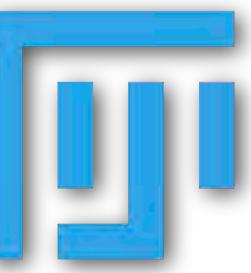
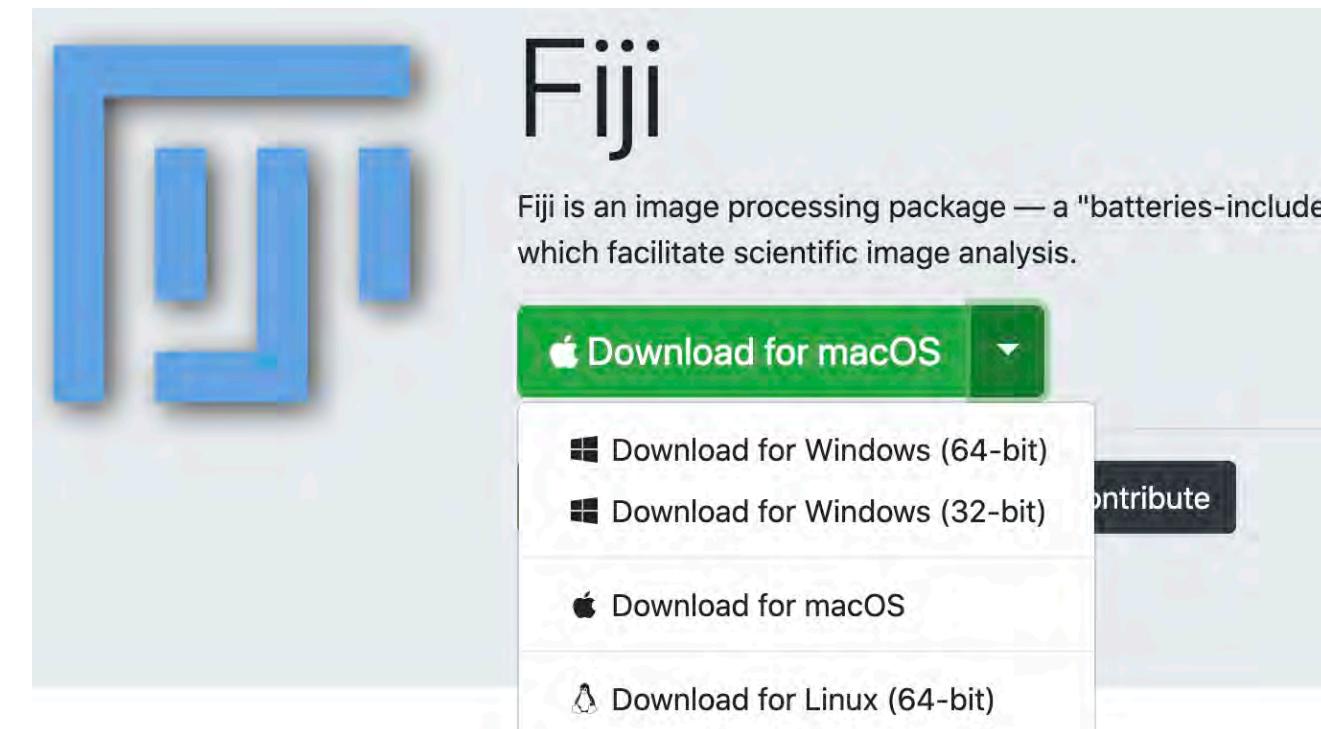


# Install and Update Fiji



# Download Fiji

<https://fiji.sc/>



<https://imagej.net/Fiji>

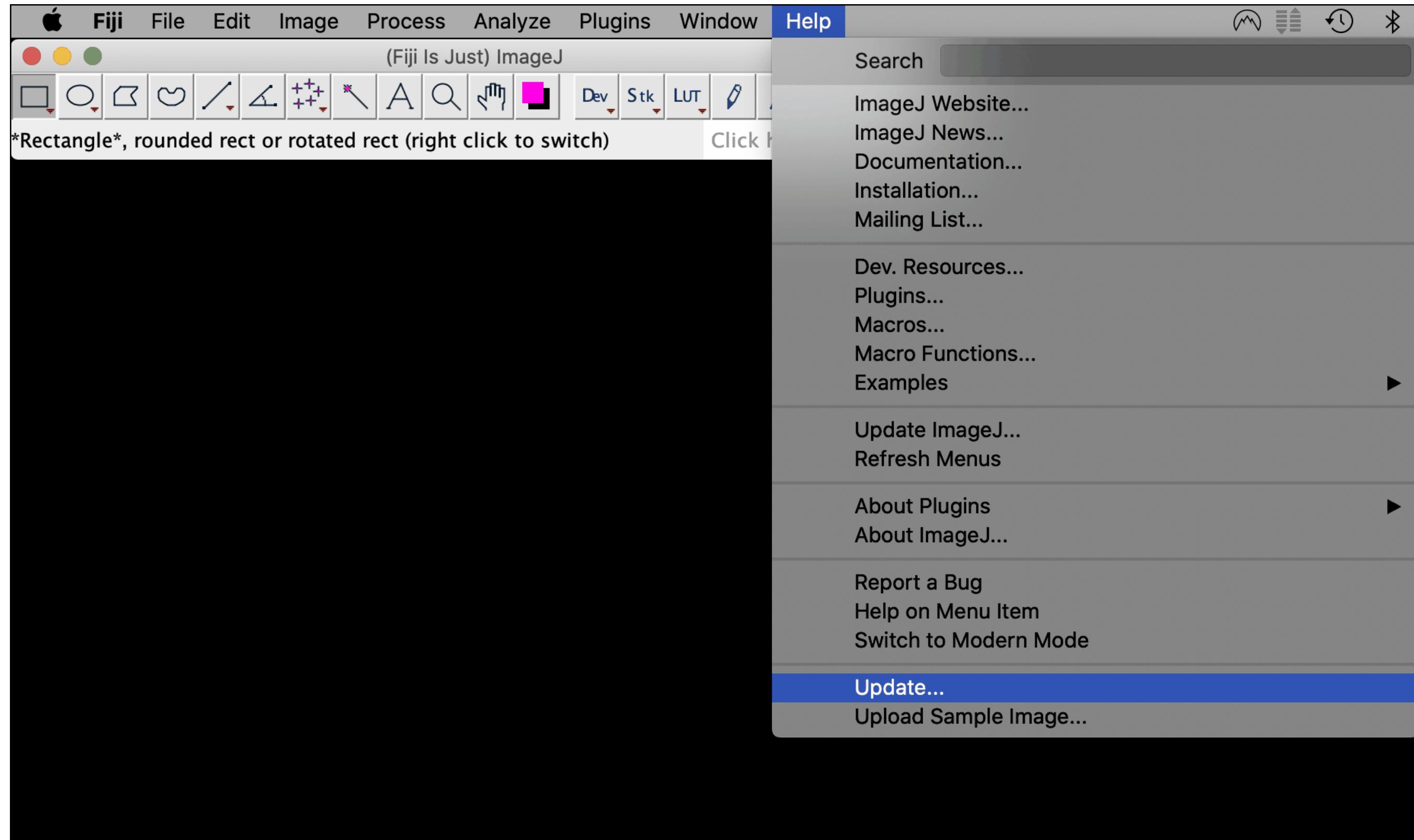


Fiji is distributed as a **portable application**,  
which means that you do not have to run an installer.  
Just download (**zip file**), **unpack** and **start it**.



# Update Fiji

(and install/uninstall plugins)

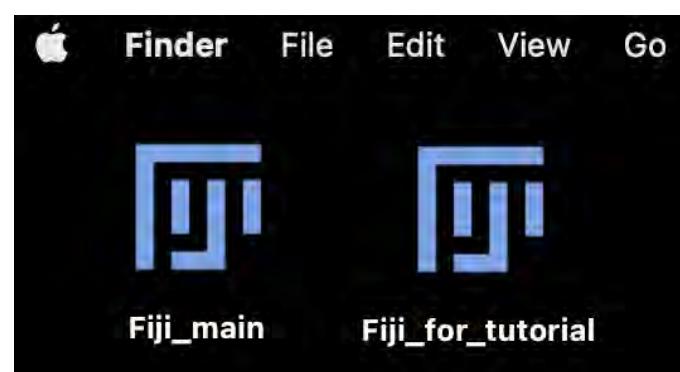


**Help > Update...**

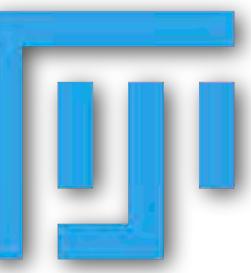
To update Fiji and/or the plugins.

**Apply Changes:** Install/Update the listed plugins

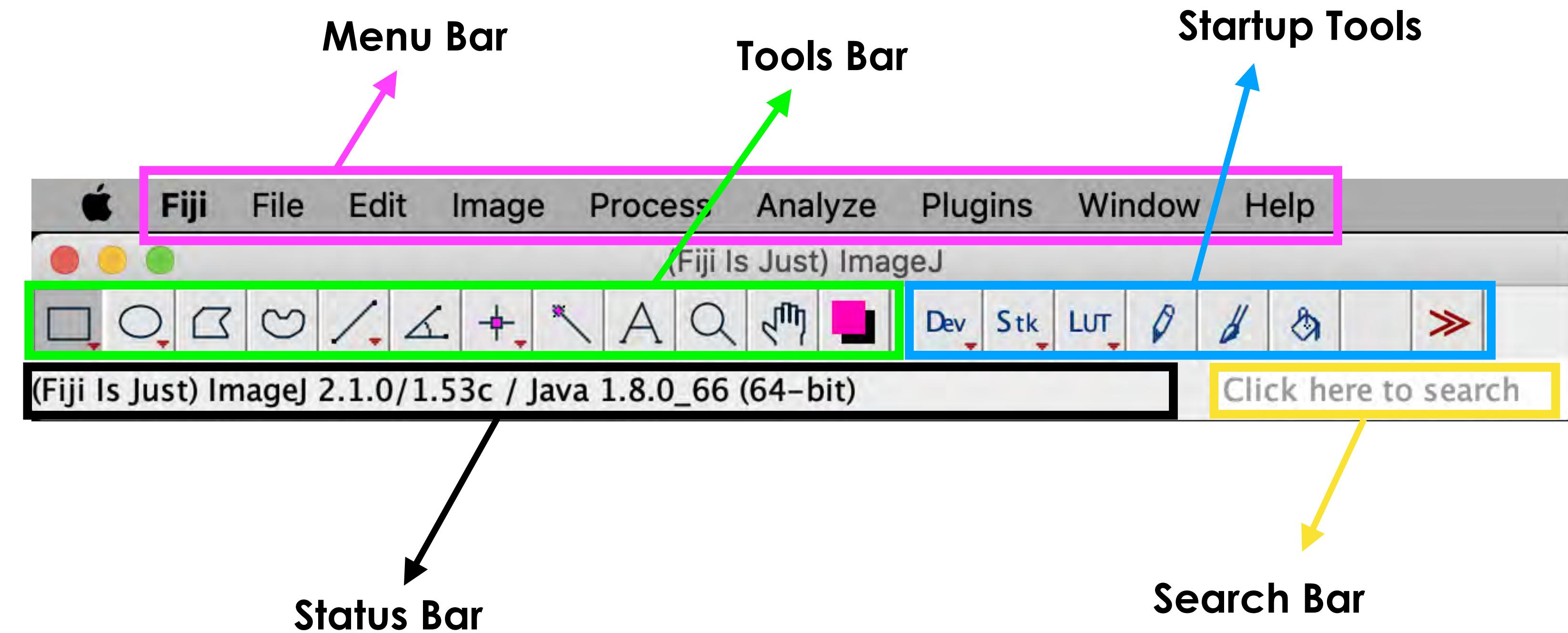
**Manage Update Sites:** opens a list of plugins, you can select which one(s) to install in Fiji

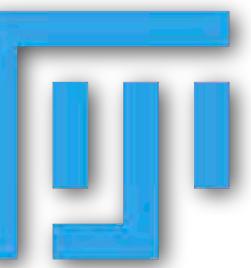


You can have more than one Fiji app!

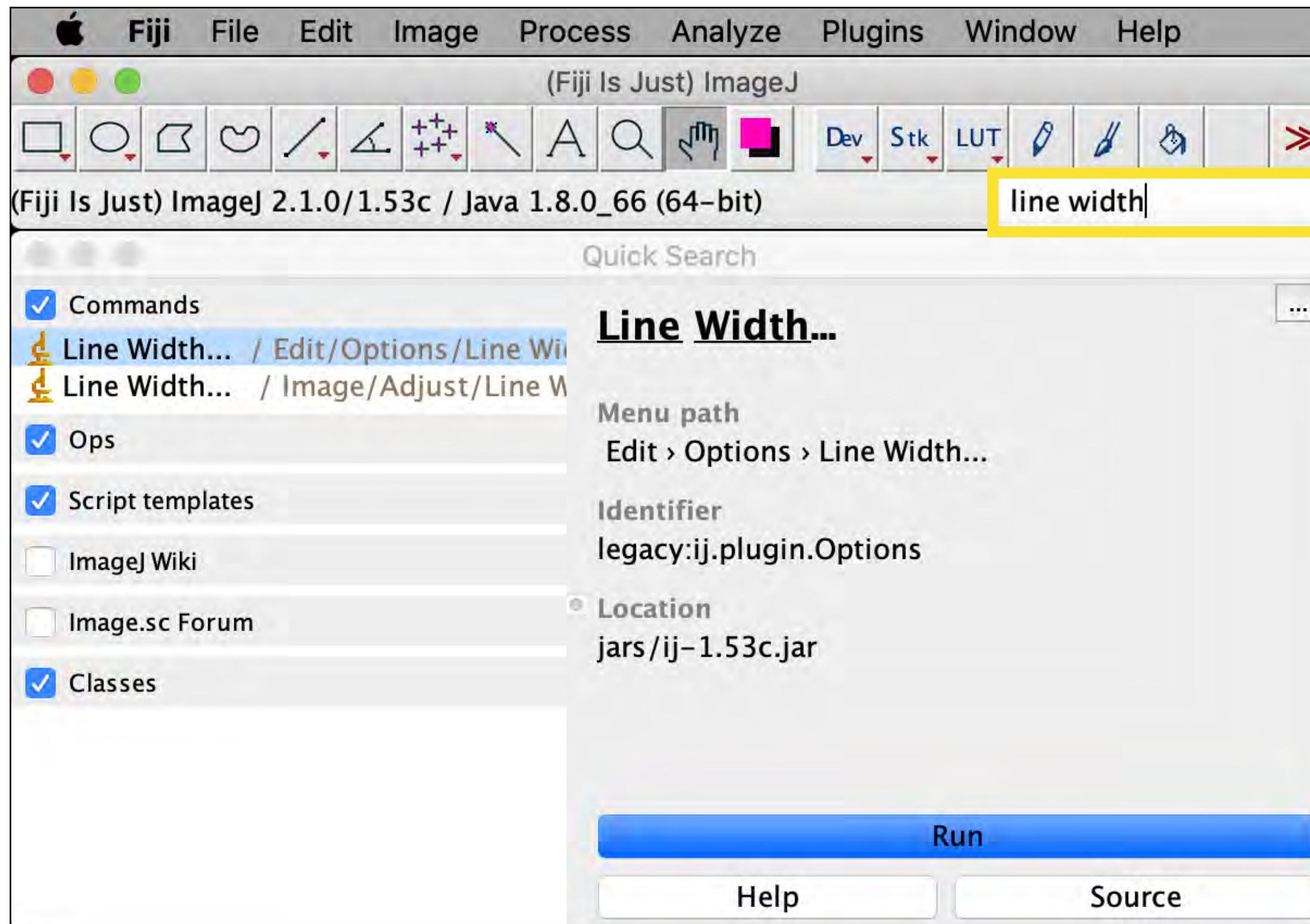


# Graphic User Interface (GUI)





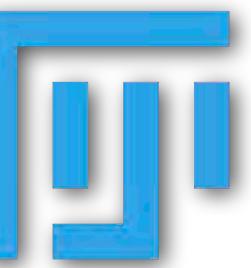
# Graphic User Interface (GUI)



**Search Bar**  
(L key shortcut)

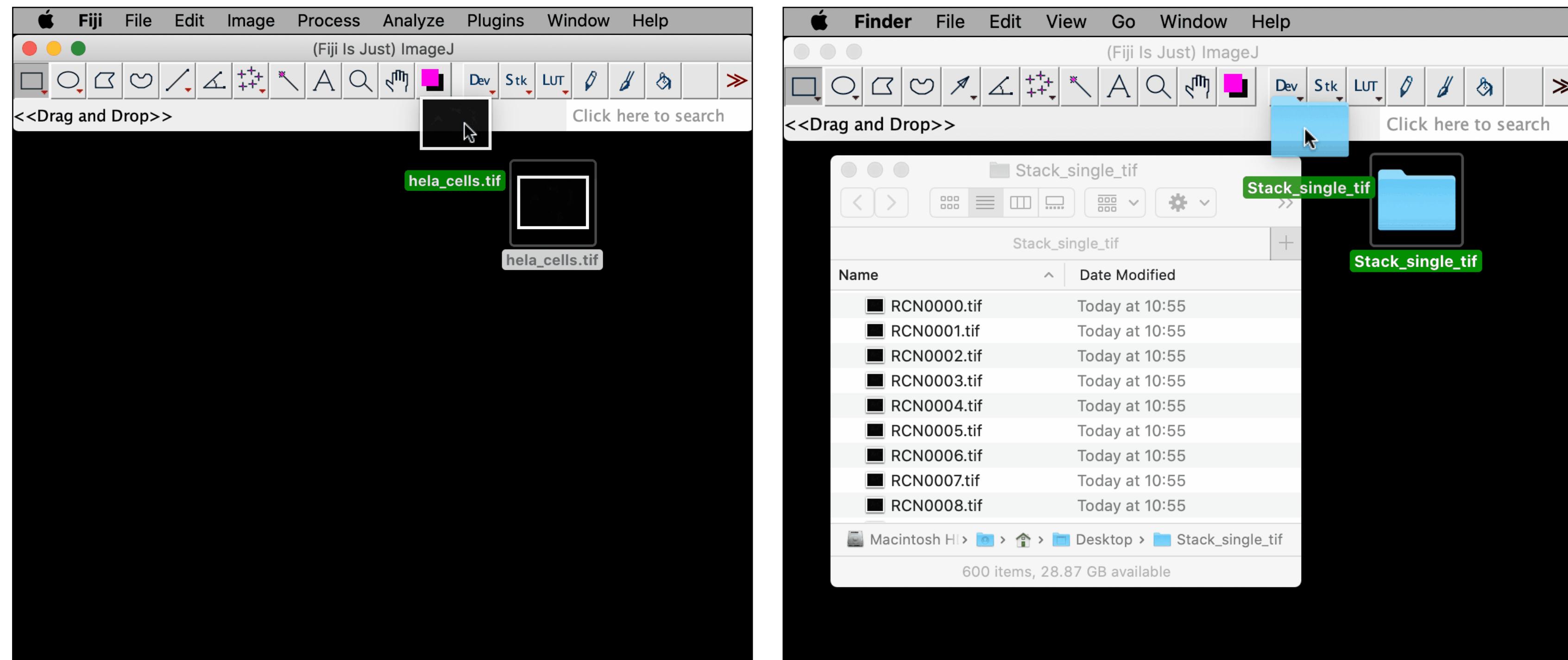
\***Plugins > Shortcuts > List Shortcuts - list of the default shortcuts**

