

3D Slicer

# SlicerMorph workshop

- Chi Zhang
- Postdoctoral fellow
- Dr. Murat Maga's lab
- Seattle Children's Research Institute

# 3D Slicer and SlicerMorph

- 3D Slicer
  - An open-source biomedical imaging platform
  - Many customized extensions
  - A community of developers and researchers (Forum: <https://discourse.slicer.org>)
- The SlicerMorph extension
  - A sub-community of Slicer: <https://github.com/SlicerMorph/SlicerMorph>
  - A toolkit for biologists and biological anthropologists
  - Build protocols and a community for 3D data sharing and collection

# Plan for today

- Overview of 3D Slicer interface & resources
- 3D volume segmentation
- The Markup module & other SlicerMorph utilities
- The GPA module
- Load SlicerMorph & 3D Slicer landmark data into R
  - Using SlicerMorphR R package

# 3D Slicer user interface and I/O

- UI: [User Interface — 3D Slicer documentation](#)
- Extension Manager: [Getting Started — 3D Slicer documentation](#)
  - Install SlicerMorph: [SlicerMorph installation](#)
- Loading & Saving data:  
[https://slicer.readthedocs.io/en/latest/user\\_guide/data\\_loading\\_and\\_saving.html](https://slicer.readthedocs.io/en/latest/user_guide/data_loading_and_saving.html)

# Load CT image series using SlicerMorph utilities

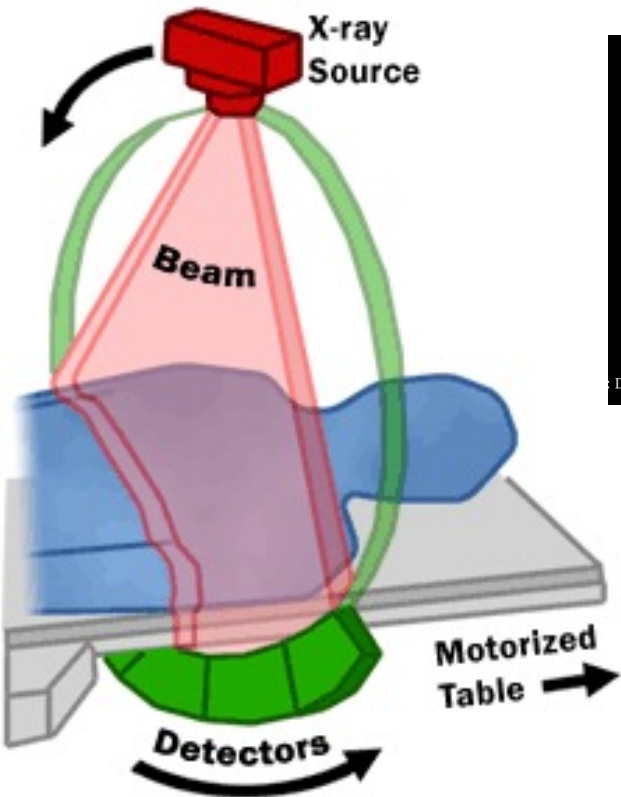
- ImageStacks module for general image series ([Tutorials/README.md at main · SlicerMorph/Tutorials \(github.com\)](https://github.com/SlicerMorph/Tutorials/blob/main/Tutorials/README.md))
- SkyScanReconImport module for SkyScan Bruker microCT image series (<https://github.com/SlicerMorph/Tutorials/blob/main/SkyscanReconImport/README.md>)
- GEVolImport module for GE Tome microCT scanner: <https://github.com/SlicerMorph/SlicerMorph/tree/master/GEVolImport>

# DICOM (Digital Imaging and Communication in Medicine)

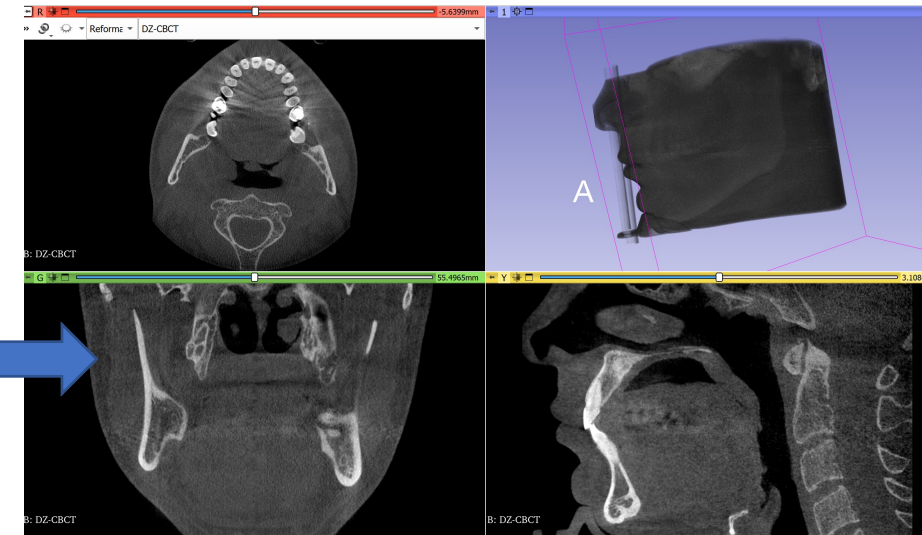
- DICOM official website: <https://www.dicomstandard.org/current>
- Recommend using external DICOM converter, such as [DCM2NIIX](#), to convert into Slicer compatible format for volumetric data (e.g., NRRD or NIFTI)
- Add DICOM Data module in 3D Slicer:  
[https://github.com/SlicerMorph/Spr\\_2021/blob/main/Day\\_1/DICOM/DICOM.md](https://github.com/SlicerMorph/Spr_2021/blob/main/Day_1/DICOM/DICOM.md)

