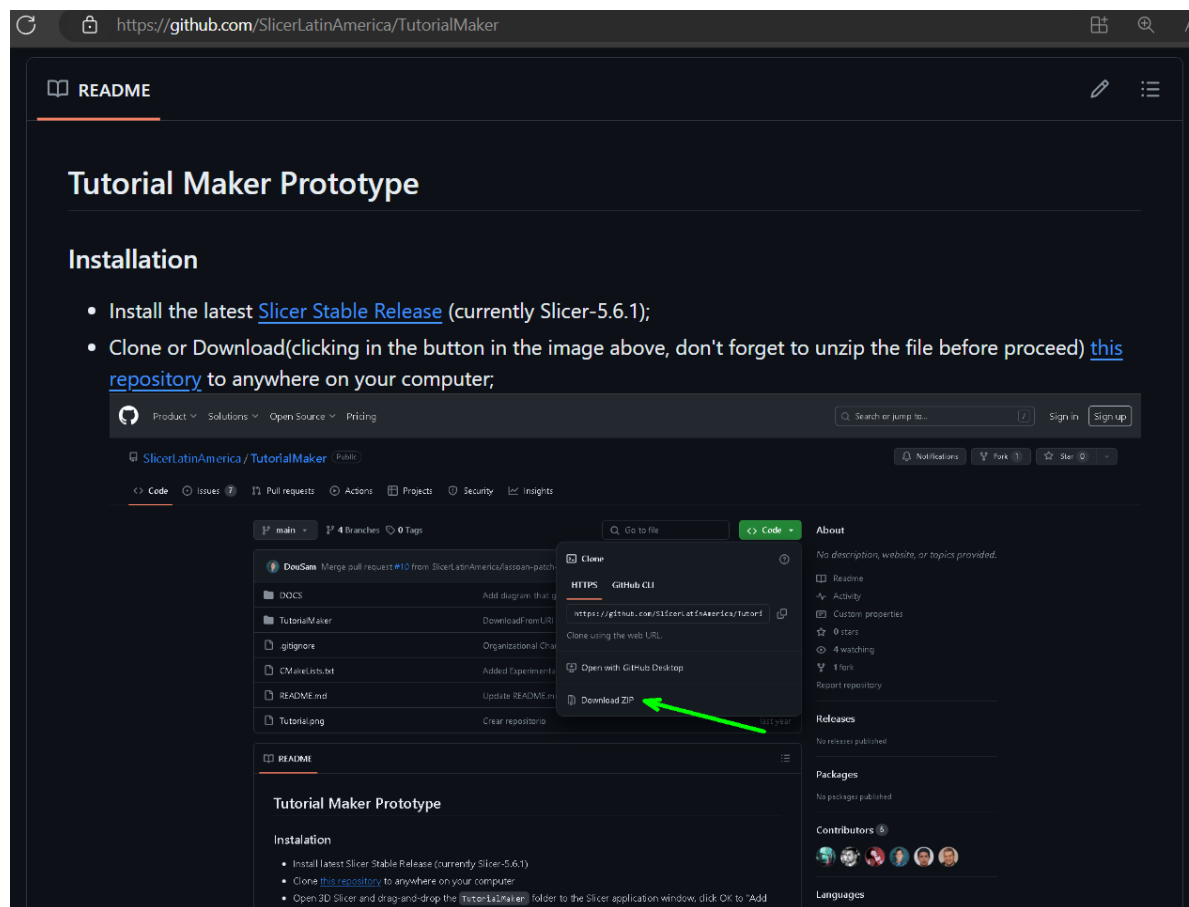
# What is it for and what is it not for?



Tutorial maker is a 3D slicer module, where you can't:

- Record step for actions in 3D slicer (because you need Python script before)
- Create python code automatically
- Automatically translate a tutorial

# How to install it (GitHub)



<https://github.com/SlicerLatinAmerica/TutorialMaker>

or you can use the QR:





# Future work

- Record actions inside slicer and create a python script automatically for new tutorials
- Create the infrastructure for collaborative translation of tutorials





# Feedback

Chan  
Zuckerberg  
Initiative 

Please feel free to comment or write us any questions or recommendations.

email: [ehernandezl@uaemex.mx](mailto:ehernandezl@uaemex.mx)