\*\***Plugins > Utilities > Find Commands - search for Fiji Commands**



# Open a file in Fiji

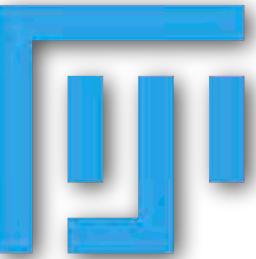
***Drag and Drop the file you want to open onto the Status Bar.***



“File” menu

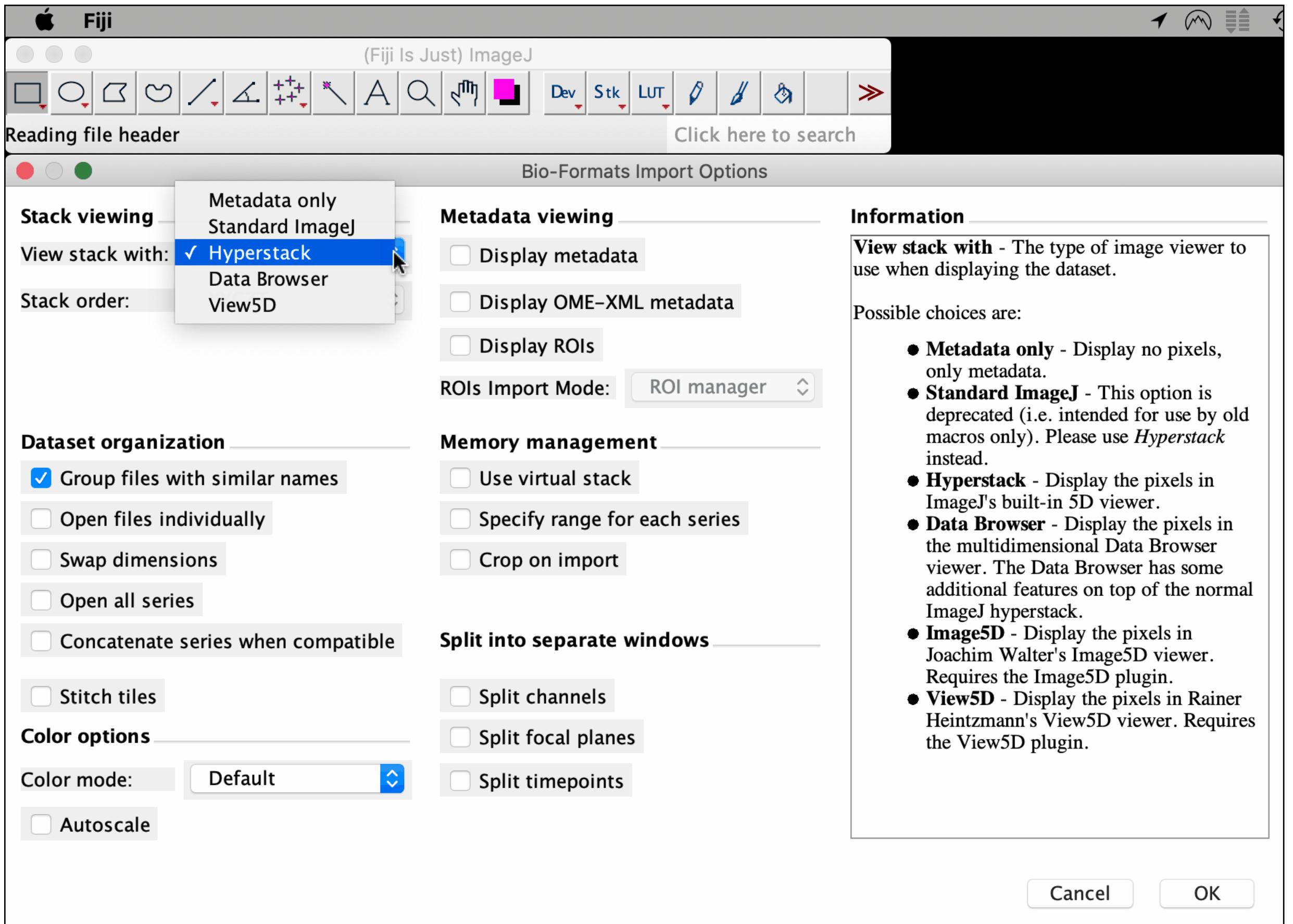
“Plugins” menu

<https://imagej.net/Bio-Formats>



# Bio-Format Plugin

## import a file - options

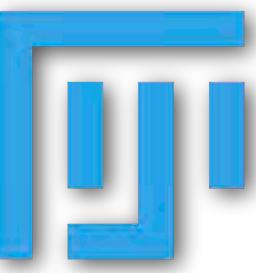


**Import data from many life sciences file formats  
(e.g. @NIC .nd2 format)**

“File” menu

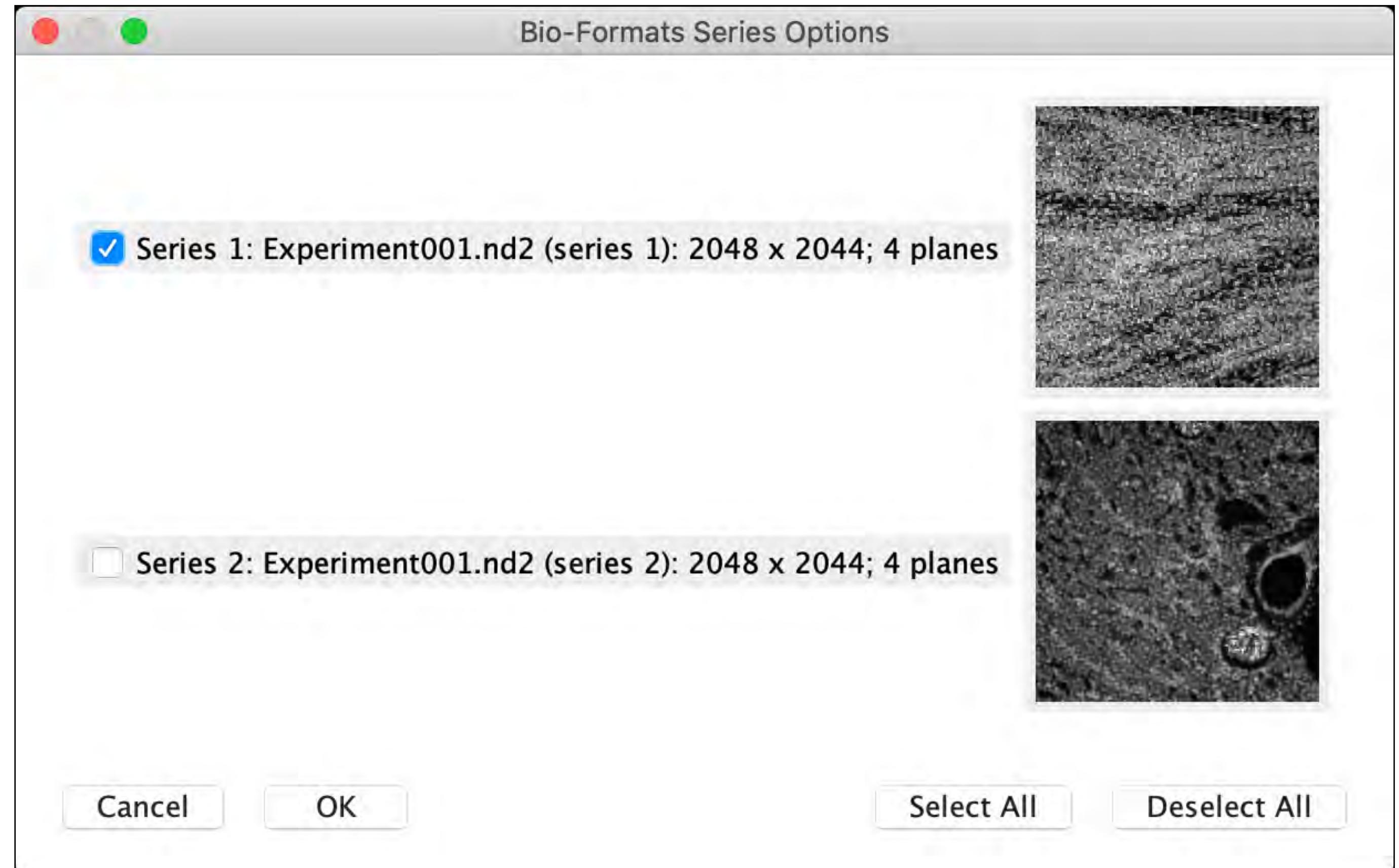
“Plugins” menu

<https://imagej.net/Bio-Formats>



# Bio-Format Plugin

## import a file - options



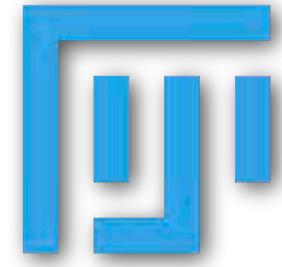
“File” menu

“Plugins” menu

<https://imagej.net/Bio-Formats>

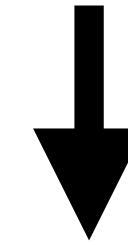
# Bio-Format Plugin

## import a file



Drag and Drop

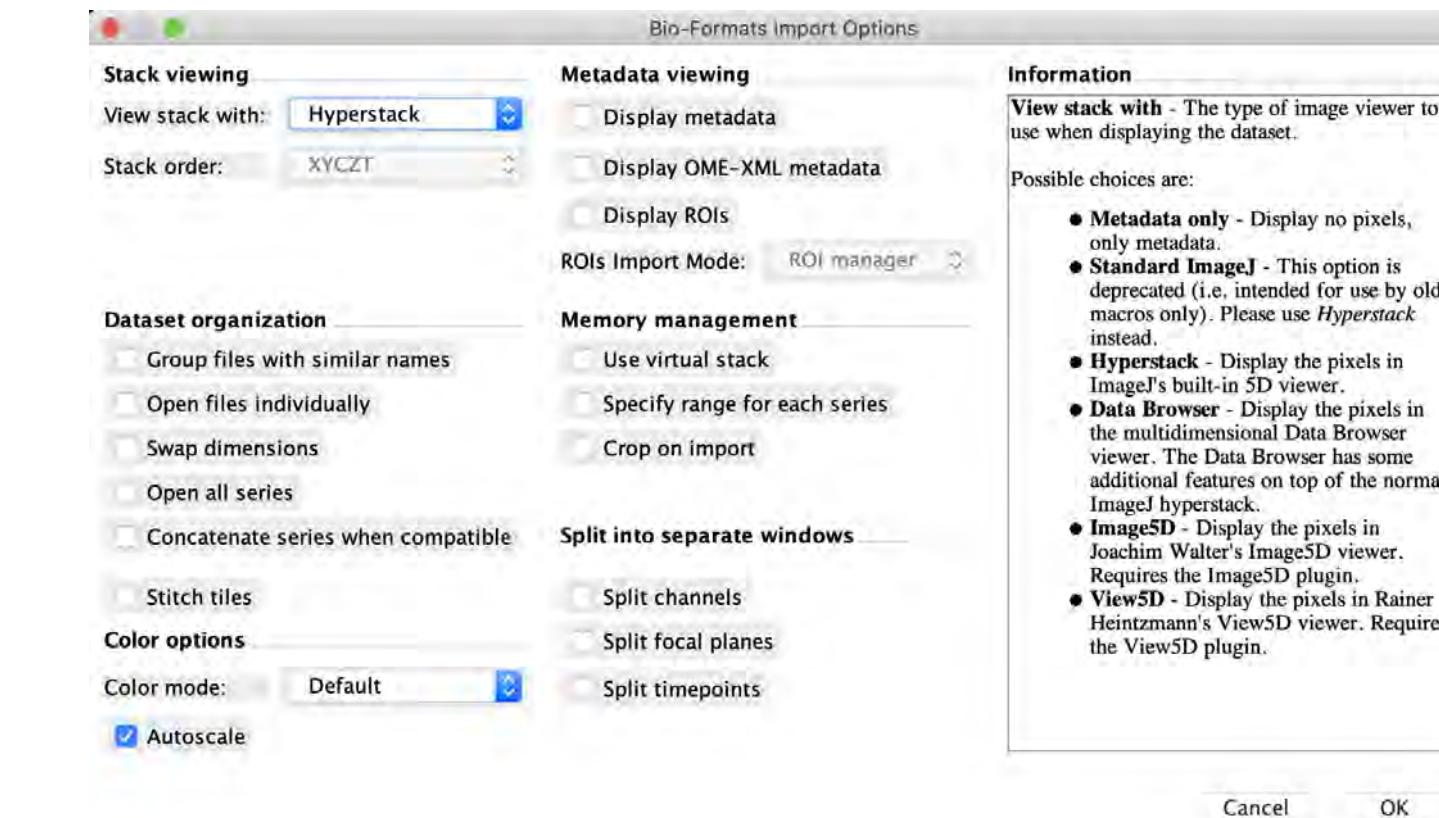
If you have a **tiff** file, “**Drag and Drop**” does **not open Bio-Format Importer**.



File > Import > Bio-Formats

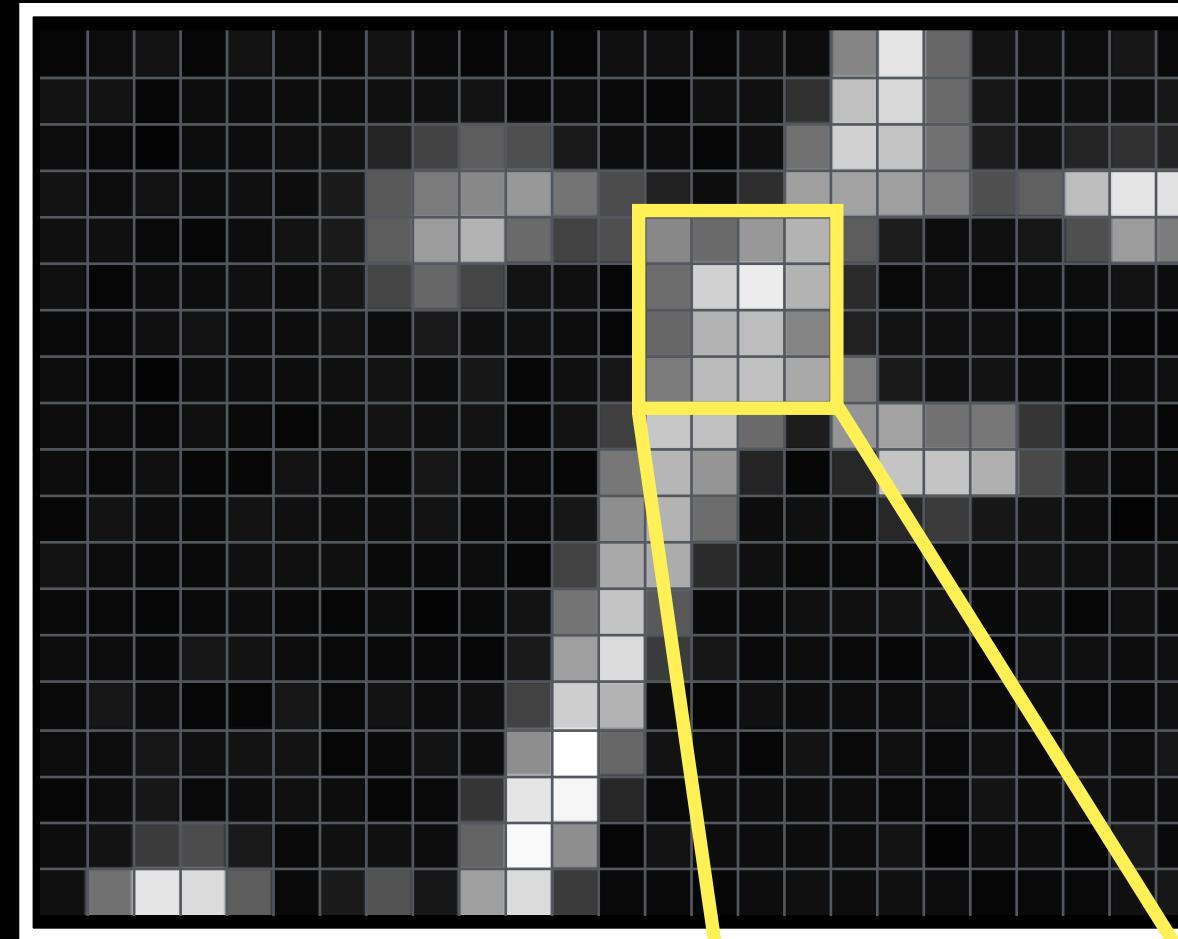
or

Plugins > Bio-Formats > Bio-Formats Importer



# what is an image?

# A digital image is a matrix of numbers!



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6	13	19	6	19	13	9	19	9	6	9	6	16	16	6	16	13	132	229	103	19	16	13	23	9	9
19	19	6	13	13	13	13	16	16	19	9	13	9	6	16	16	49	192	216	106	23	13	16	16	23	13
13	9	4	13	13	16	19	36	66	93	79	26	13	13	6	16	113	209	196	113	29	19	36	49	36	33
19	13	19	13	16	13	26	89	123	136	152	116	76	33	13	46	159	162	159	126	79	96	189	229	226	212
16	16	9	6	13	19	26	93	156	179	106	66	79	136	106	152	179	93	29	13	16	23	79	156	123	49
16	6	13	13	16	13	23	69	103	69	19	16	6	109	209	236	179	43	9	16	9	13	13	19	13	13
9	9	16	19	13	13	19	13	26	16	16	13	6	103	179	189	132	33	19	16	16	9	9	6	6	6
13	9	4	13	13	13	16	19	13	23	6	16	23	123	186	192	169	126	26	16	19	13	6	13	16	13
13	13	9	16	9	6	13	19	16	19	6	19	63	199	192	106	29	149	162	113	119	53	9	13	6	13
13	9	16	6	6	19	13	9	23	13	9	6	119	182	149	36	6	39	196	196	176	73	16	9	9	9
6	19	13	9	19	16	13	13	19	9	9	23	142	179	109	13	16	9	39	59	23	19	13	4	9	9
19	13	9	9	16	16	16	9	9	13	6	66	169	172	43	16	9	9	9	13	13	19	16	16	16	9
9	9	6	9	13	9	6	13	4	9	19	116	196	89	9	9	16	16	19	19	9	16	6	16	9	9
13	13	9	23	19	13	9	9	9	6	26	159	219	59	23	9	13	9	6	13	6	19	16	13	16	13
9	23	13	6	6	23	9	19	13	16	66	206	179	13	6	16	13	13	13	16	9	13	9	9	16	13
13	13	23	16	19	19	6	9	19	13	142	255	103	19	13	6	19	9	16	9	16	9	16	13	23	9
6	13	23	9	13	16	13	6	9	53	229	246	39	9	13	13	13	13	9	9	19	13	16	13	13	13
13	19	59	76	26	9	16	16	13	99	249	142	6	19	13	13	13	13	19	4	13	13	6	26	9	13
16	113	229	219	93	9	26	83	23	159	219	59	9	9	6	13	16	13	16	13	6	9	9	16	23	9

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136	106	152	179
109	209	236	179
103	179	189	132
123	186	192	169