# Biomedical imaging basics

- CT scanning (X-ray → detector)
  - 2D CT image stack/series → reconstruction → 3D volume
  - CT images are intensity maps: X-ray absorption



2D CT image stack

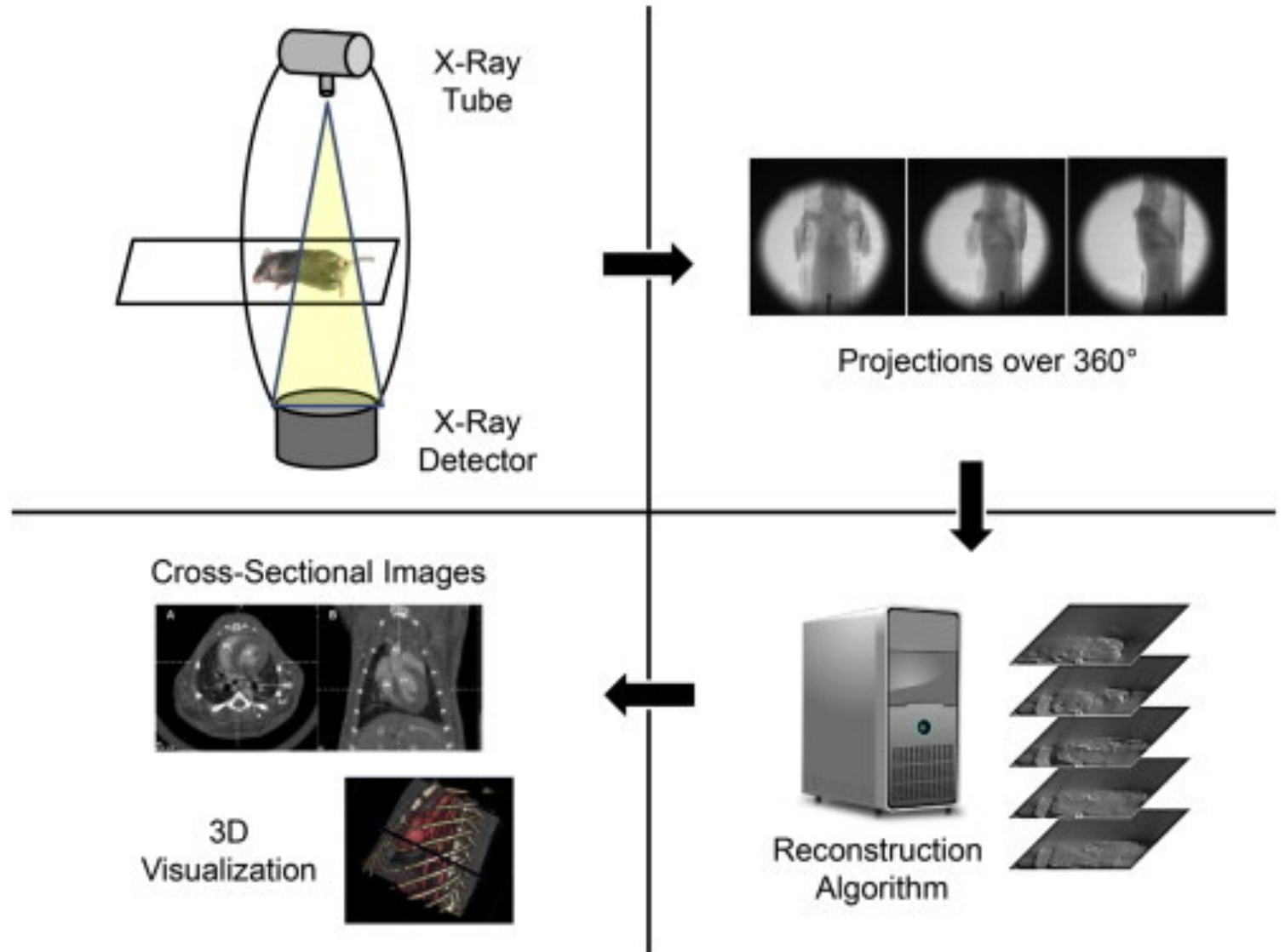


Software reconstruction:  
3D volume (3D cross  
sectional images)

