

# Data acquisition

**PSGui** 

# **Generate light source vectors**

GenerateAdaptiveLSVGUI

## **Process raw PS data**

**BatchProcessRawSessionsGUI** 

#### **Generate rosette masks**

MaskGenGUI

### **Generate leaf masks**

LeafSegmentationGUI

## **Track leaf instances**

LeafTrackerGui

#### **Extract results**

**GenerateResultsGUI**