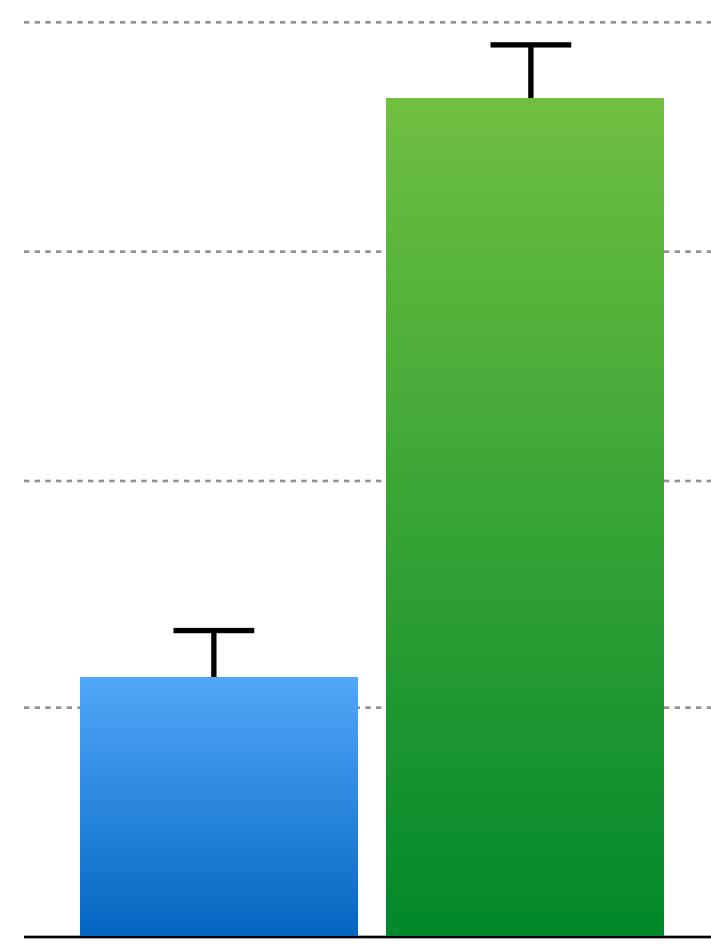
## Pixel = Picture Element

Images in publications and presentations  
should be used to **communicate** a finding...  
not **be** the finding

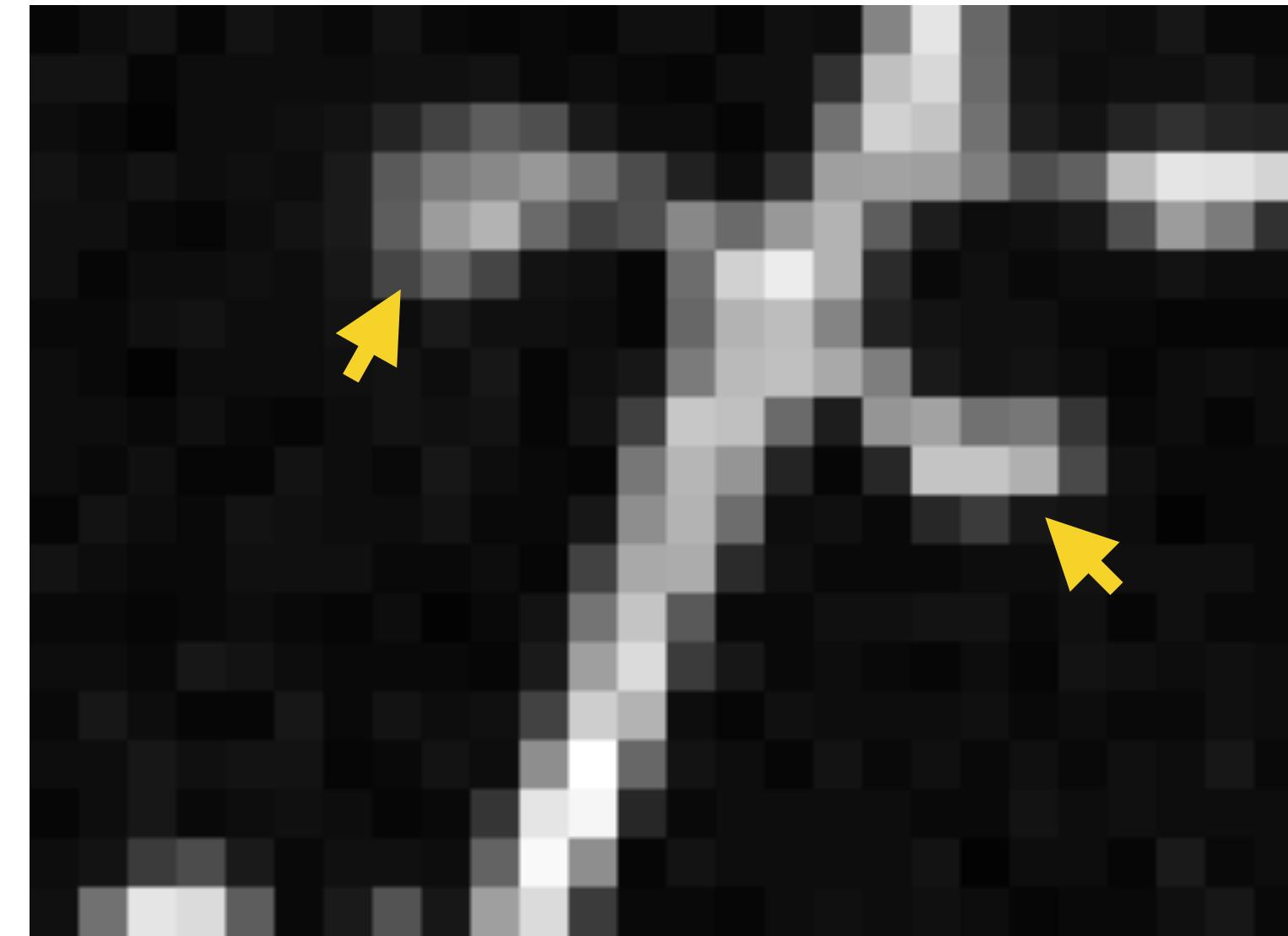
this is your **data**

6	13	19	6	19	13	9	19	9	6	9	6	16	16	6	16	13	132	229	103	19	16	13	23	9	9
19	19	6	13	13	13	13	16	16	19	9	13	9	6	16	16	49	192	216	106	23	13	16	16	23	13
13	9	4	13	13	16	19	36	66	93	79	26	13	13	6	16	113	209	196	113	29	19	16	49	36	33
19	13	19	13	16	13	26	89	123	136	152	116	76	33	13	46	159	162	159	126	79	96	189	229	226	212
16	16	9	6	13	19	26	93	156	179	106	66	79	136	106	152	179	93	29	13	16	23	79	156	123	49
16	6	13	13	16	13	23	69	103	69	19	16	6	109	209	236	179	43	9	16	9	13	13	19	13	13
9	9	16	19	13	13	19	13	26	16	16	13	6	103	179	189	132	33	19	16	16	9	9	6	6	6
13	9	4	13	13	13	16	19	13	23	6	16	23	123	186	192	169	126	26	16	19	13	6	13	16	13
13	13	9	16	9	6	13	19	16	19	6	19	63	199	192	106	29	149	162	113	119	53	9	13	6	13
13	9	16	6	6	19	13	9	23	13	9	6	119	182	149	36	6	39	196	196	176	73	16	9	9	9
6	19	13	9	19	16	13	13	19	9	9	23	142	179	109	13	16	9	39	59	23	19	13	4	9	9
19	13	9	9	16	16	16	9	9	13	6	66	169	172	43	16	9	9	9	13	13	19	16	16	16	9
9	9	6	9	13	9	6	13	4	9	19	116	196	89	9	9	16	16	19	19	9	16	6	16	9	9
13	13	9	23	19	13	9	9	6	26	159	219	59	23	9	13	9	6	13	6	19	16	13	16	13	13
9	23	13	6	6	23	9	19	13	16	66	206	179	13	6	16	13	13	16	9	13	9	9	16	13	13
13	13	23	16	19	19	6	9	19	13	142	255	103	19	13	6	19	9	16	9	16	9	16	13	23	9
6	13	23	9	13	16	13	6	9	53	229	246	39	9	13	13	13	13	9	9	19	13	16	13	13	13
13	19	59	76	26	9	16	16	13	9	99	249	142	6	19	13	13	13	19	4	13	13	6	26	9	13
16	113	229	219	93	9	26	83	23	159	219	59	9	9	6	13	16	13	6	9	9	16	23	9		

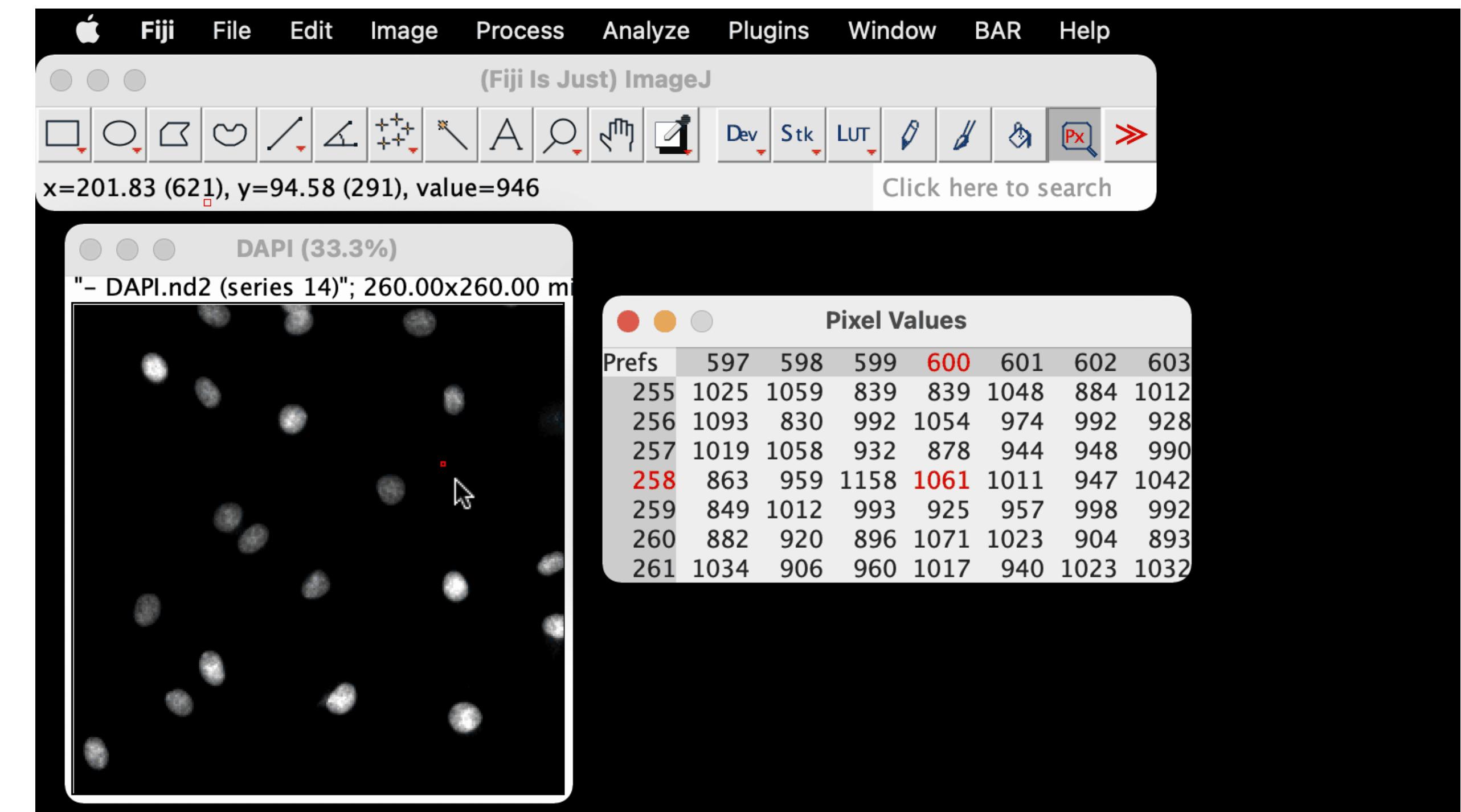
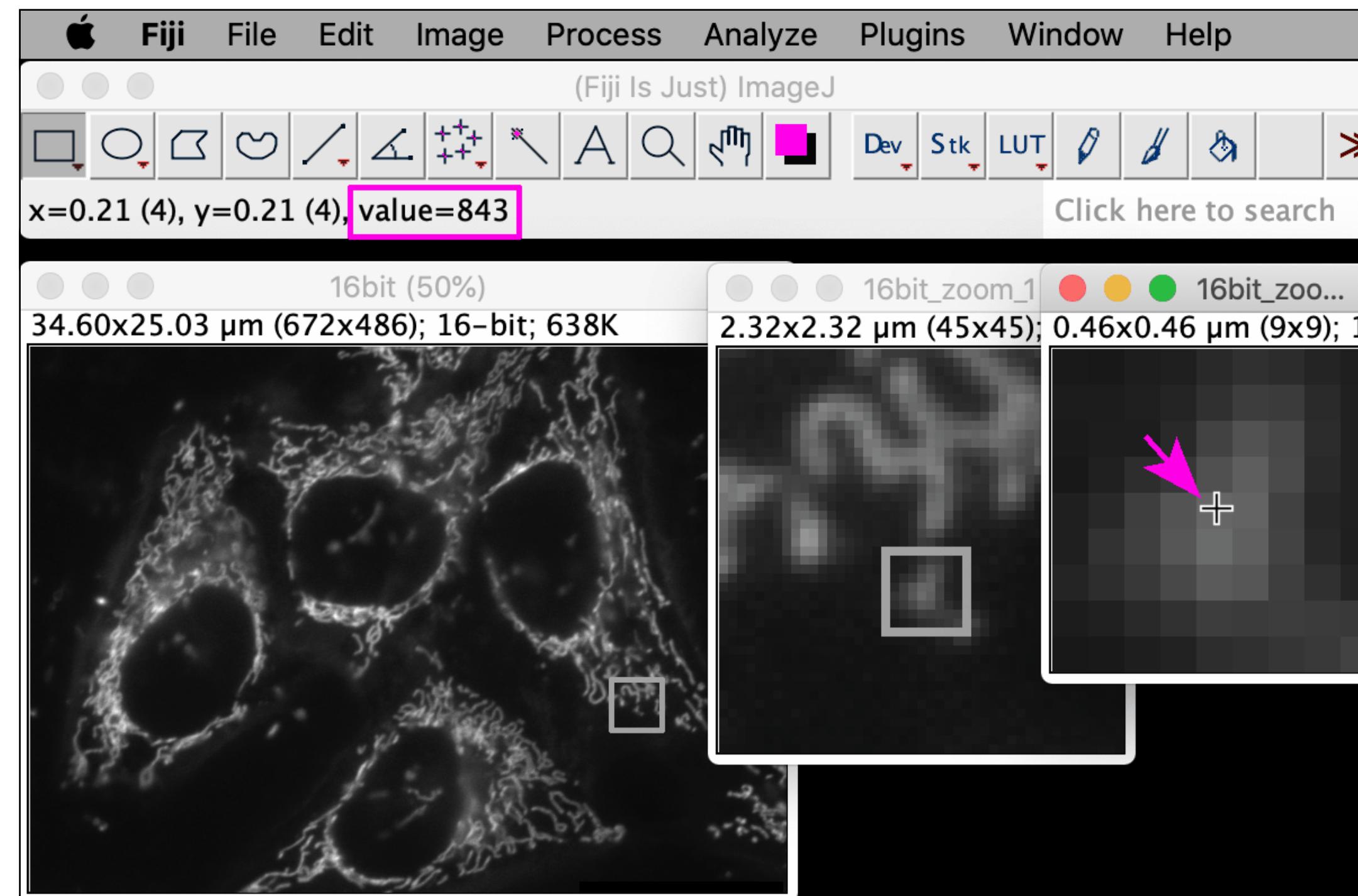
this is your **result**



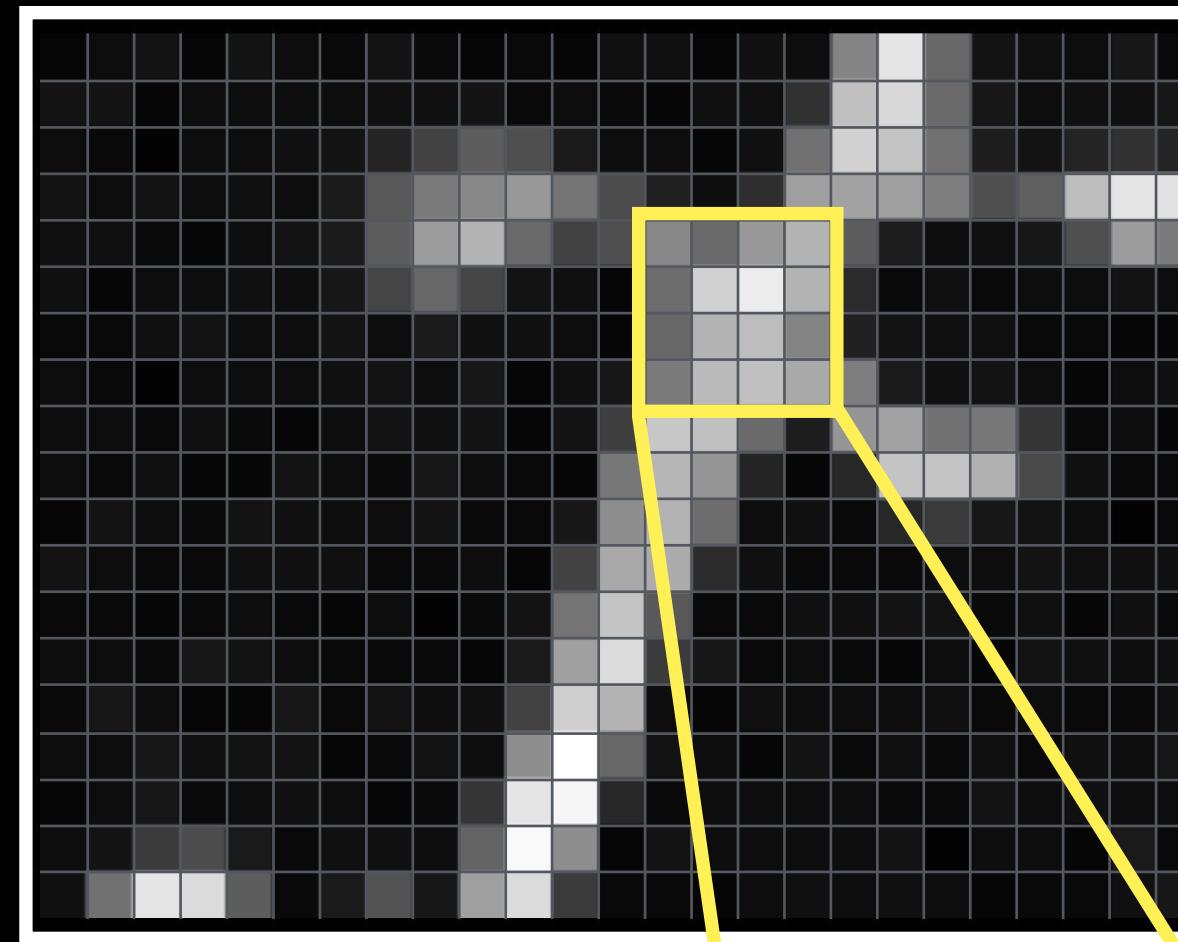
this just helps to  
**communicate** the result



# Individual Pixel Values in Fiji



# A digital image is a matrix of numbers!



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6	13	19	6	19	13	9	19	9	6	9	6	16	16	6	16	13	132	229	103	19	16	13	23	9	9
19	19	6	13	13	13	13	16	16	19	9	13	9	6	16	16	49	192	216	106	23	13	16	16	23	13
13	9	4	13	13	16	19	36	66	93	79	26	13	13	6	16	113	209	196	113	29	19	36	49	36	33
19	13	19	13	16	13	26	89	123	136	152	116	76	33	13	46	159	162	159	126	79	96	189	229	226	212
16	16	9	6	13	19	26	93	156	179	106	66	79	136	106	152	179	93	29	13	16	23	79	156	123	49
16	6	13	13	16	13	23	69	103	69	19	16	6	109	209	236	179	43	9	16	9	13	13	19	13	13
9	9	16	19	13	13	19	13	26	16	16	13	6	103	179	189	132	33	19	16	16	9	9	6	6	6
13	9	4	13	13	13	16	19	13	23	6	16	23	123	186	192	169	126	26	16	19	13	6	13	16	13
13	13	9	16	9	6	13	19	16	19	6	19	63	199	192	106	29	149	162	113	119	53	9	13	6	13
13	9	16	6	6	19	13	9	23	13	9	6	119	182	149	36	6	39	196	196	176	73	16	9	9	9
6	19	13	9	19	16	13	13	19	9	9	23	142	179	109	13	16	9	39	59	23	19	13	4	9	9
19	13	9	9	16	16	16	9	9	13	6	66	169	172	43	16	9	9	9	13	13	19	16	16	16	9
9	9	6	9	13	9	6	13	4	9	19	116	196	89	9	9	16	16	19	19	9	16	6	16	9	9
13	13	9	23	19	13	9	9	9	6	26	159	219	59	23	9	13	9	6	13	6	19	16	13	16	13
9	23	13	6	6	23	9	19	13	16	66	206	179	13	6	16	13	13	13	16	9	13	9	9	16	13
13	13	23	16	19	19	6	9	19	13	142	255	103	19	13	6	19	9	16	9	16	9	16	13	23	9
6	13	23	9	13	16	13	6	9	53	229	246	39	9	13	13	13	13	9	9	19	13	16	13	13	13
13	19	59	76	26	9	16	16	13	99	249	142	6	19	13	13	13	13	19	4	13	13	6	26	9	13
16	113	229	219	93	9	26	83	23	159	219	59	9	9	6	13	16	13	16	13	6	9	9	16	23	9

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136	106	152	179
109	209	236	179
103	179	189	132
123	186	192	169

Where do these numbers come from?