# MicroCT (unit: micron or even nanometer)



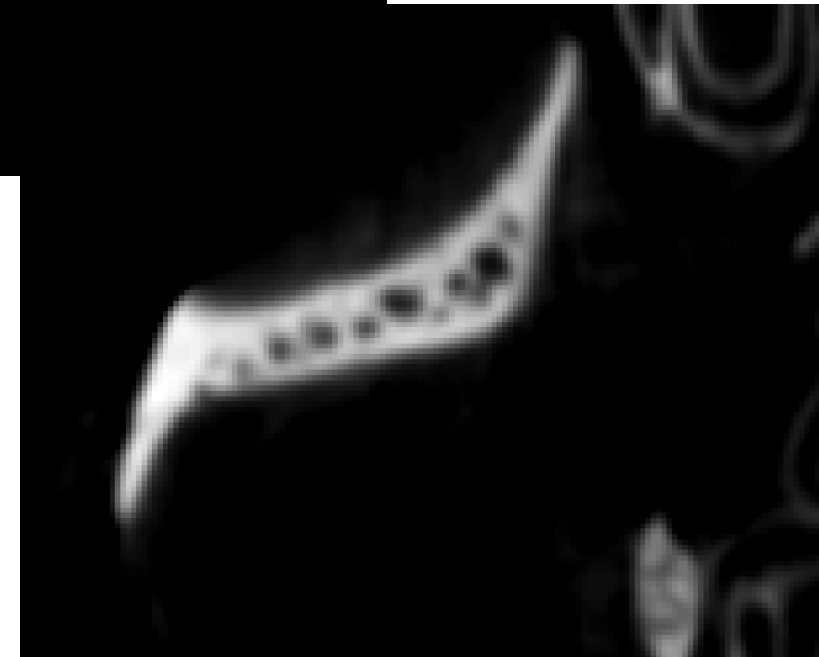
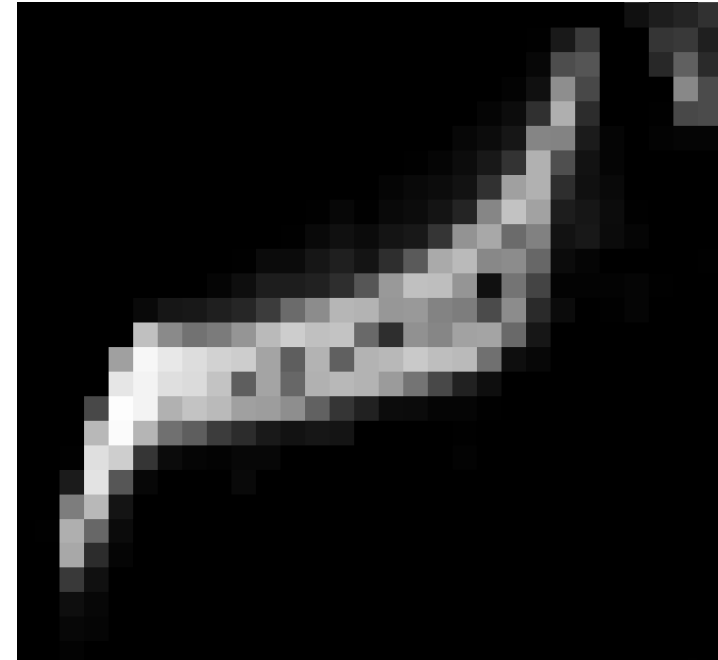
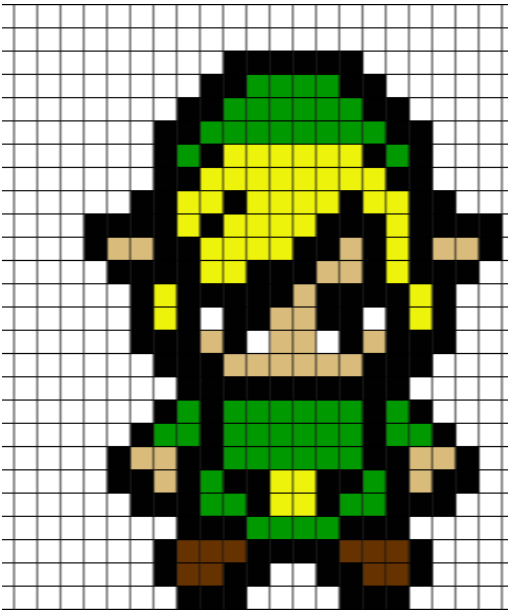
Skyscan Bruker microCT





# Resolution of volume: pixels and voxels

- Pixels: smaller pixel = higher resolution
- Pixel value: intensity value

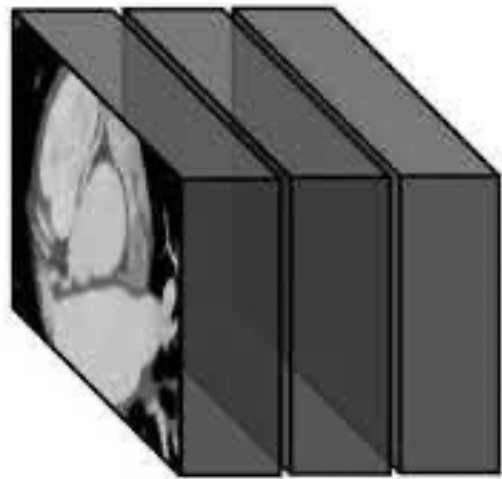


[https://www.google.com/url?sa=i&url=https%3A%2F%2Ffavpng.com%2Fpng\\_view%2Fthe-legend-of-zelda-link-pixel-art-the-legend-of-zelda-image-png%2FbuErRLuU&psig=AOvVaw0rf3dxDKBNtaQmpb2VYX8h&ust=1681881086157000&source=images&cd=vfe&ved=0CBAQjRxqFwoTCMja8LjVsv4CFQAAAAAAdAAAAABA5](https://www.google.com/url?sa=i&url=https%3A%2F%2Ffavpng.com%2Fpng_view%2Fthe-legend-of-zelda-link-pixel-art-the-legend-of-zelda-image-png%2FbuErRLuU&psig=AOvVaw0rf3dxDKBNtaQmpb2VYX8h&ust=1681881086157000&source=images&cd=vfe&ved=0CBAQjRxqFwoTCMja8LjVsv4CFQAAAAAAdAAAAABA5)

<https://www.planetminecraft.com/project/toon-link-the-continuing-story-of-my-nintendozelda-pixel-art-obsession/>