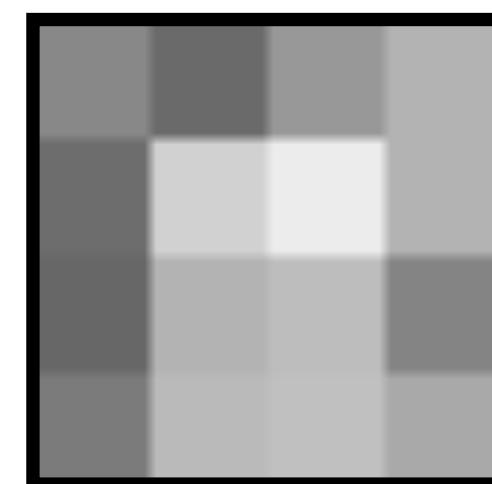
# Bit depth

# Detectors in Fluorescence Microscopy

The detectors used in fluorescence microscopy are **monochromatic**.

Cameras or PMTs are **not able to distinguish between different wavelengths** (they just collect photons), you need **fluorescence filters** to separate your fluorophores.

The detector converts photons in digital numbers (linear relation).



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136	106	152	179
109	209	236	179
103	179	189	132
123	186	192	169

Each pixel in the digital image has **one digital value** that **depends on** the **intensity** of the signal emitted by the **sample**.

**Digital Values = Pixel Intensity Value**

The **range** of possible **digital values** is defined by the **bit depth**.

# Bit Depth

The **bit depth** defines the range of possible **digital values** that each pixel can have, usually **8, 12 or 16 bit**.

The **bit depth** is expressed in **grey values**.

**bit depth of the image = bit depth of the detector**

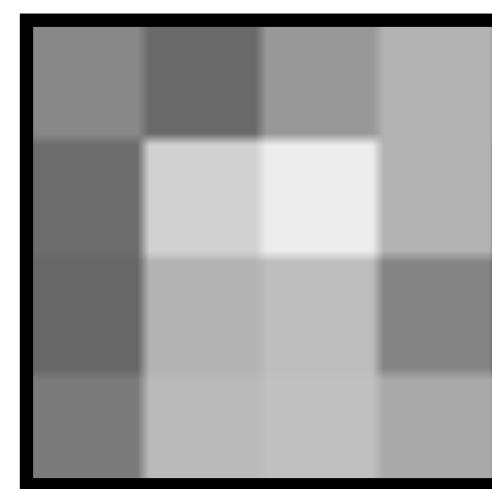
(Unless you change that during acquisition)

**$x$  bit = a range of  $2^x$  grey values**

**8 bit** image = **each pixel** can have  $2^8$  **grey values** = 256 grey values = **range 0-255**

**12 bit** image = **each pixel** can have  $2^{12}$  **grey values** = 4096 grey values = **range 0-4095**

**16 bit** image = **each pixel** can have  $2^{16}$  **grey values** = 65536 grey values = **range 0-65535**



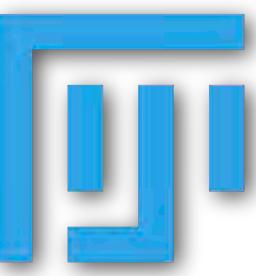
=

136	106	152	179
109	209	236	179
103	179	189	132
123	186	192	169

**Digital Value = Pixel Intensity Value = Grey Value**

"Image" menu

x bit image



# Image Metadata

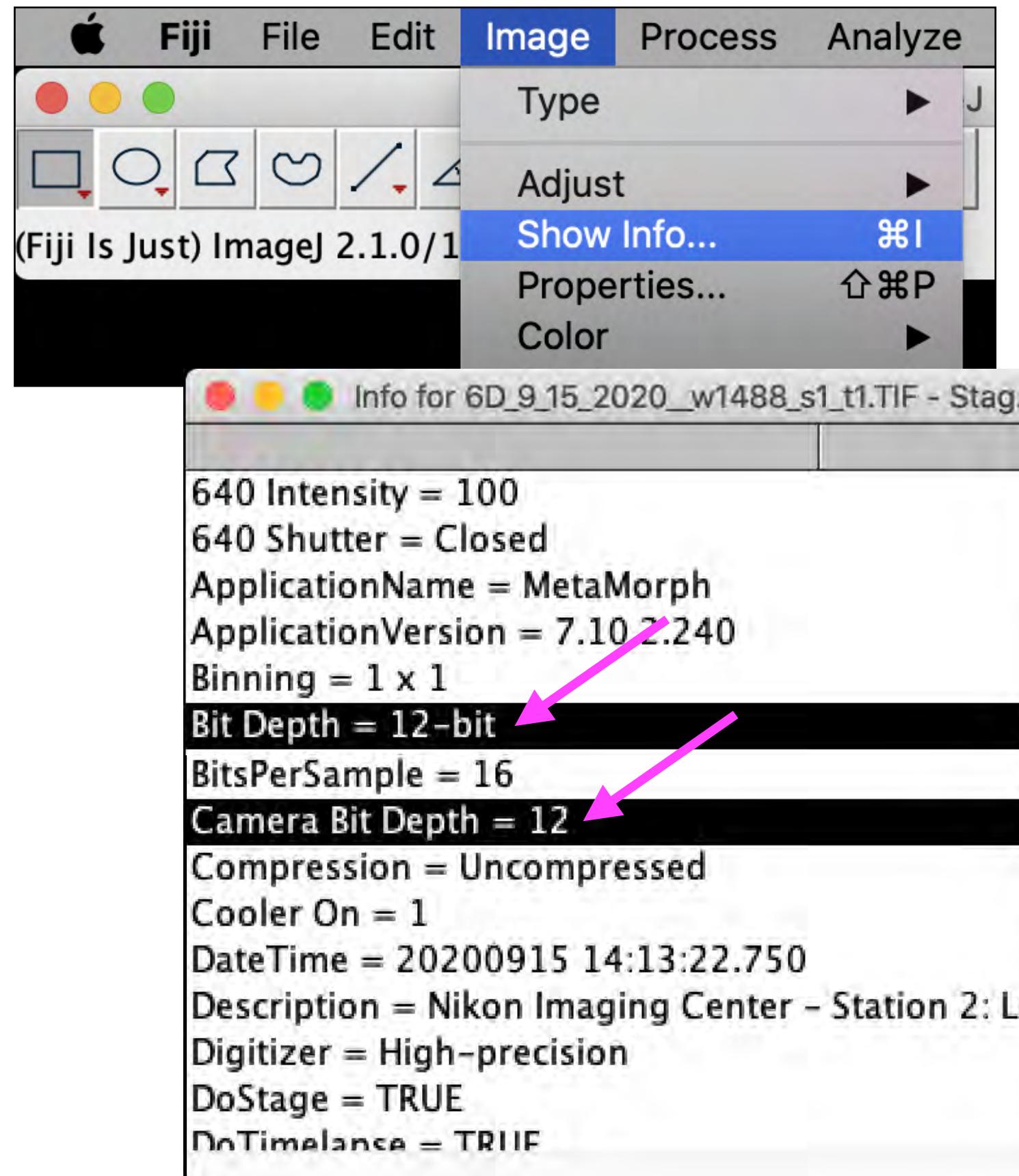
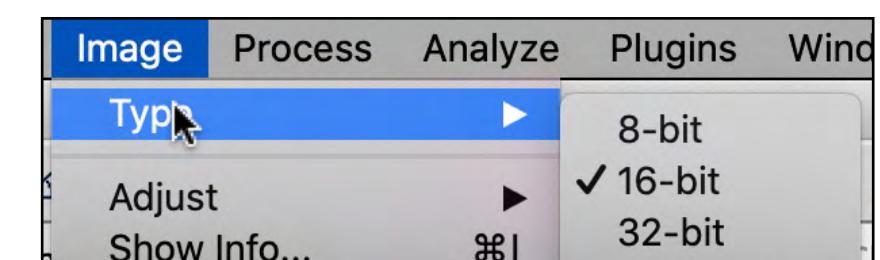


Image > Show Info...

(cmd) + i

Show the **Metadata stored with the file**

e.g. **bit depth, camera bit depth**

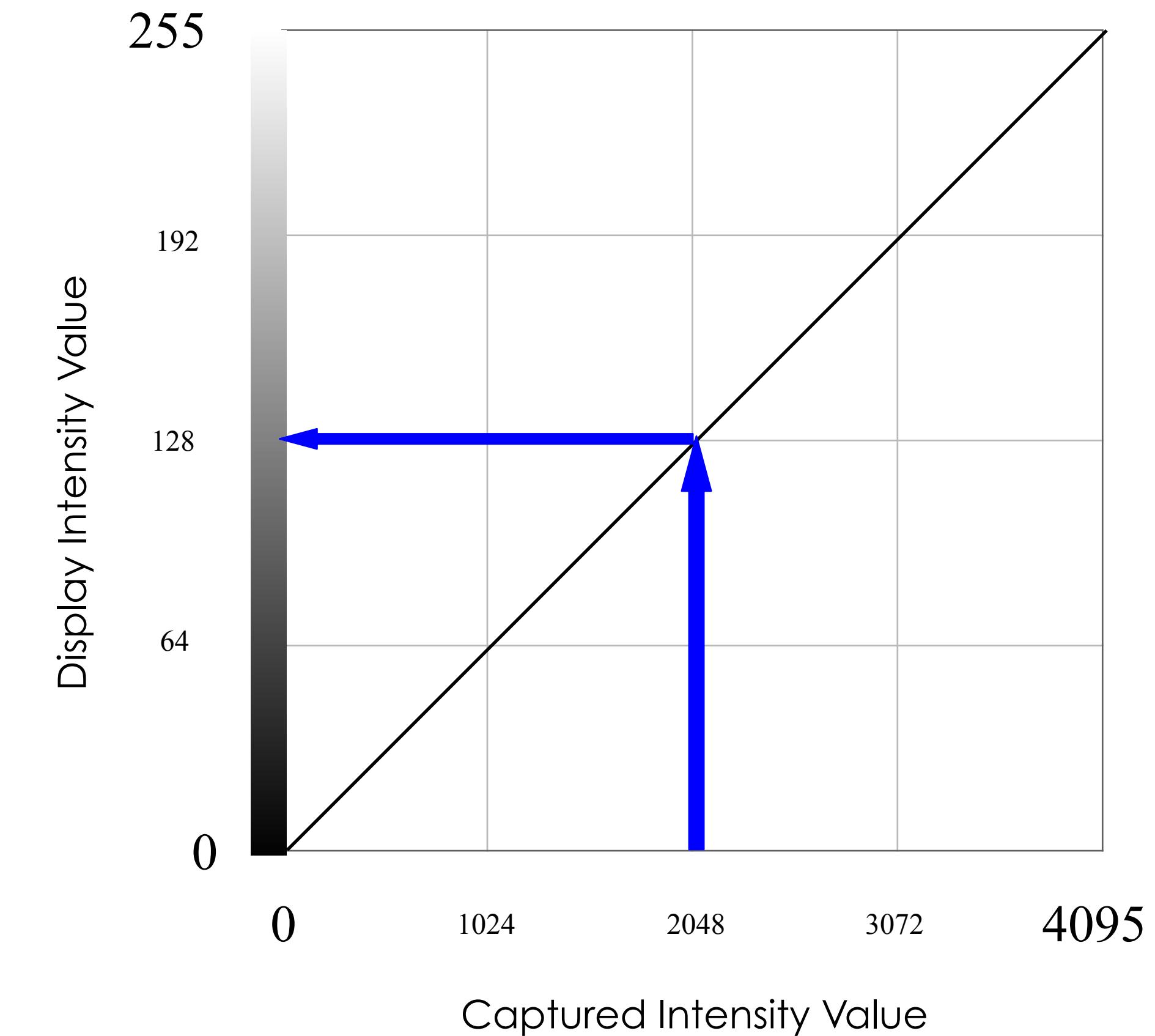
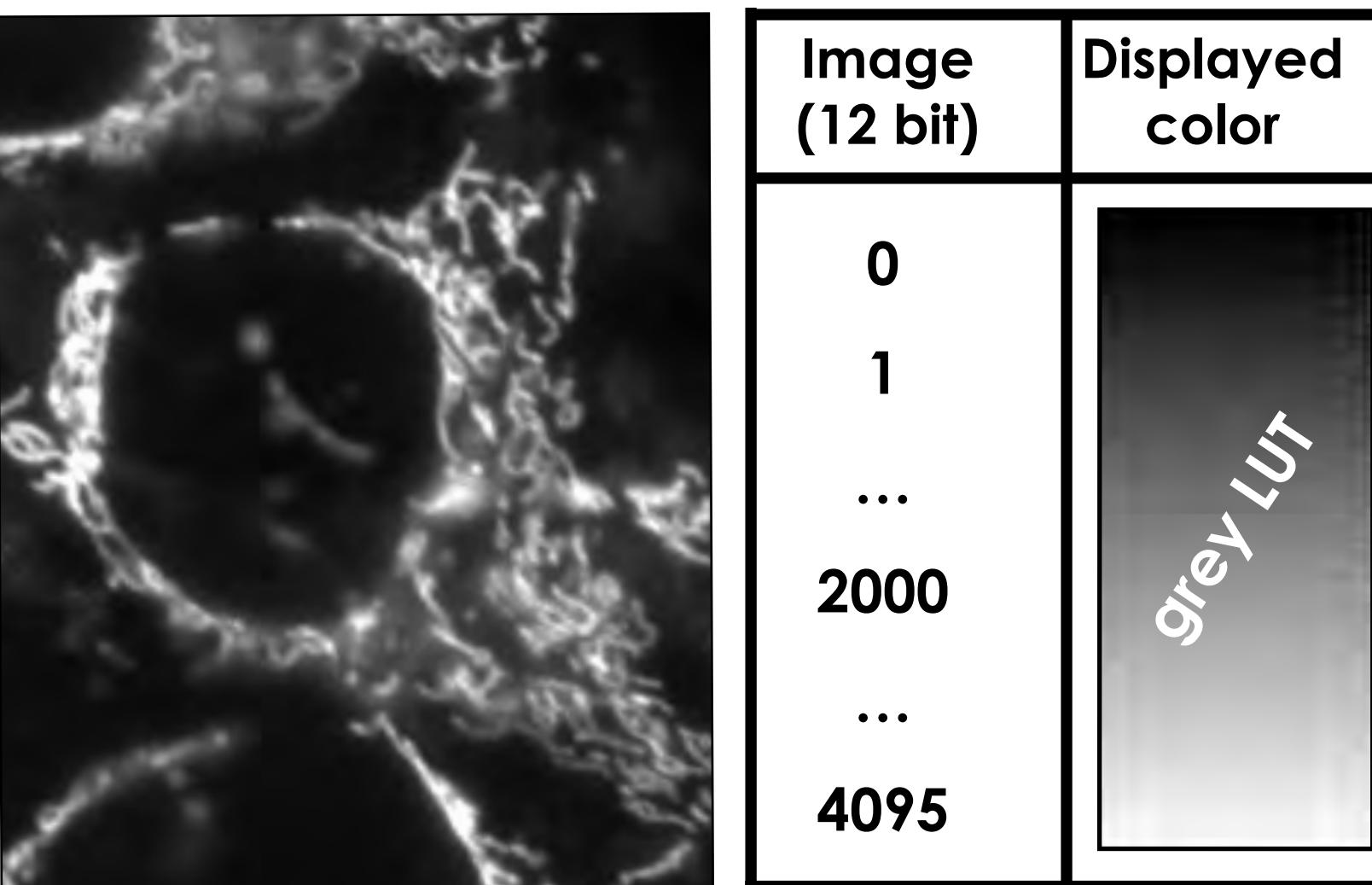
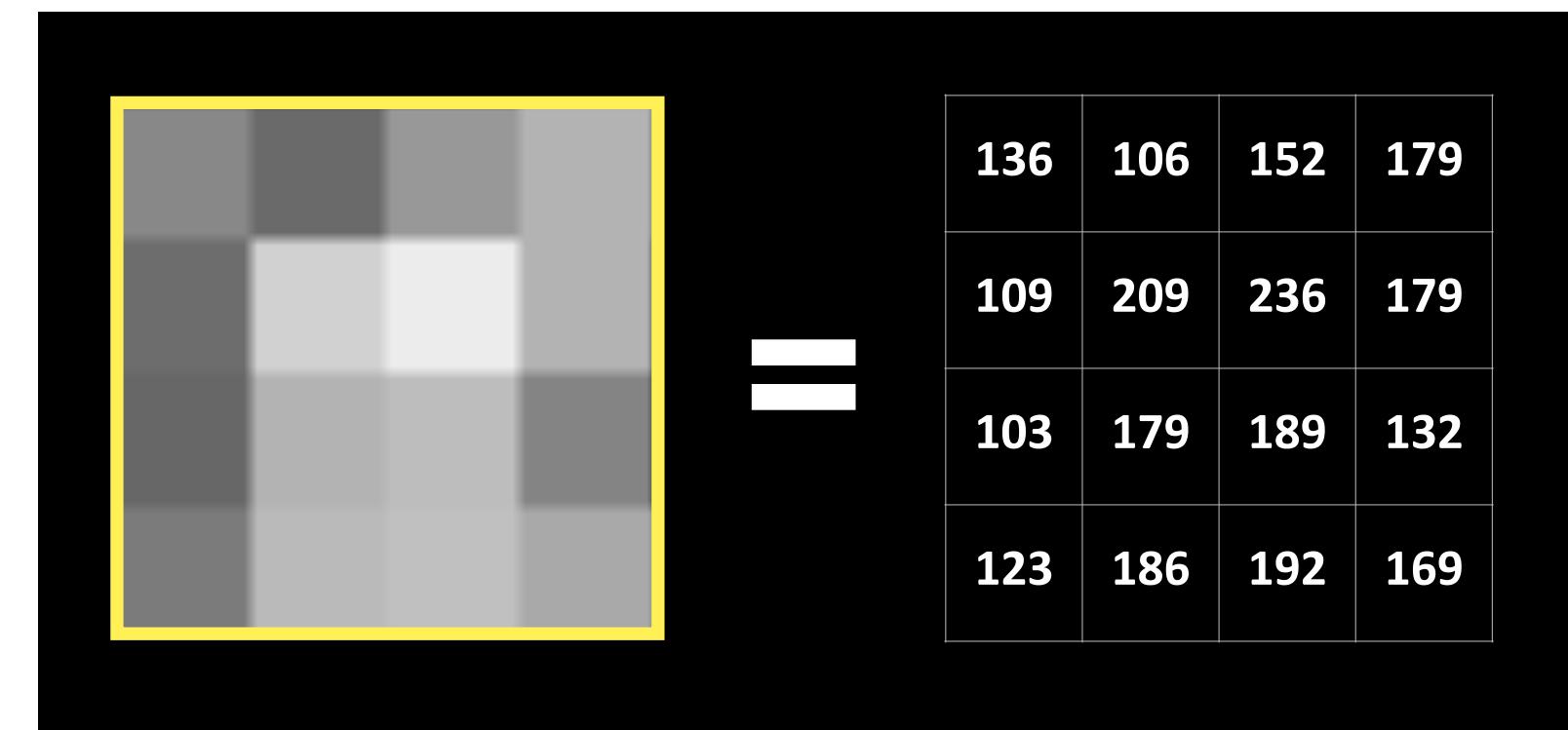


# display your images

# Mapping Image Intensity to Monitor Intensity (**LookUp Tables**)

**LUT = how the grey values are displayed**

**LUTs do not change the pixel values**

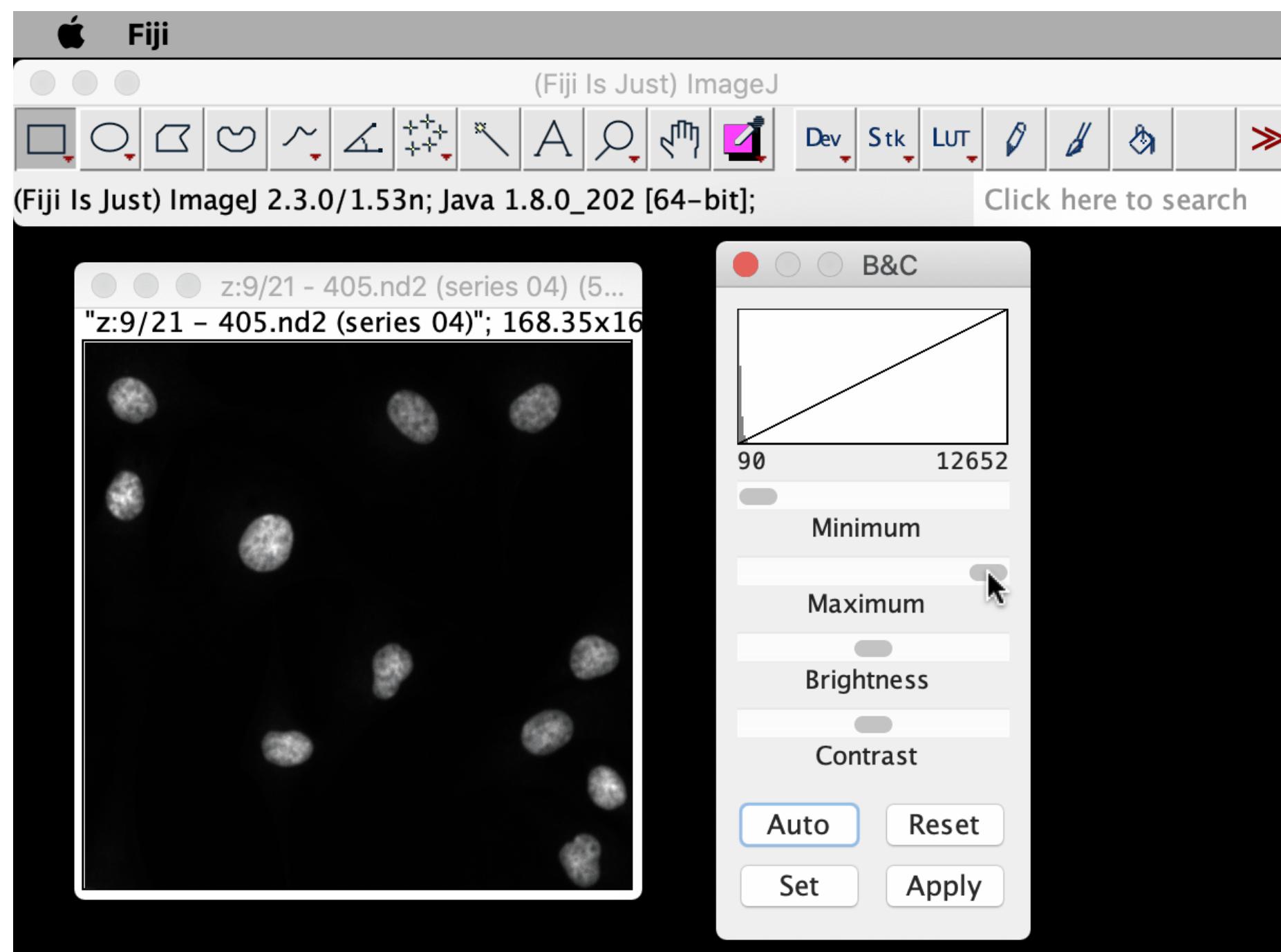




# Display a file: Brightness & Contrast

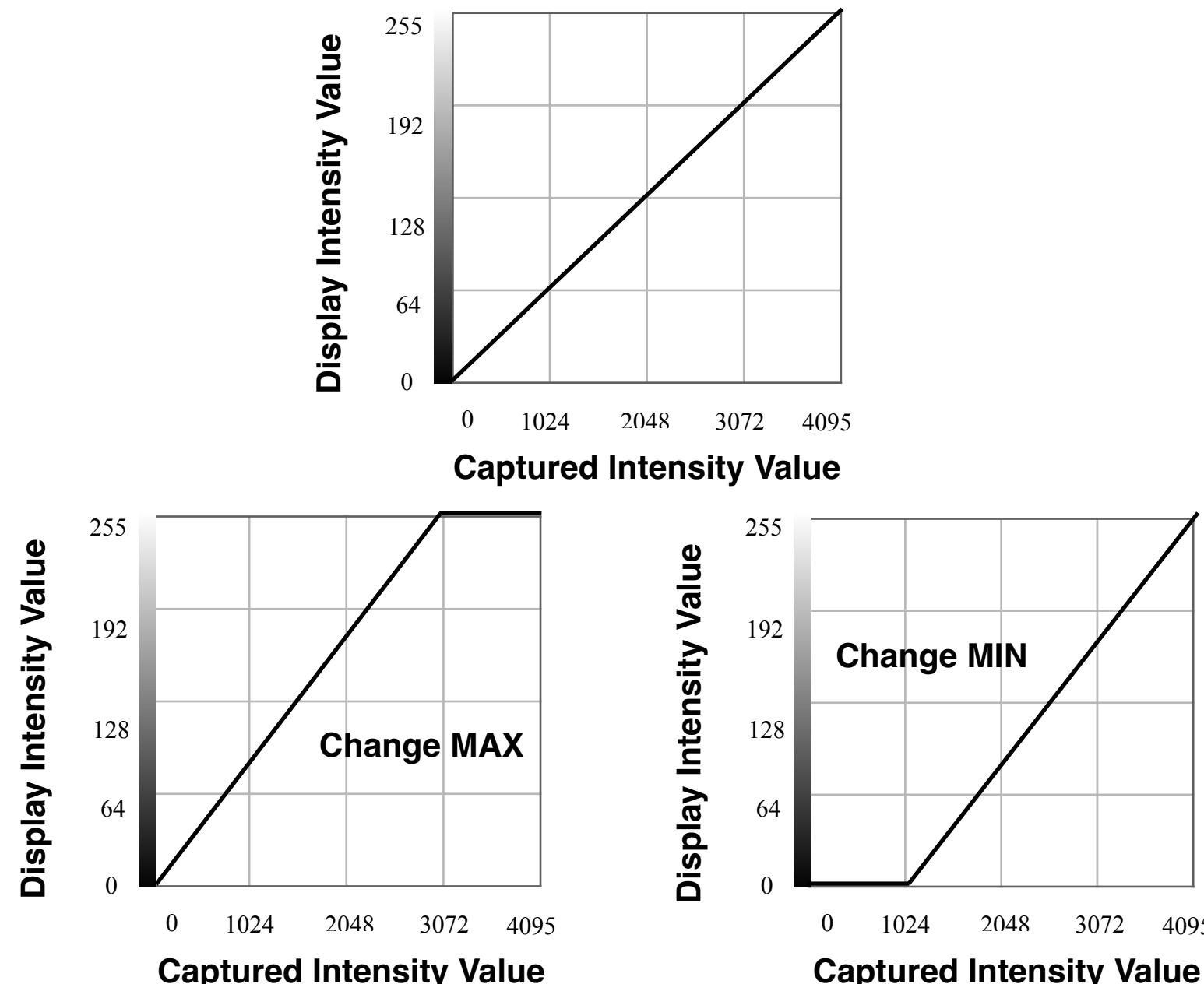
**Image > Adjust > Brightness/Contrast**

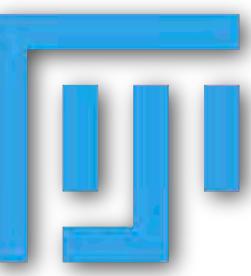
*Interactively change the displayed brightness and contrast of the active image.*



**(cmd) + shift + c**

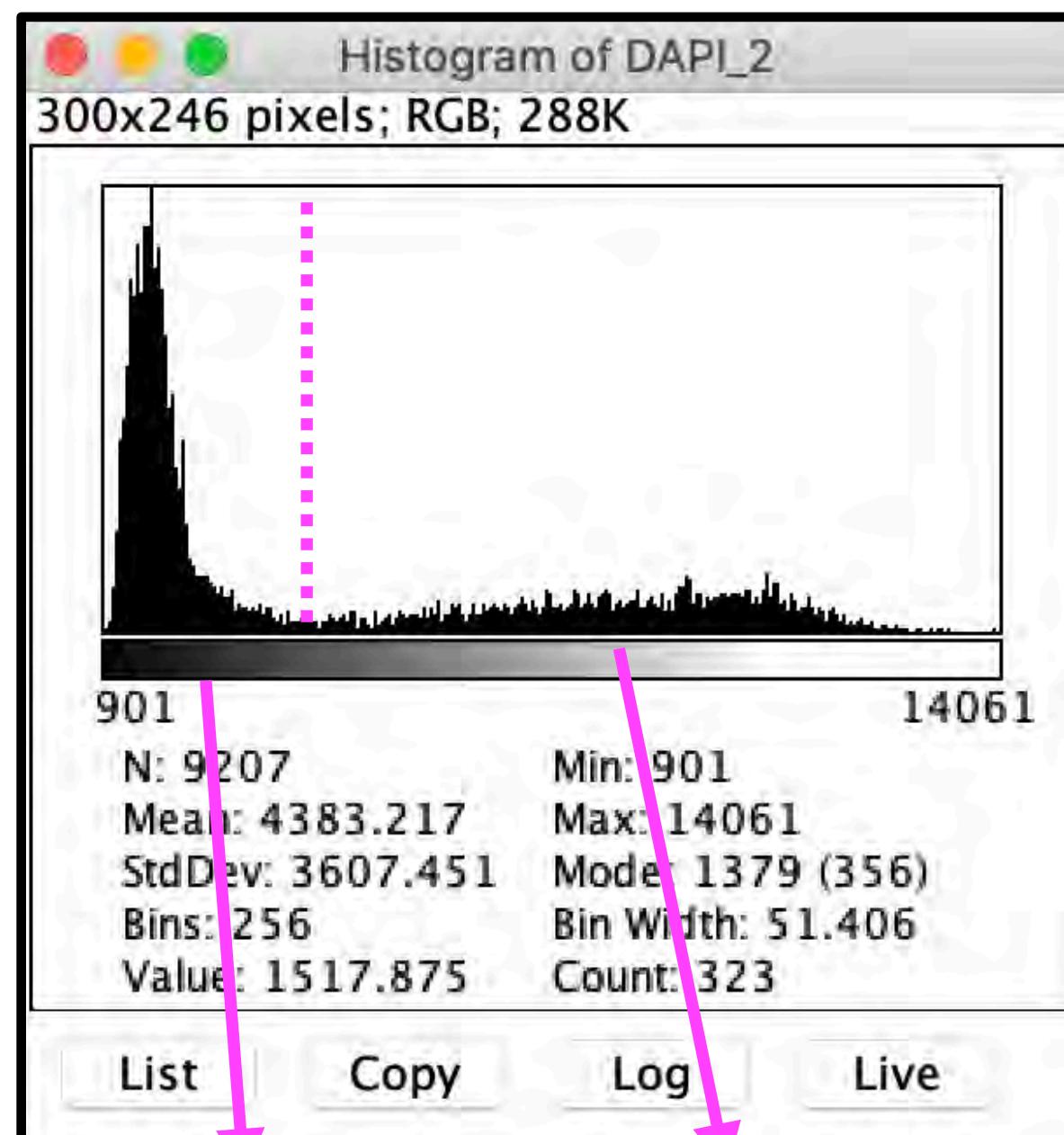
\*You are **NOT changing the pixels values, you are just changing how the image is displayed (unless you click on the "Apply" button).**