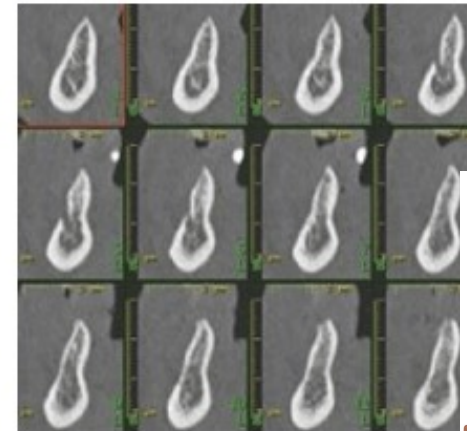
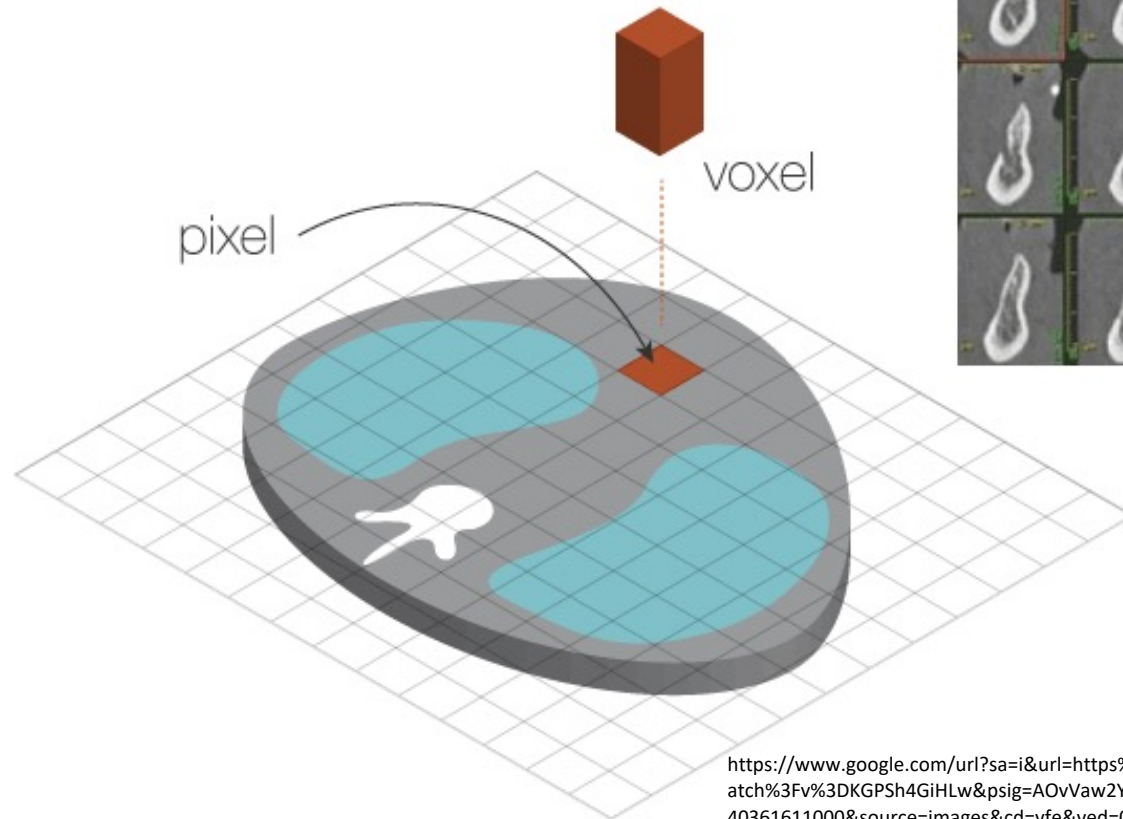
# Voxels: volume pixel

- Voxels: smallest unit of 3D volume; resolution of 3D volume
  - Voxel dimensions: x & y (pixel dimensions) + z (space between images)
  - Voxel value: intensity value



4.0 mm Reconstruction  
Slice Thickness

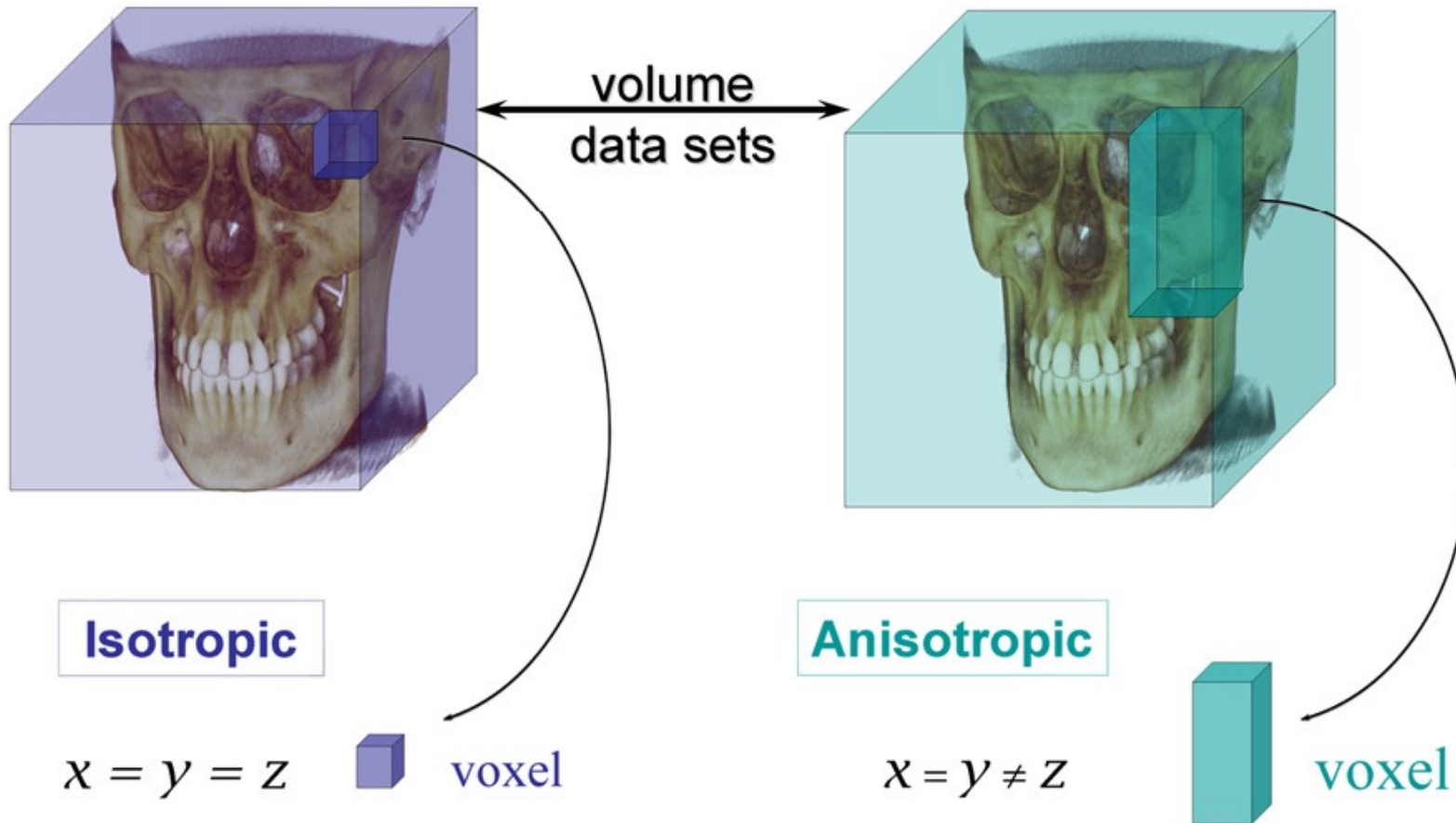
[https://www.google.com/url?sa=i&url=https%3A%2F%2Fradiologykey.com%2Fcomputed-tomography-12%2F&psig=AOvVaw2yaAVsqLuQzTiMEY-8ldFW&ust=1680939664364000&source=images&cd=vfe&ved=0CBAQjRxqFwoTCMjQm5-kl\\_4CFQAAAAAABAT](https://www.google.com/url?sa=i&url=https%3A%2F%2Fradiologykey.com%2Fcomputed-tomography-12%2F&psig=AOvVaw2yaAVsqLuQzTiMEY-8ldFW&ust=1680939664364000&source=images&cd=vfe&ved=0CBAQjRxqFwoTCMjQm5-kl_4CFQAAAAAABAT)