# Histogram

Analyze > Histogram

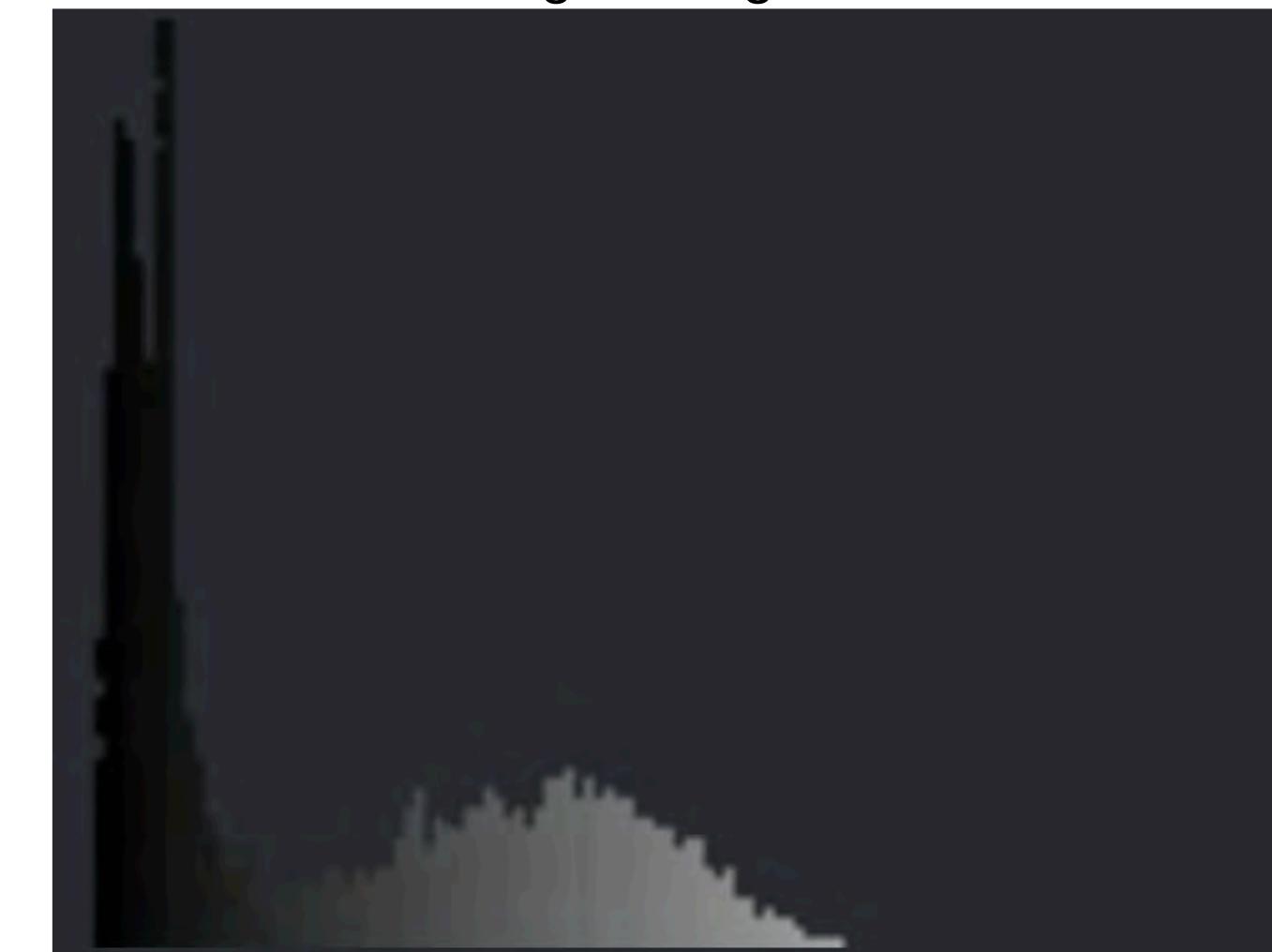


background

foreground

h

jaehyuk-lee: <https://jaehyuk-lee.com/animated-image-histogram/>



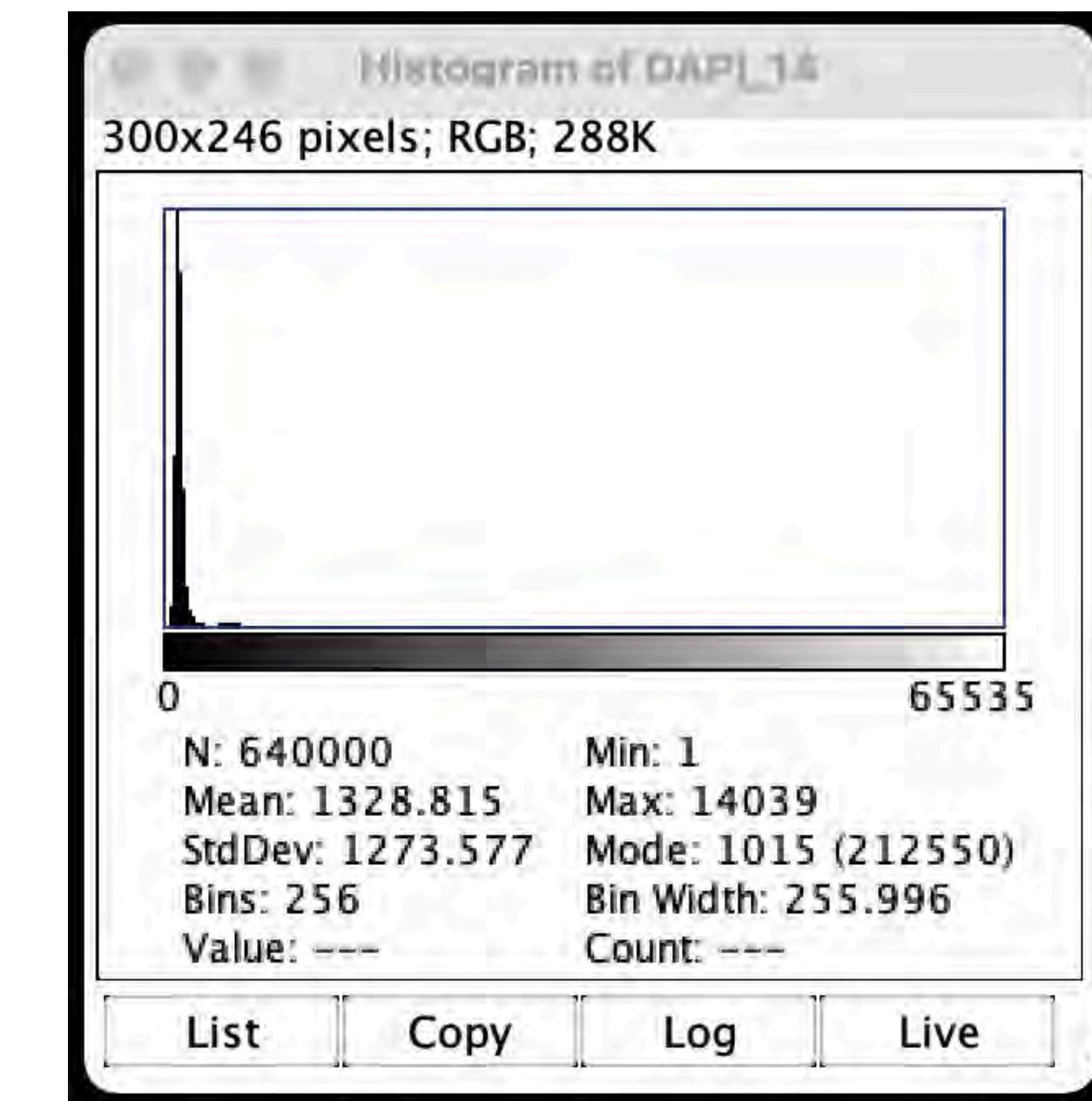
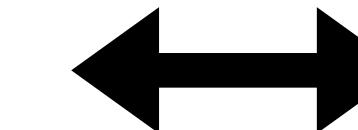
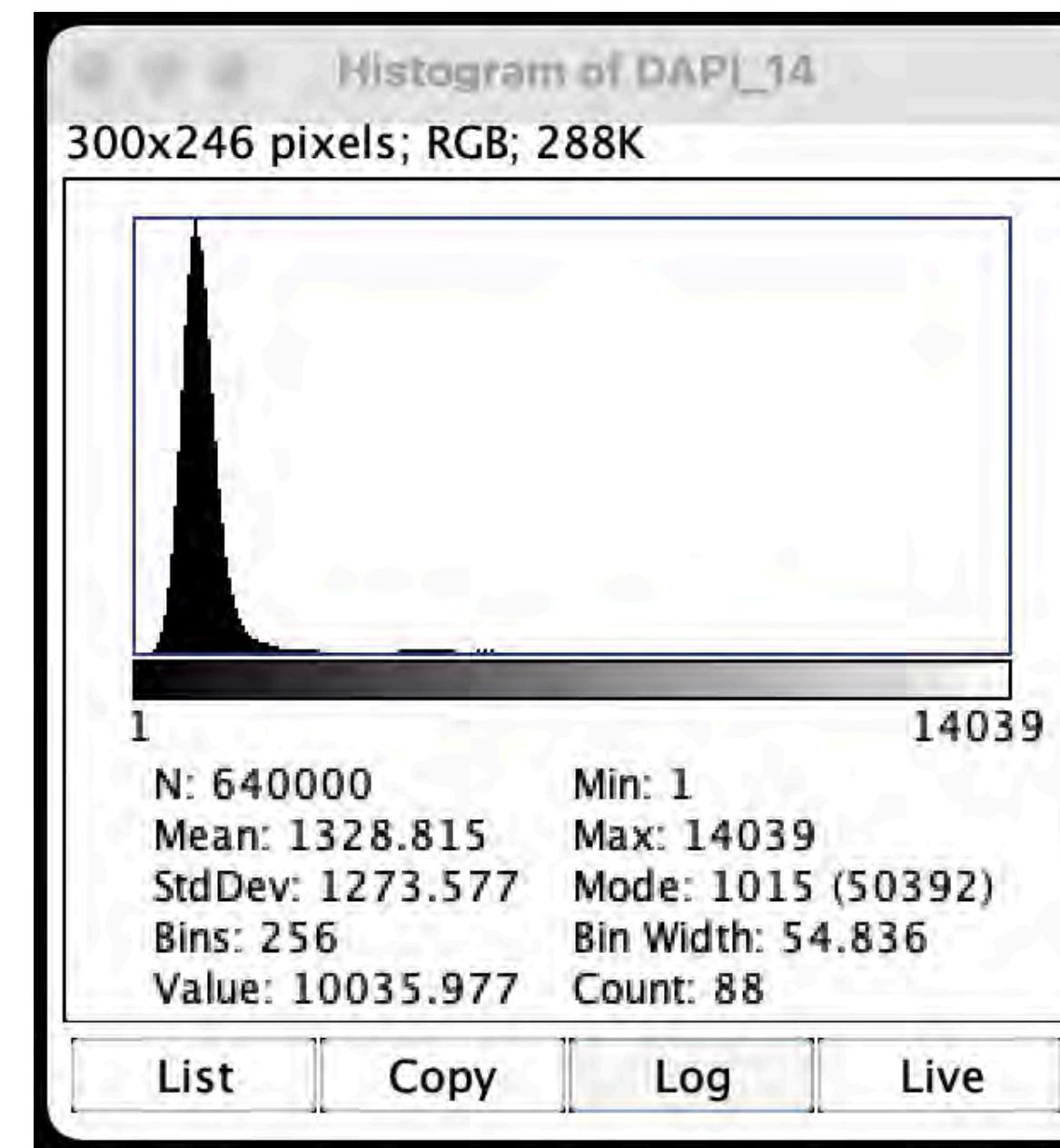
Pixel Values



# Histogram

Analyze > Histogram

h

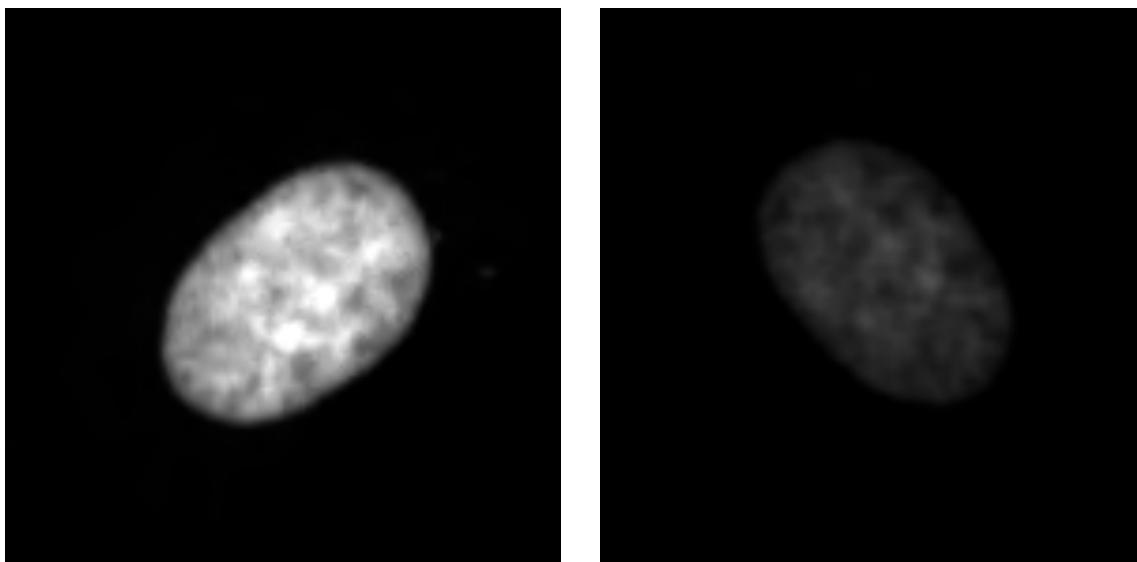


Fiji auto-adjust the range (default option)

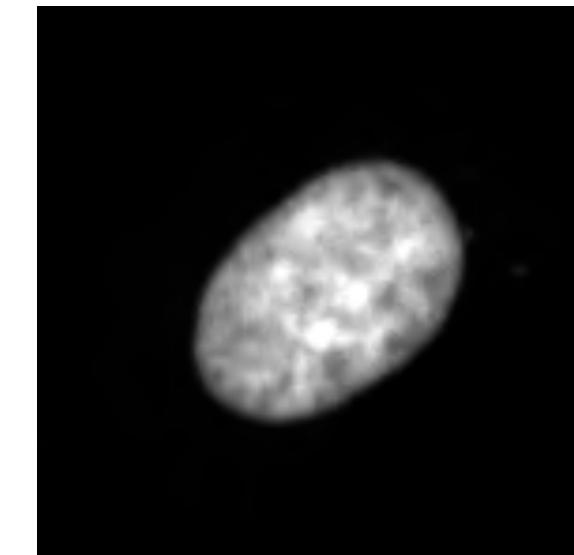
Bit depth

# Display a file: Brightness & Contrast

Which image has more fluorescence?



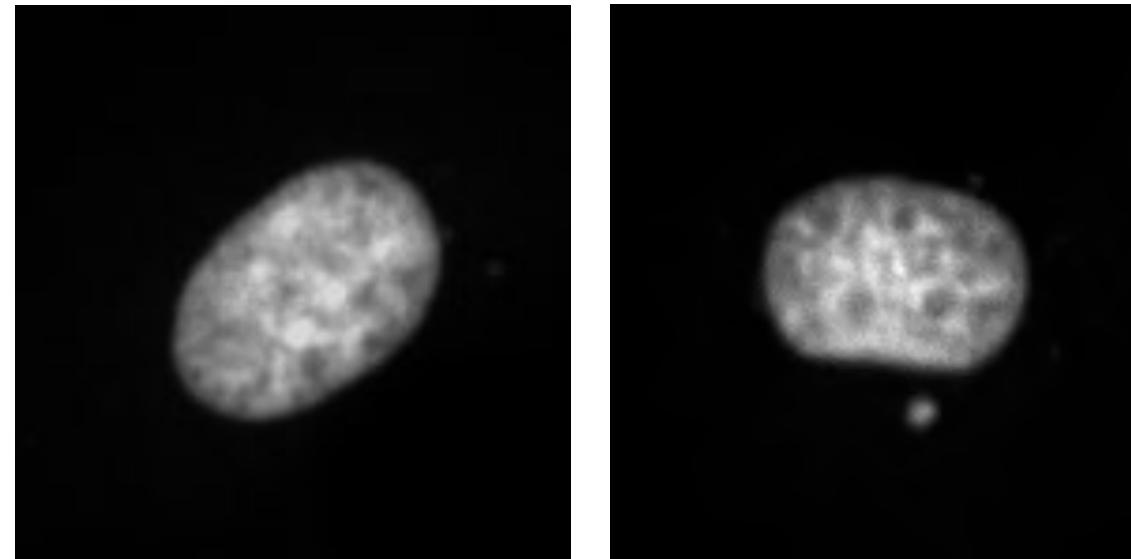
Mean:	<b>4803</b>	<b>4803</b>
Display range:	188- <b>16828</b>	188- <b>45514</b>



Mean:	<b>4803</b>	<b>4803</b>
Display range:	188- <b>16828</b>	188- <b>16828</b>

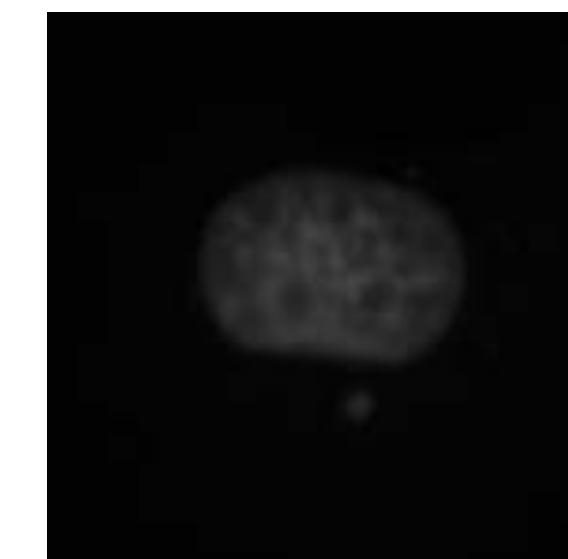
# Display a file: Brightness & Contrast

Which image has more fluorescence?



Mean:	<b>4803</b>	<b>2074</b>
Display range:	188- <b>19540</b>	112- <b>7768</b>

Do NOT trust your eyes,  
rely on numbers!

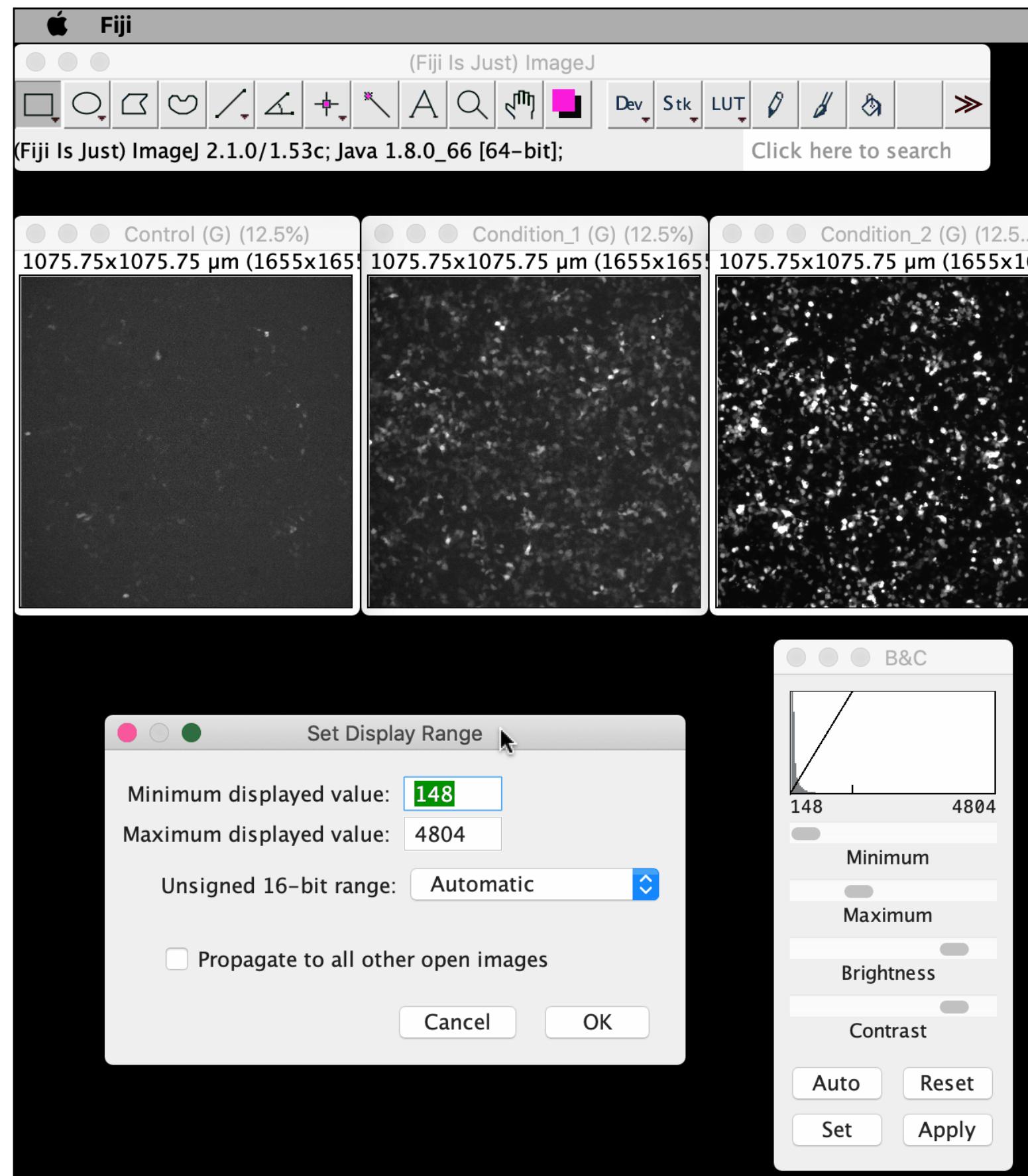


Mean:	<b>4803</b>	<b>2074</b>
Display range:	188- <b>19540</b>	188- <b>19540</b>



# Display a file: Brightness & Contrast

**“Set” button - visually compare images**



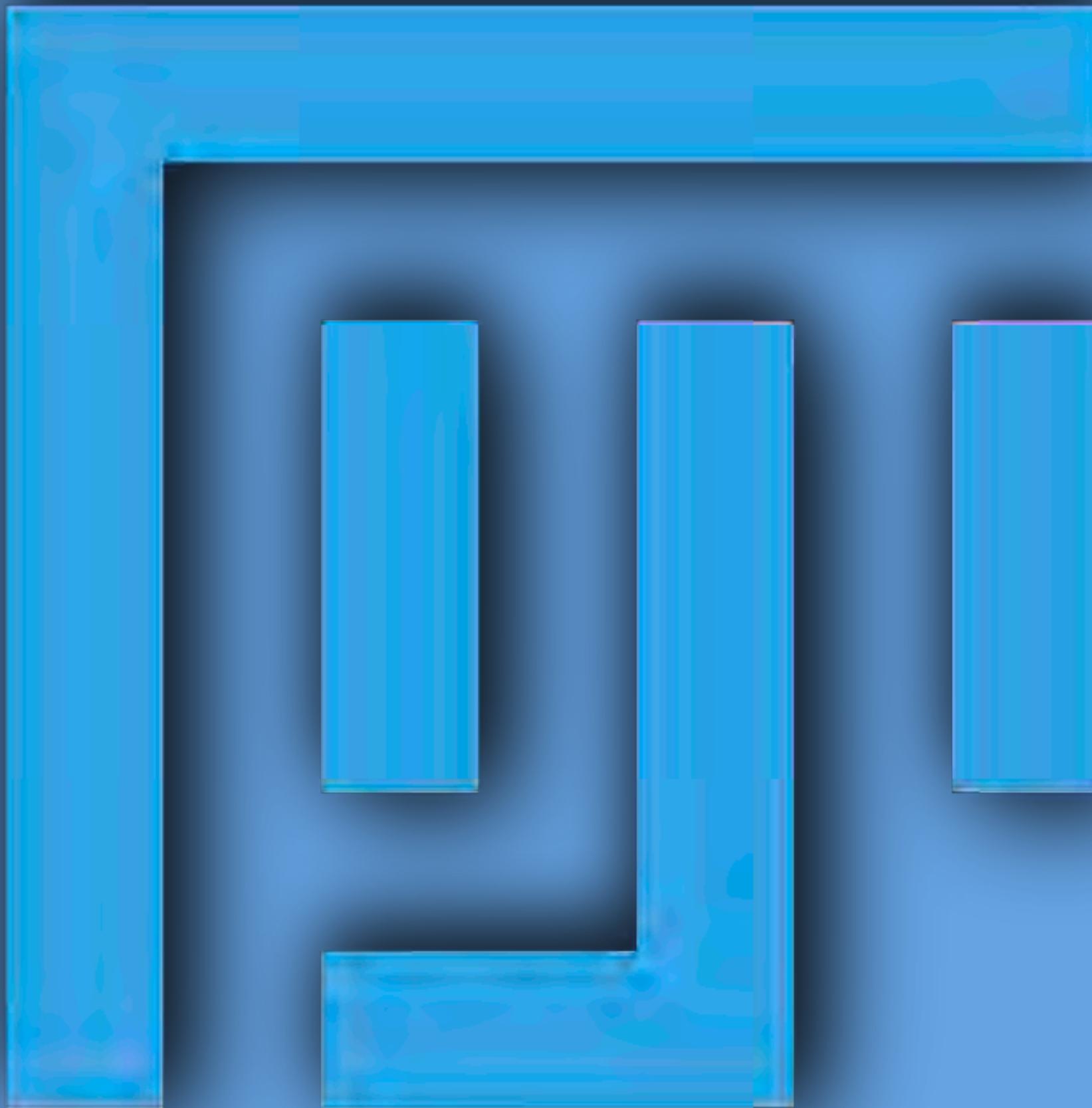
**Use the same acquisition parameters  
(per channel) if you want to compare images!!!  
(e.g. same exposure time, illumination intensity,...)**

Example	Exposure time Condition1	Exposure time Condition2
Channel 1	100 ms	100 ms
Channel 2	200 ms	200 ms

**For a meaningful comparison, you have to  
extract numbers from your images (analysis).  
Use the images to support your results.**

**If you save the images as jpeg/png/tiff,  
they will maintain the display range you set.**

# Segmentation with pixel based classifier—exercises



**1.3 image inspection**

**1.4 adjust brightness/contrast of all open images**

# Images and Colors

## Lookup Tables (LUTs)

**LUT = how the grey values are displayed**

**LUTs do not change the pixel values**

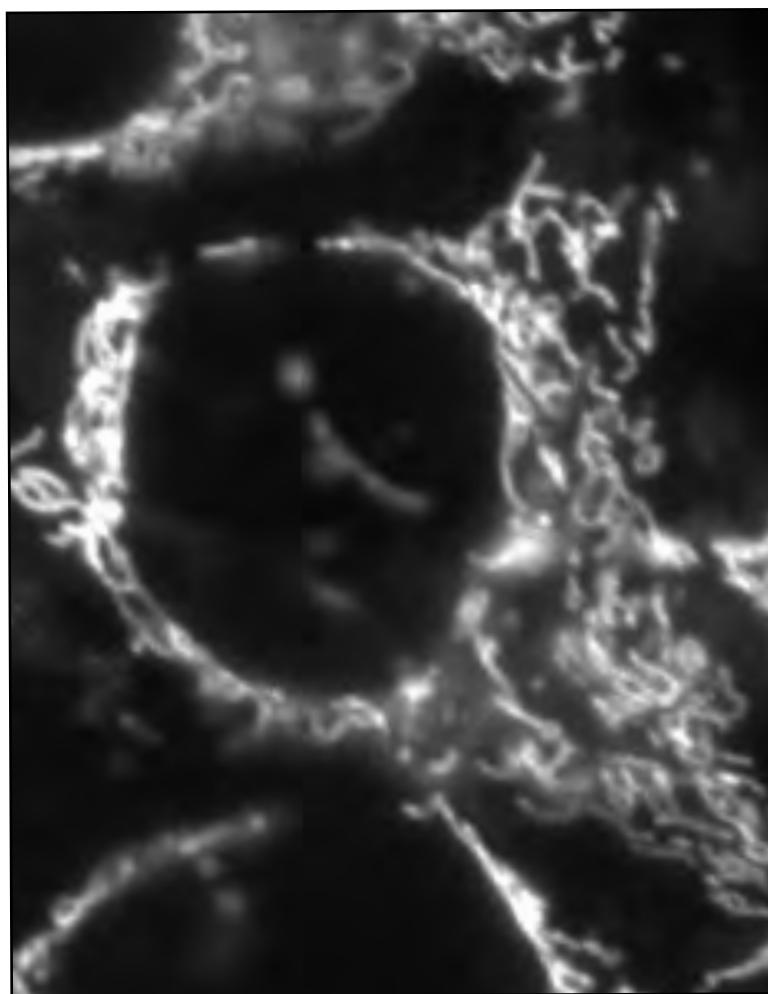


Image (8 bit)	Displayed color
0	
1	
...	
100	
...	
255	

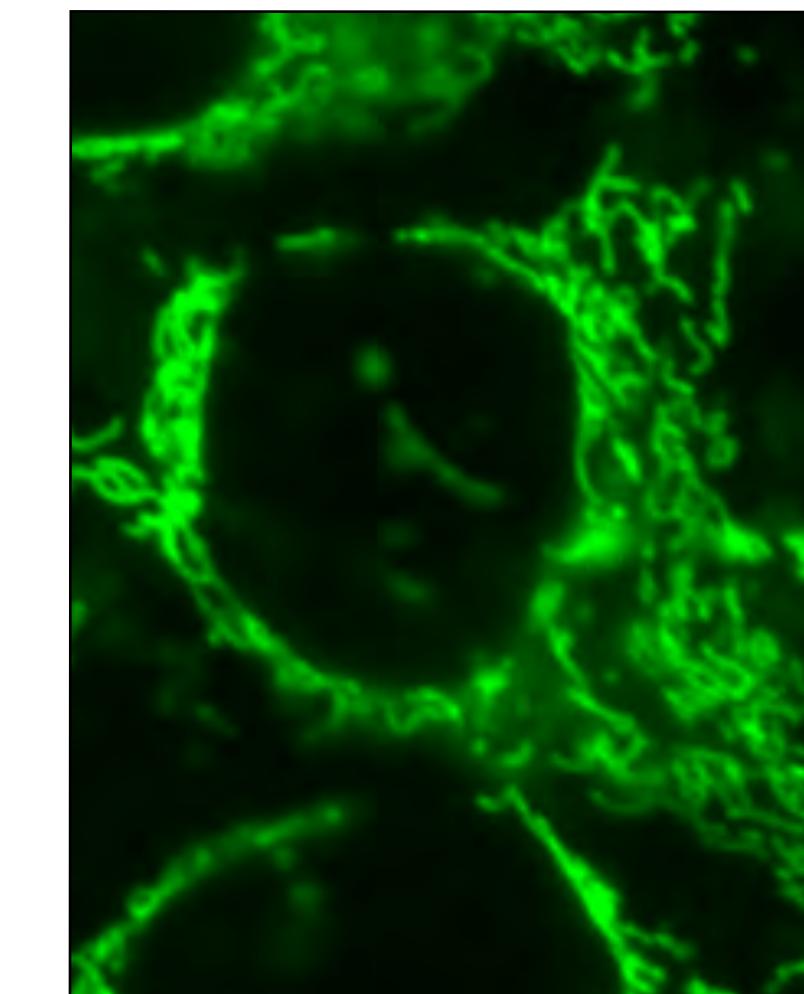
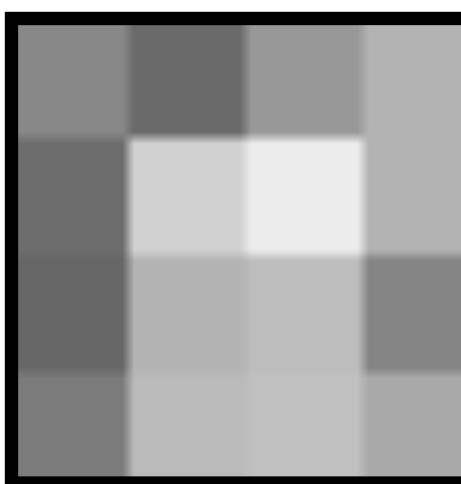
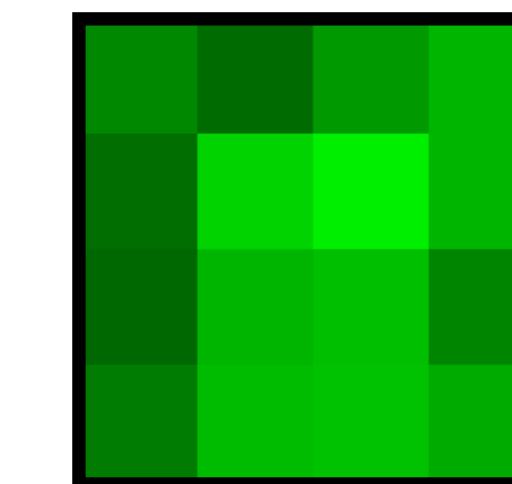


Image (8 bit)	Displayed color
0	
1	
...	
100	
...	
255	



=

136	106	152	179
109	209	236	179
103	179	189	132
123	186	192	169



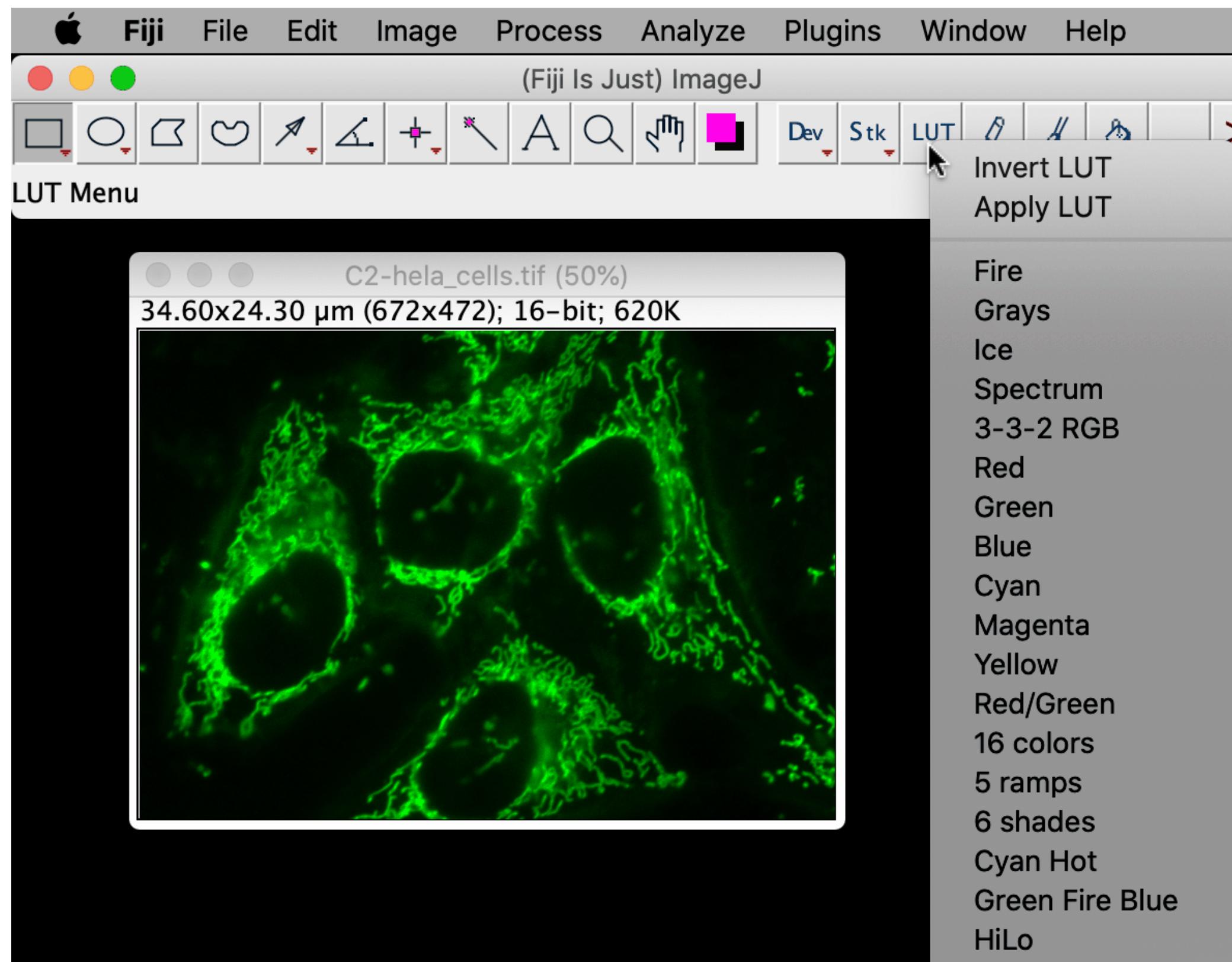
=

136	106	152	179
109	209	236	179
103	179	189	132
123	186	192	169



# Images and Colors

## Lookup Tables (LUTs)



**Image > Lookup Tables**

or

**“LUT” menu in Startup Tools Bar**



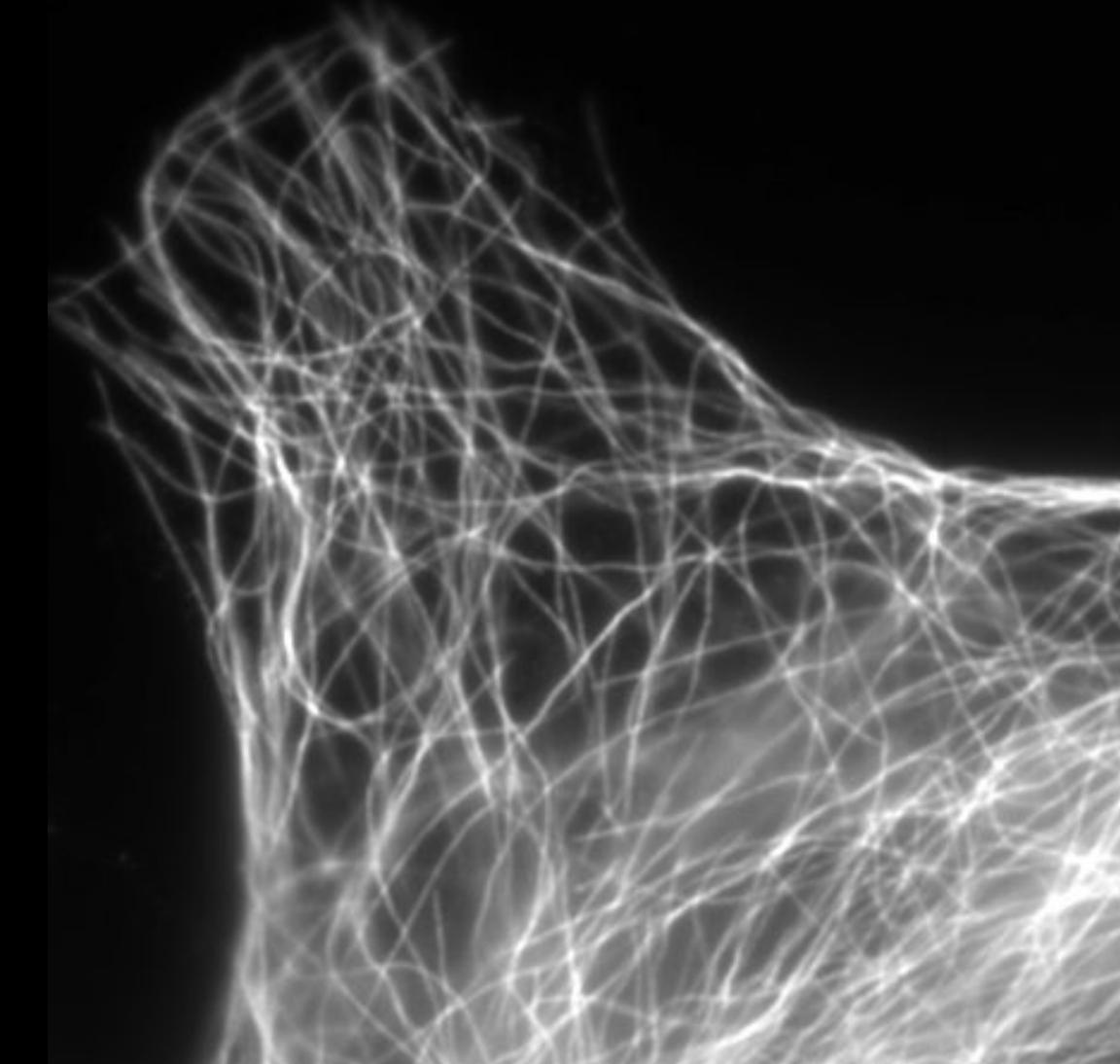
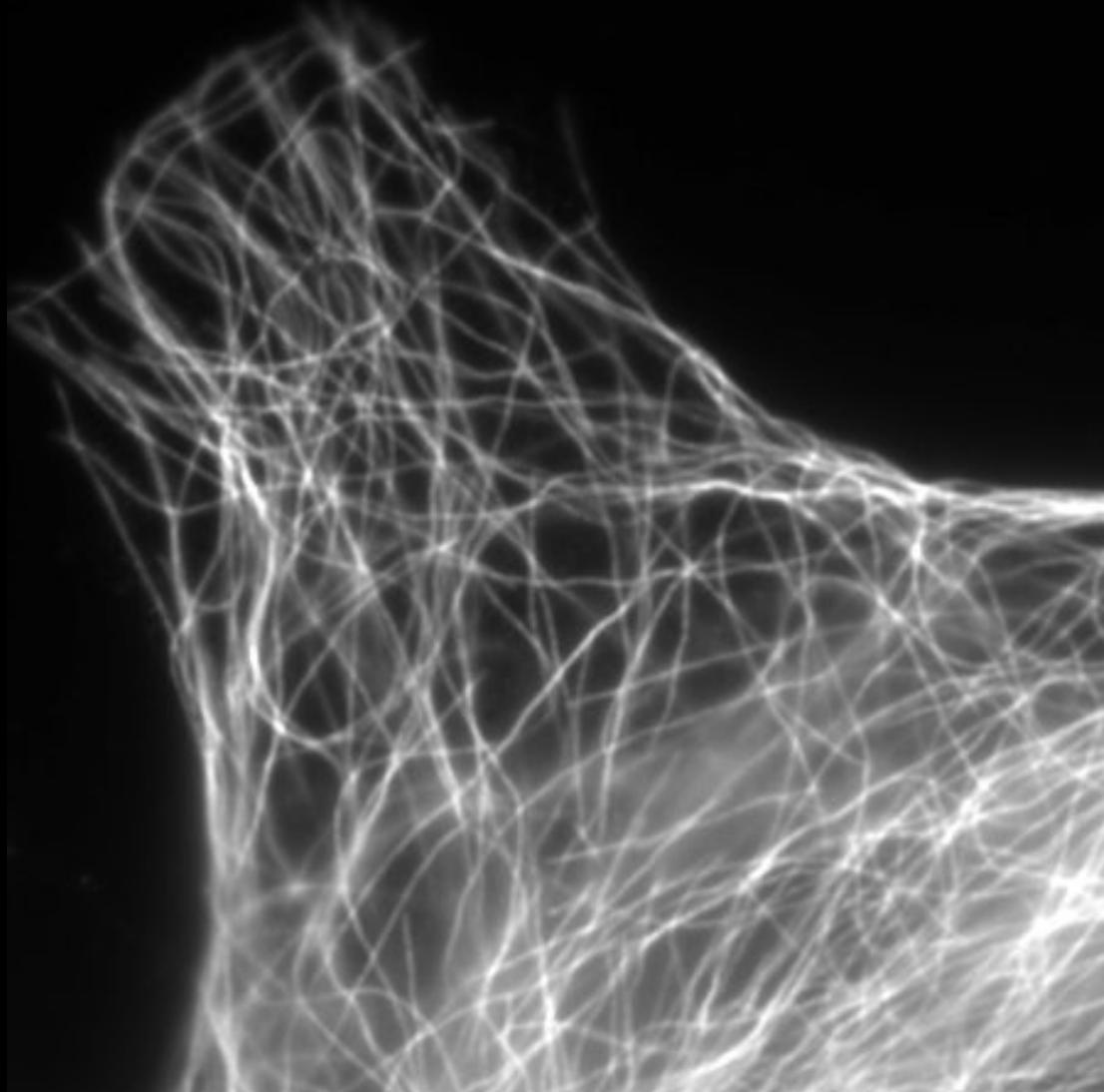
Examples of LUTs

\*Image > Color > Display LUTs - to display default LUTs available

# Images and Colors in Fiji

*Choose the right LUT*

Which is brighter?



The human eye evaluates intensity best in grayscale

If you are imaging for example a blue fluorophore, you  
are NOT FORCED to display it in blue!