[https://www.google.com/url?sa=i&url=https%3A%2F%2Fwww.youtube.com%2Fwatch%3Fv%3DDKGPSh4GiHLw&psig=AOvVaw2Yeit6msHO8RYnxN6oiskz&ust=1680940361611000&source=images&cd=vfe&ved=0CBAQjRxqFwoTCPDCnfukl\\_4CFQAAAAAABAT](https://www.google.com/url?sa=i&url=https%3A%2F%2Fwww.youtube.com%2Fwatch%3Fv%3DDKGPSh4GiHLw&psig=AOvVaw2Yeit6msHO8RYnxN6oiskz&ust=1680940361611000&source=images&cd=vfe&ved=0CBAQjRxqFwoTCPDCnfukl_4CFQAAAAAABAT)

# Isotropic vs Anisotropic

- **Isotropic:** identical x, y & z for each voxel; microCT
- **Anisotropic:** unidentical x, y & z (usually z is larger); some medical CT



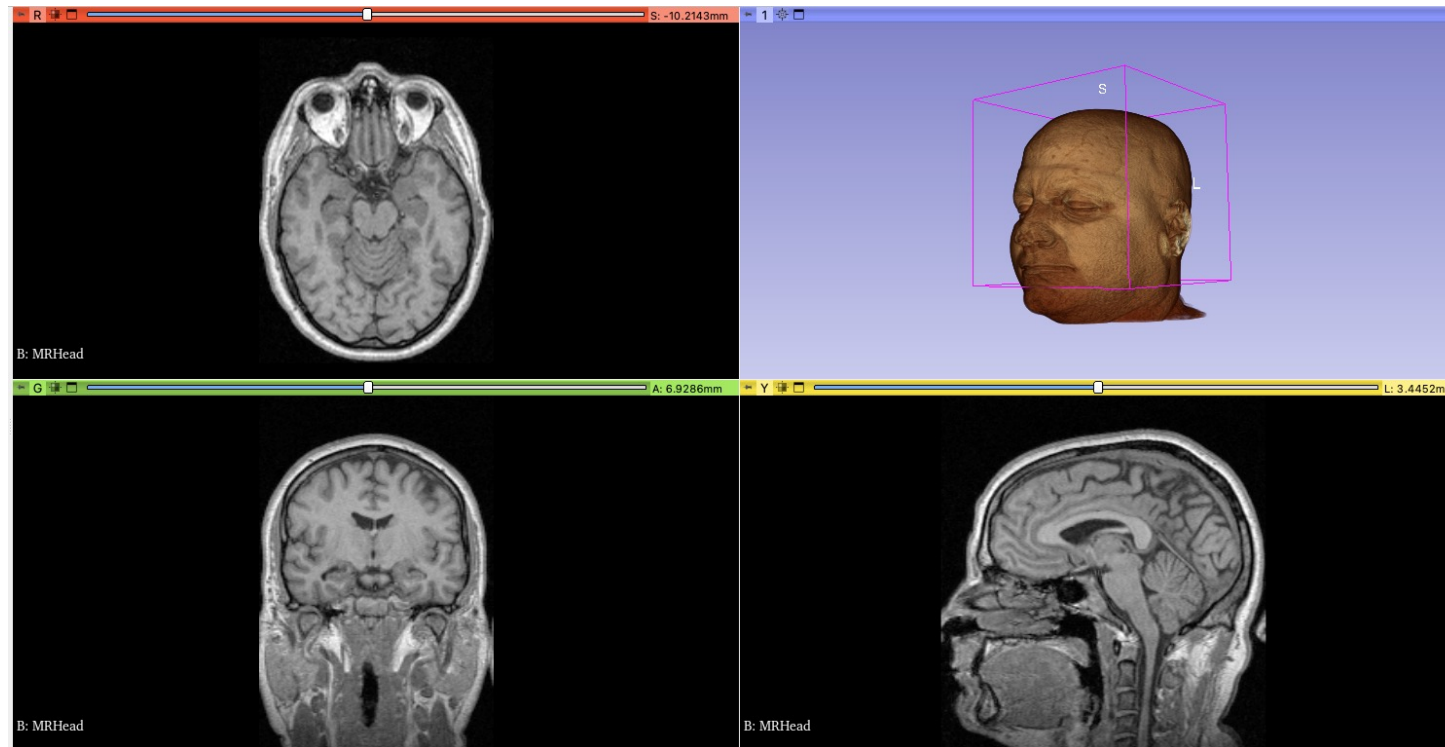
[https://www.google.com/url?sa=i&url=https%3A%2F%2Fwww.semanticscholar.org%2Fpaper%2FWhat-is-cone-beam-CT-and-how-does-it-work-Scarfe-Farman%2Fd9be4743ecdf022d40491dba0ad39409bf7896ec&psig=AOvVaw3kOwZpYrSbdIErUdrb-Xcd&ust=1680941414777000&source=images&cd=vfe&ved=0CBAQjRxqFwoTCJDgyvyol\\_4CFQAAAAAdAAAAABAc](https://www.google.com/url?sa=i&url=https%3A%2F%2Fwww.semanticscholar.org%2Fpaper%2FWhat-is-cone-beam-CT-and-how-does-it-work-Scarfe-Farman%2Fd9be4743ecdf022d40491dba0ad39409bf7896ec&psig=AOvVaw3kOwZpYrSbdIErUdrb-Xcd&ust=1680941414777000&source=images&cd=vfe&ved=0CBAQjRxqFwoTCJDgyvyol_4CFQAAAAAdAAAAABAc)

# Volumes & Crop Volume

- [https://github.com/SlicerMorph/Spr\\_2021/blob/main/Day\\_1/CropVolume/CropVolume\\_and\\_Volumes.md](https://github.com/SlicerMorph/Spr_2021/blob/main/Day_1/CropVolume/CropVolume_and_Volumes.md)

# Volume rendering

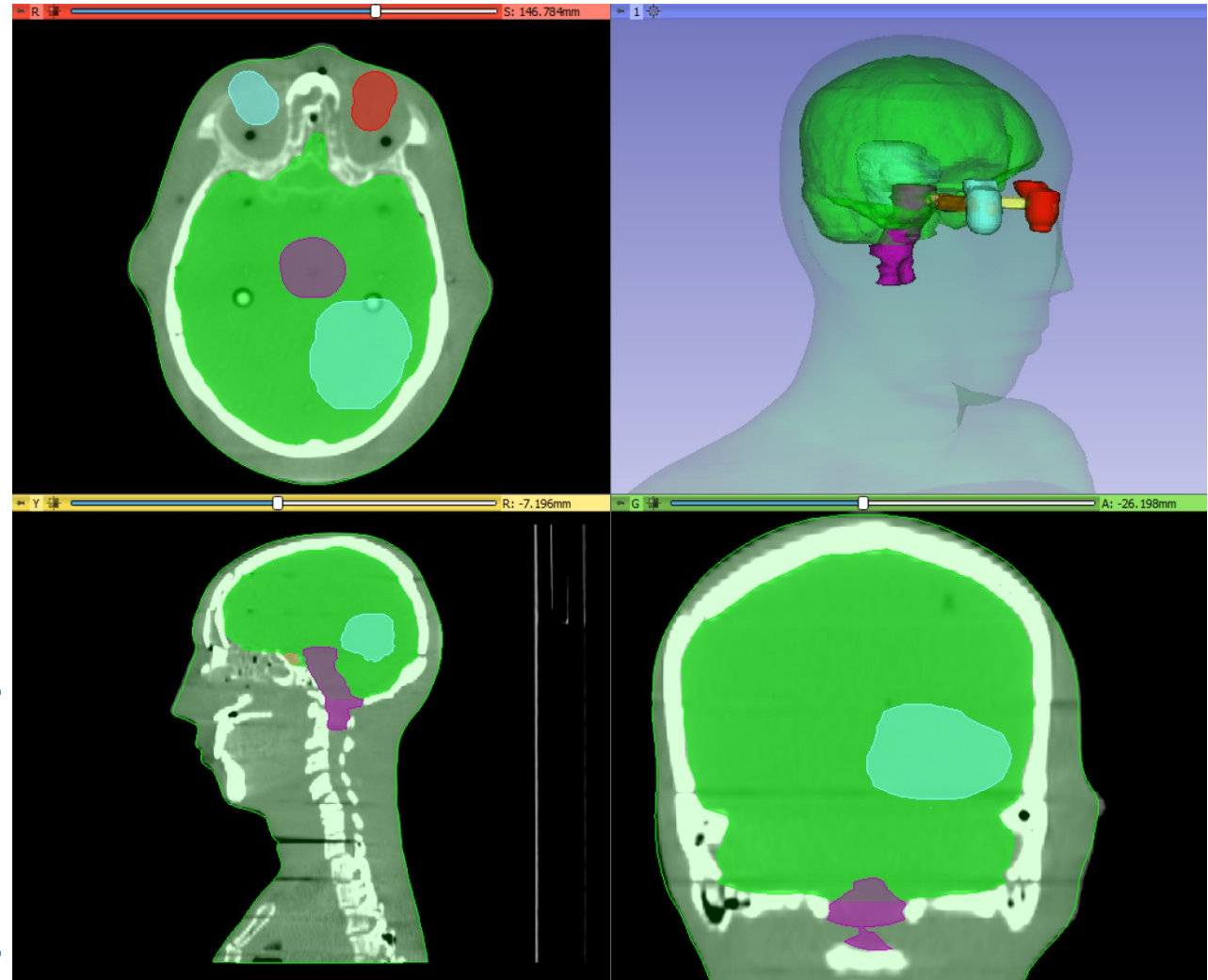
- Only for visualization, not a segmentation or 3D surface model!
- **Volumes, Volume Rendering & Crop Volume** modules:  
[Spr 2021/CropVolume](#) and [Volumes.md](#) at main · [SlicerMorph/Spr 2021 \(github.com\)](#)





# Segmentation

- A volume must be segmented
- Segmentation: select voxels into **segments** to represent regions of interests (e.g., bones, organs, blood vessels, tumor, etc.)
- <https://github.com/SlicerMorph/Tutorials/tree/main/Segmentation>
- [https://slicer.readthedocs.io/en/latest/user\\_guide/image\\_segmentation.html](https://slicer.readthedocs.io/en/latest/user_guide/image_segmentation.html)



# Representations of segmentation in Slicer

- Binary labelmap
  - Each voxel belongs to a unique segment
  - Also useful for deep learning auto-segmentation
- 3D representation



# Export as labelmap volume & surface models

- Labelmap volume:
  - No overlap among segments
  - Save space
  - Useful for training deep learning-based automated segmentation
- Models: polygon models

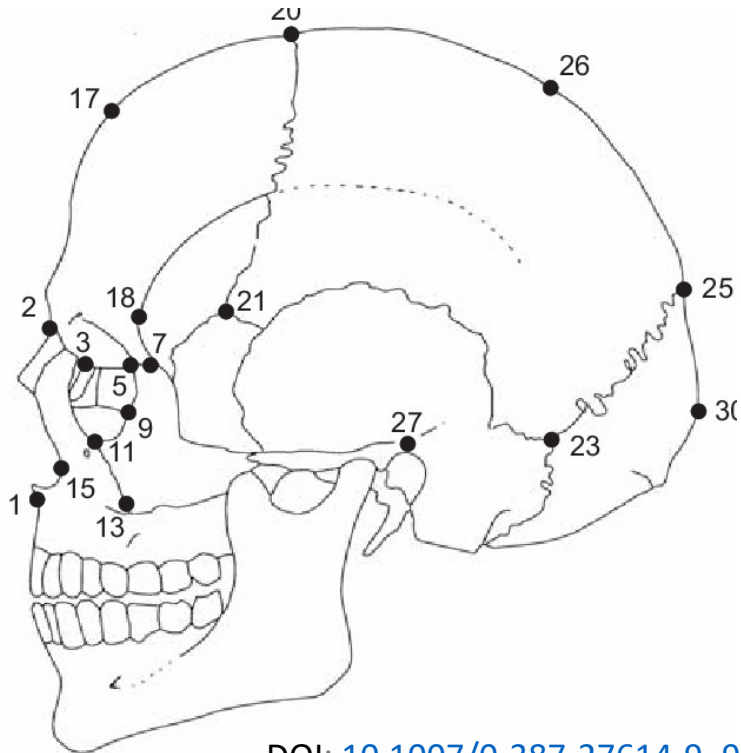


# 3D surface models

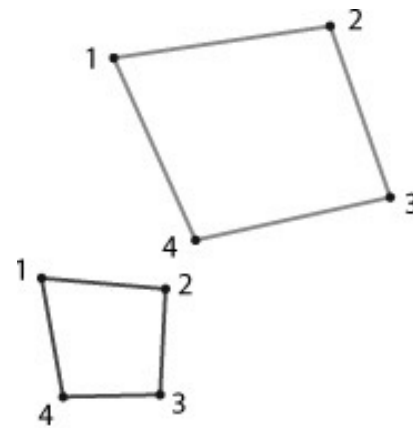
- Models module:  
[https://github.com/SlicerMorph/Spr\\_2021/blob/main/Day\\_1/Models/Models.md](https://github.com/SlicerMorph/Spr_2021/blob/main/Day_1/Models/Models.md)
- Surface Toolbox:  
[https://slicer.readthedocs.io/en/5.2/user\\_guide/modules/surfacetoolbox.html](https://slicer.readthedocs.io/en/5.2/user_guide/modules/surfacetoolbox.html)
- Dynamic Modeler:  
[https://slicer.readthedocs.io/en/5.2/user\\_guide/modules/dynamicmodeler.html](https://slicer.readthedocs.io/en/5.2/user_guide/modules/dynamicmodeler.html)

# Geometric morphometrics

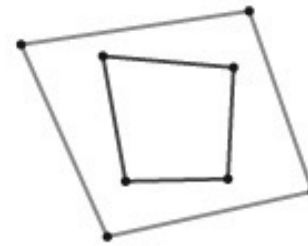
- Placing homologous landmarks and record 3D coordinates
- Generalized Procrustes Analysis (GPA)/Procrustes superimposition



DOI: [10.1007/0-387-27614-9\\_9](https://doi.org/10.1007/0-387-27614-9_9)



Raw landmarks



Centered landmarks



Centered and scaled landmarks

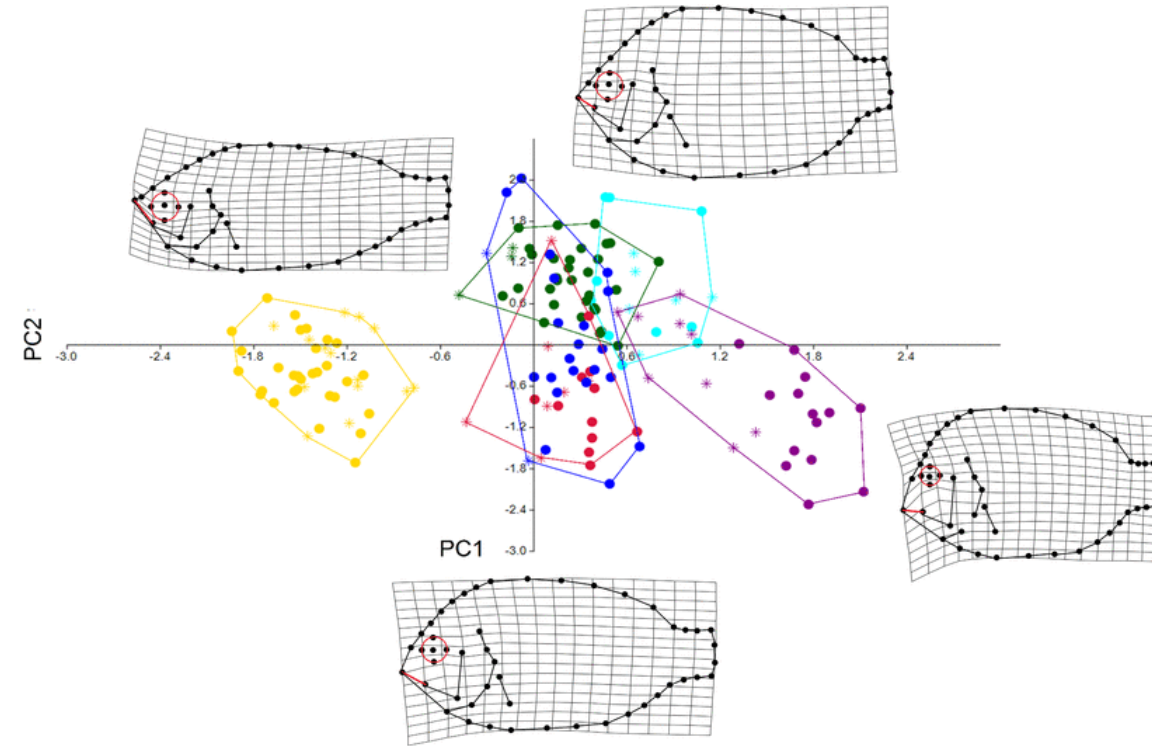
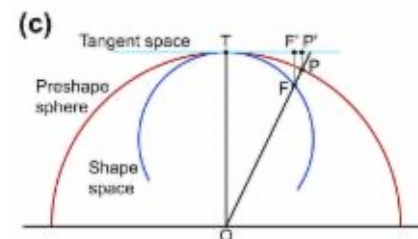
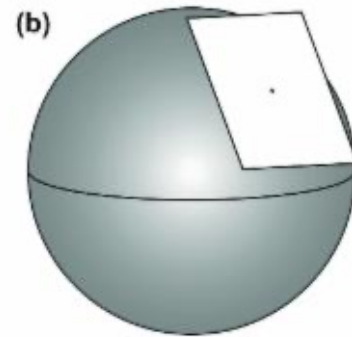
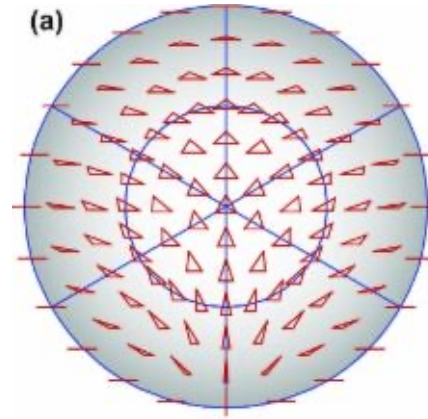


Centered, scaled, and rotated lms

Mitteroecker, P., & Huttegger, S. M. (2009). The concept of morphospaces in evolutionary and developmental biology: mathematics and metaphors. *Biological Theory*, 4, 54-67.

# Geometric morphometrics

- Shape space
- Principal Component Analysis (PCA)



DOI: [10.1007/s00435-017-0391-6](https://doi.org/10.1007/s00435-017-0391-6)

Klingenberg, C. P. (2016). Size, shape, and form: concepts of allometry in geometric morphometrics. *Development genes and evolution*, 226(3), 113-137.

# Placing landmarks

- The Markup module: <https://github.com/SlicerMorph/Tutorials>
- 3D Slicer utilities:
  - Semilandmark patches:  
<https://github.com/SlicerMorph/Tutorials/tree/main/CreateSemiLMPatches>
  - Pseudolandmarks:  
<https://github.com/SlicerMorph/Tutorials/tree/main/PseudoLMGenerator>

# Automated landmarking in SlicerMorph

- ALPACA
  - <https://github.com/SlicerMorph/Tutorials/tree/main/ALPACA>
  - Publication: <https://doi.org/10.1111/2041-210X.13689>
- MALPACA and templates selection
  - <https://github.com/SlicerMorph/Tutorials/tree/main/MALPACA>
  - Publication: <https://doi.org/10.1371/journal.pone.0278035>

# The GPA module

- Visualization and trouble shooting
- <https://github.com/SlicerMorph/Tutorials>
- SlicerMorphR R package: Load 3D Slicer & SlicerMorph landmark data into R
  - Github Repository: <https://github.com/SlicerMorph/SlicerMorphR>
  - [https://github.com/SlicerMorph/Tutorials/tree/main/GPA\\_3](https://github.com/SlicerMorph/Tutorials/tree/main/GPA_3)
  - For loading MALPACA estimates and outlier removing, see the Appendix of <https://doi.org/10.1371/journal.pone.0278035>

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