# Images and Colors in Fiji

*Choose the right LUT*

Color blind people don't distinguish some colors

POINTS OF VIEW

**Color blindness**

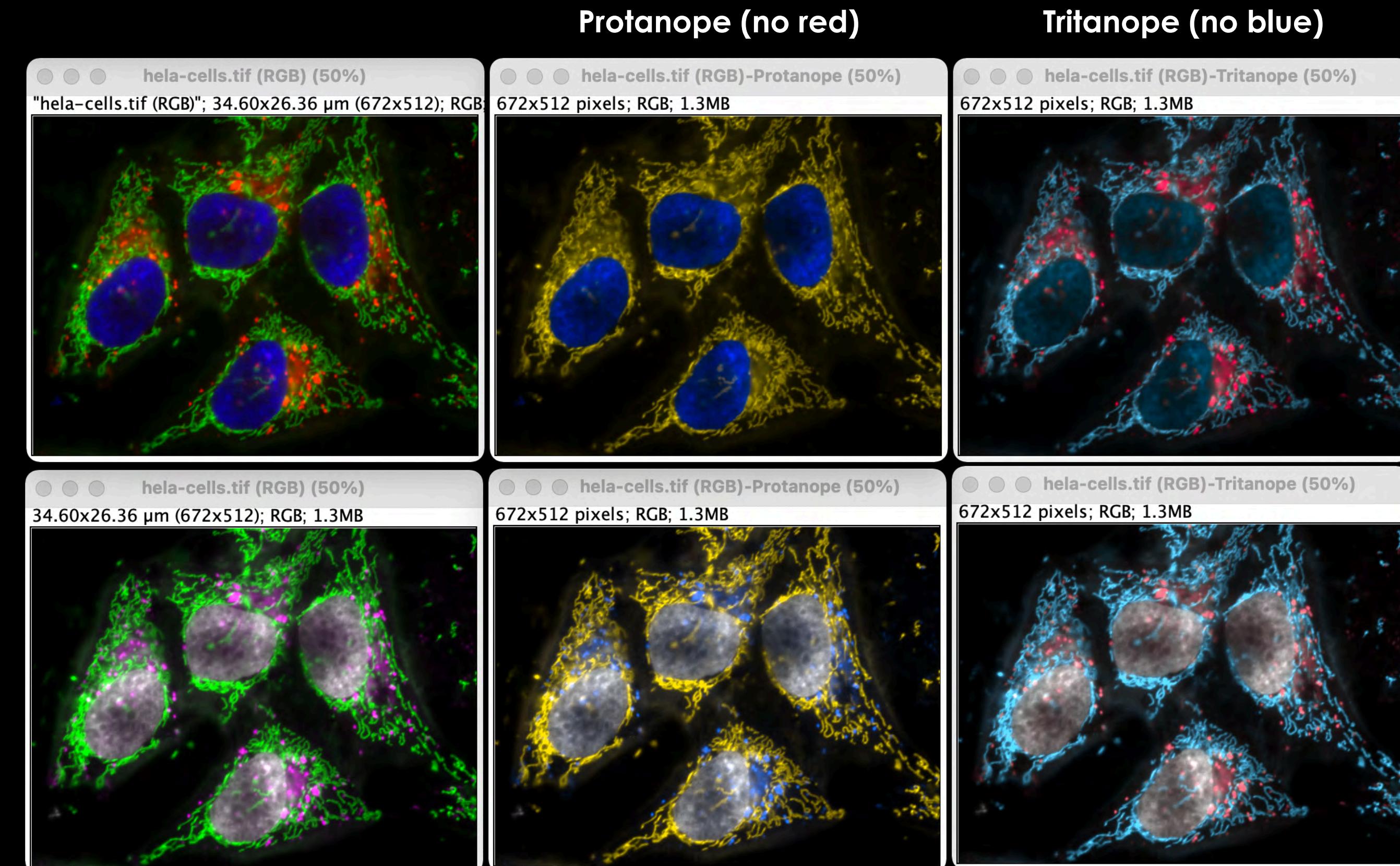
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"If a submitted manuscript happens to go to three male reviewers of Northern European descent, the chance that at least one will be color blind is 22 percent"

# Images and Colors in Fiji

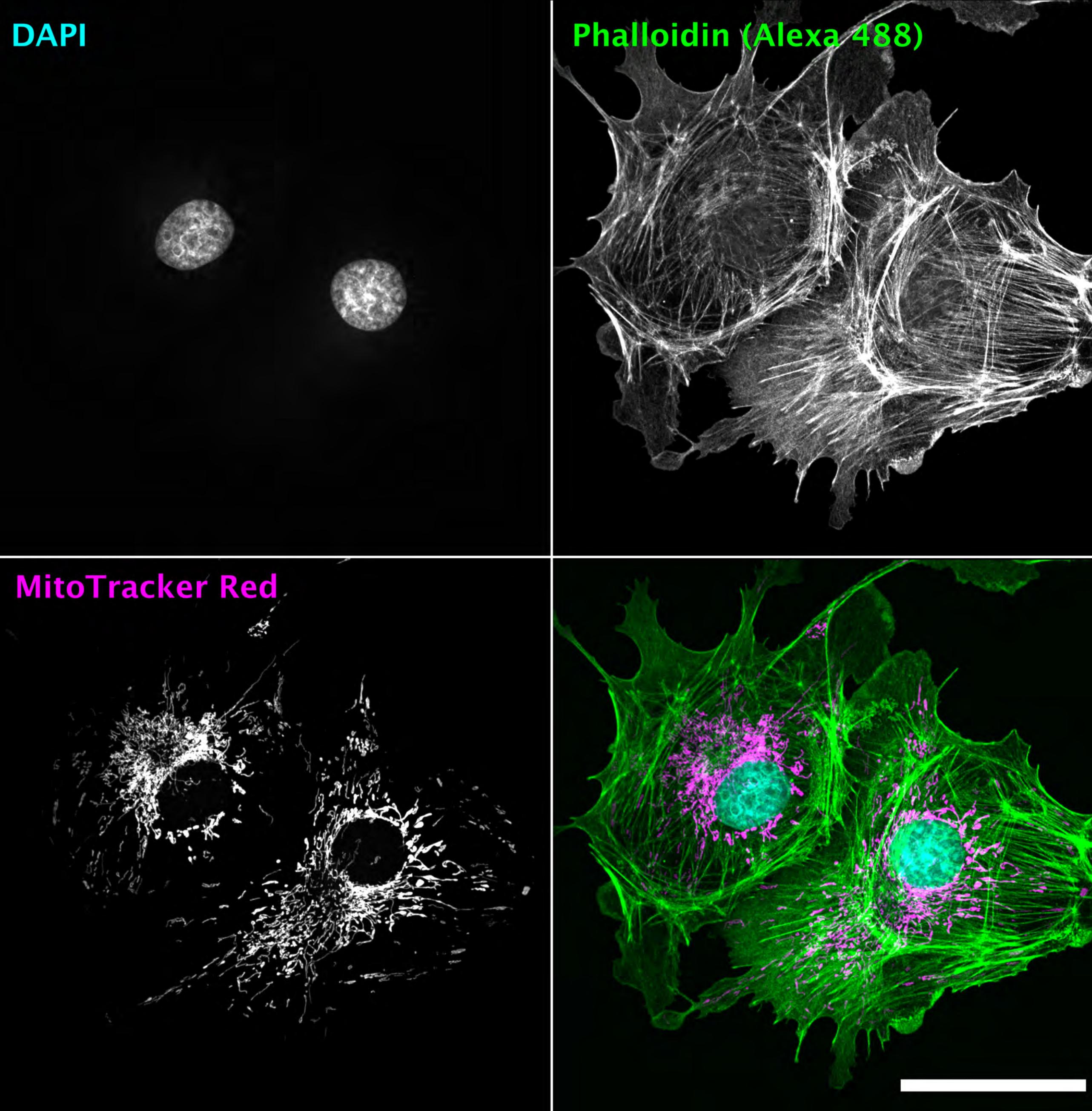
*Choose the right LUT*

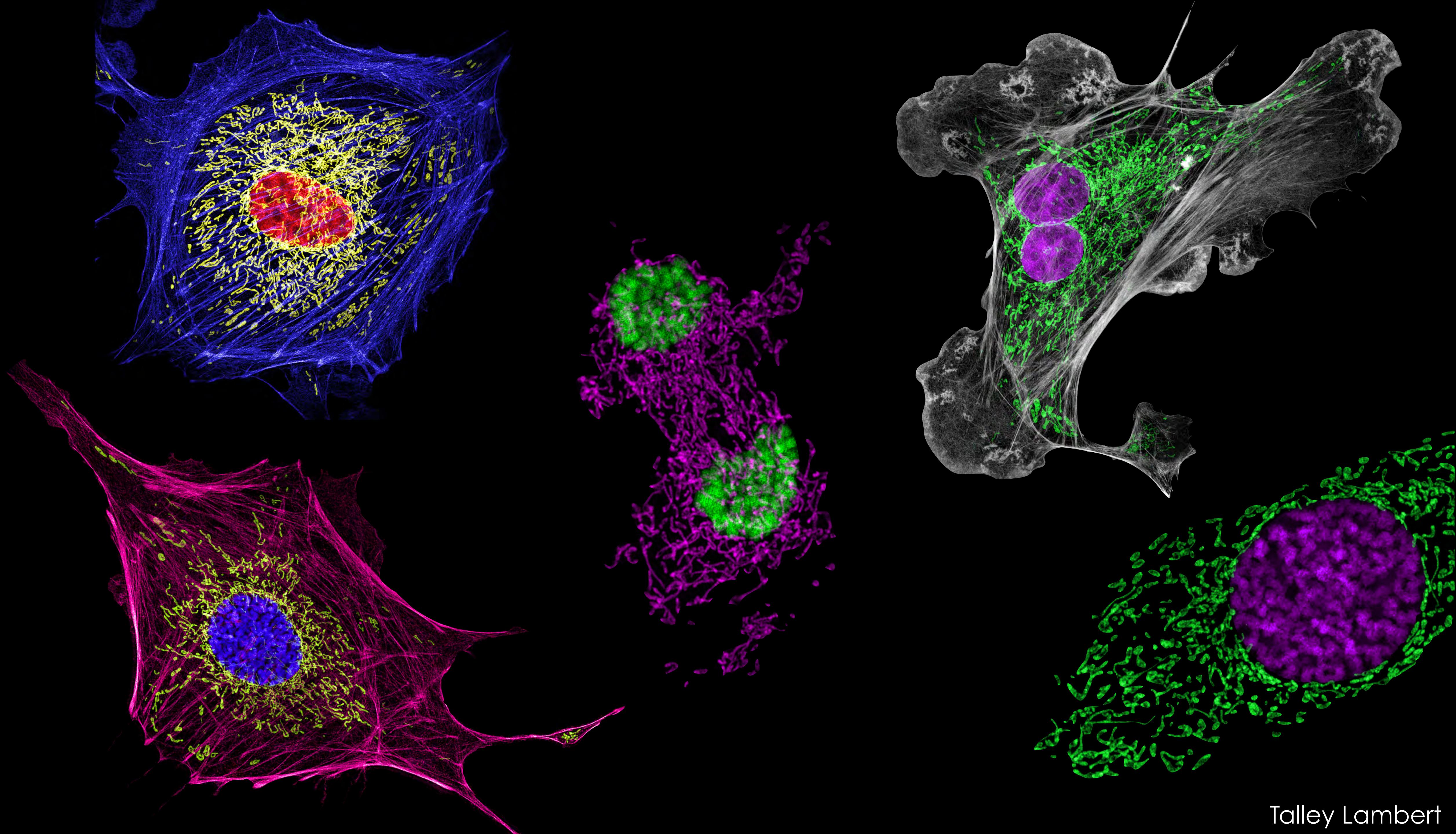
Color blind people don't distinguish some colors



**Image > Color > Dichromacy or Image > Color > Simulate Color Blindness**



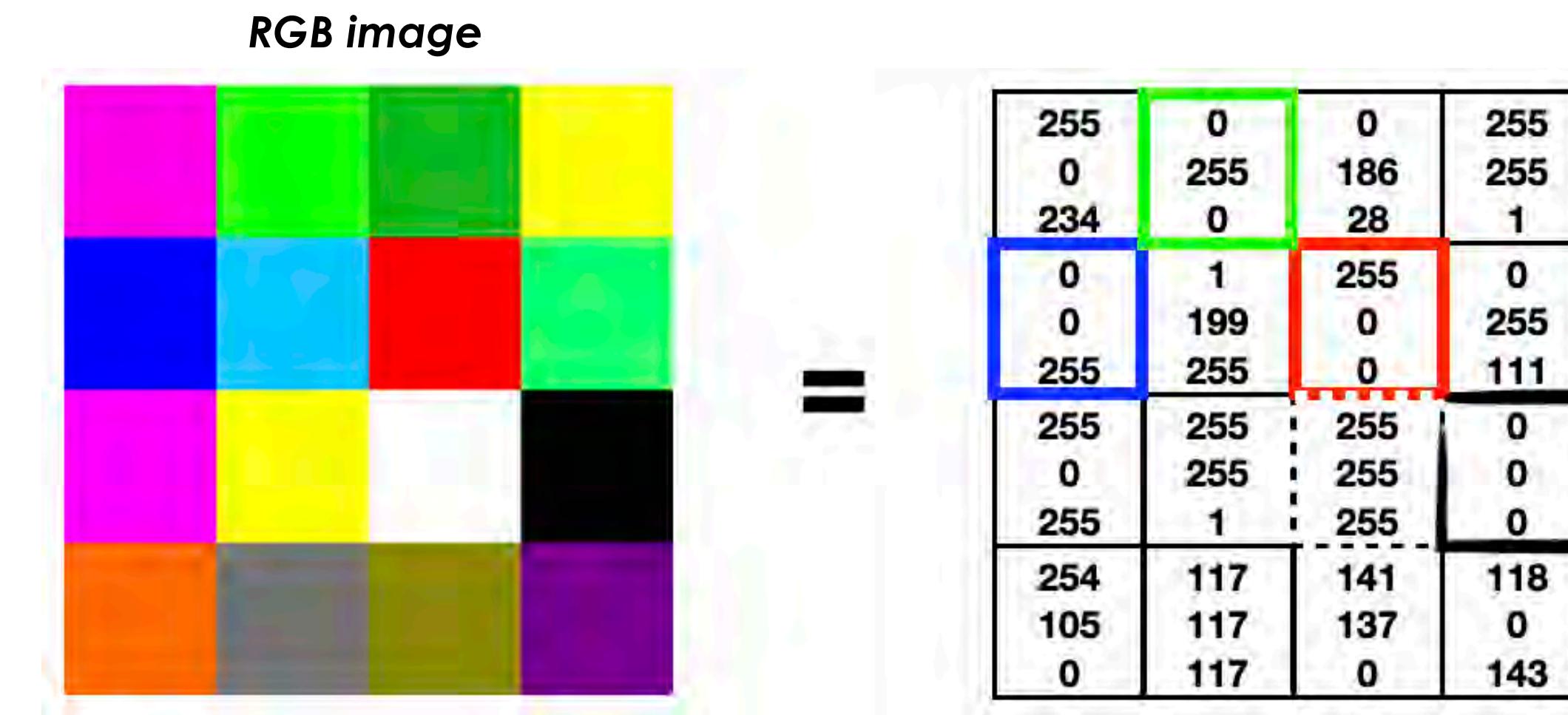




Talley Lambert

# RGB Images (still matrix of numbers)

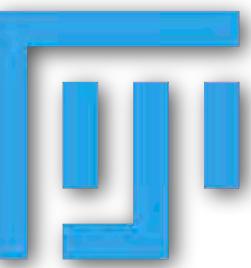
LUTs **cannot** be applied to RGB Images



**RGB Color** image (e.g. jpeg, png) = **R**ed + **G**reen + **B**lue

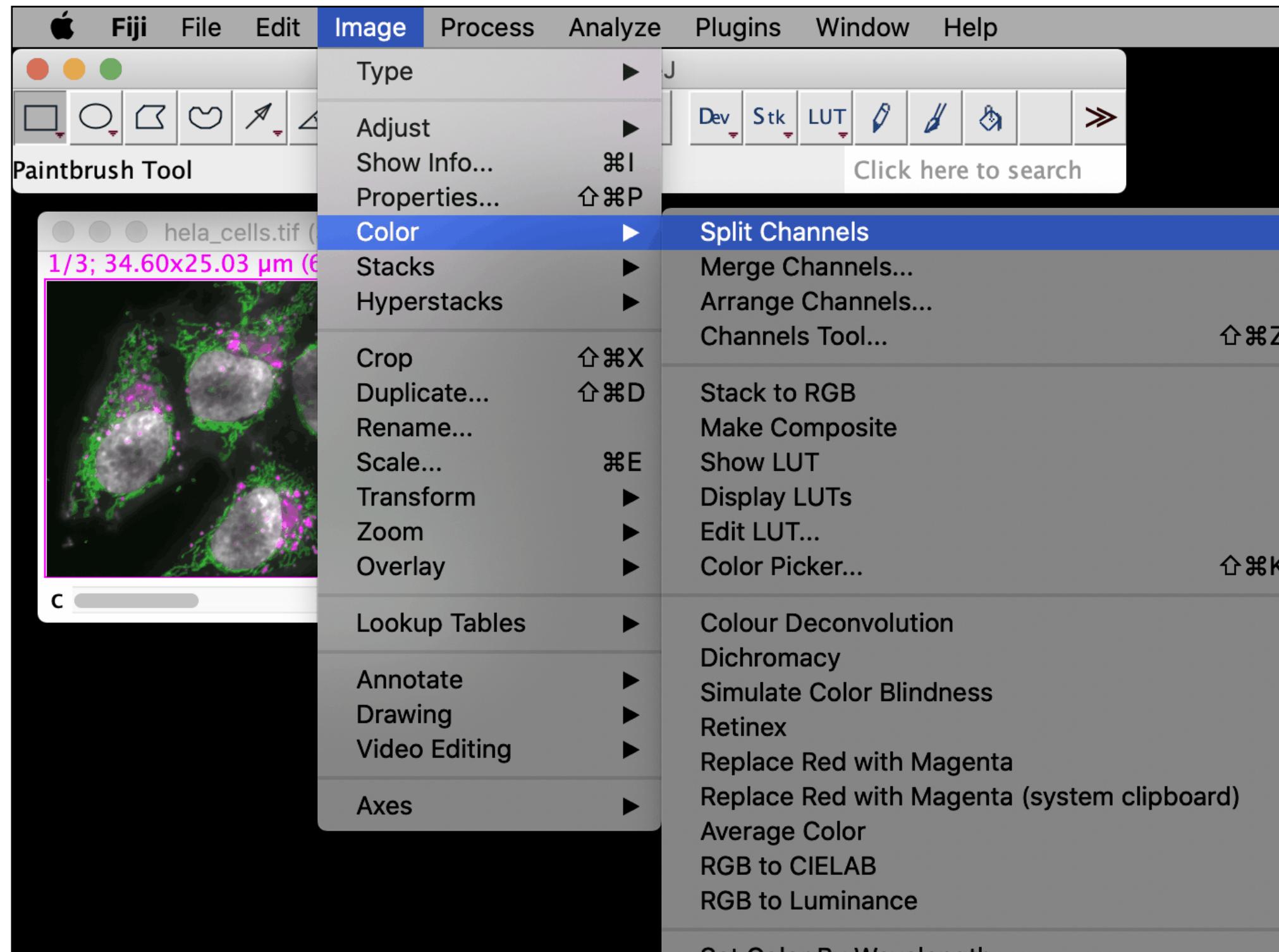
**RGB Color** image = **8 bit Red, 8 bit Green, 8 bit Blue** = **R (0-255), G (0-255), B (0-255)**

**Image > Type > RGB Color    or    Save As...png, jpeg**



# Images and Colors in Fiji

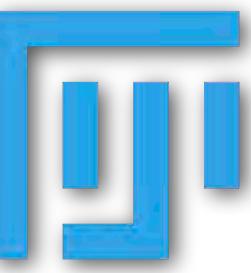
## The Color menu



**Image > Color > Split Channels**

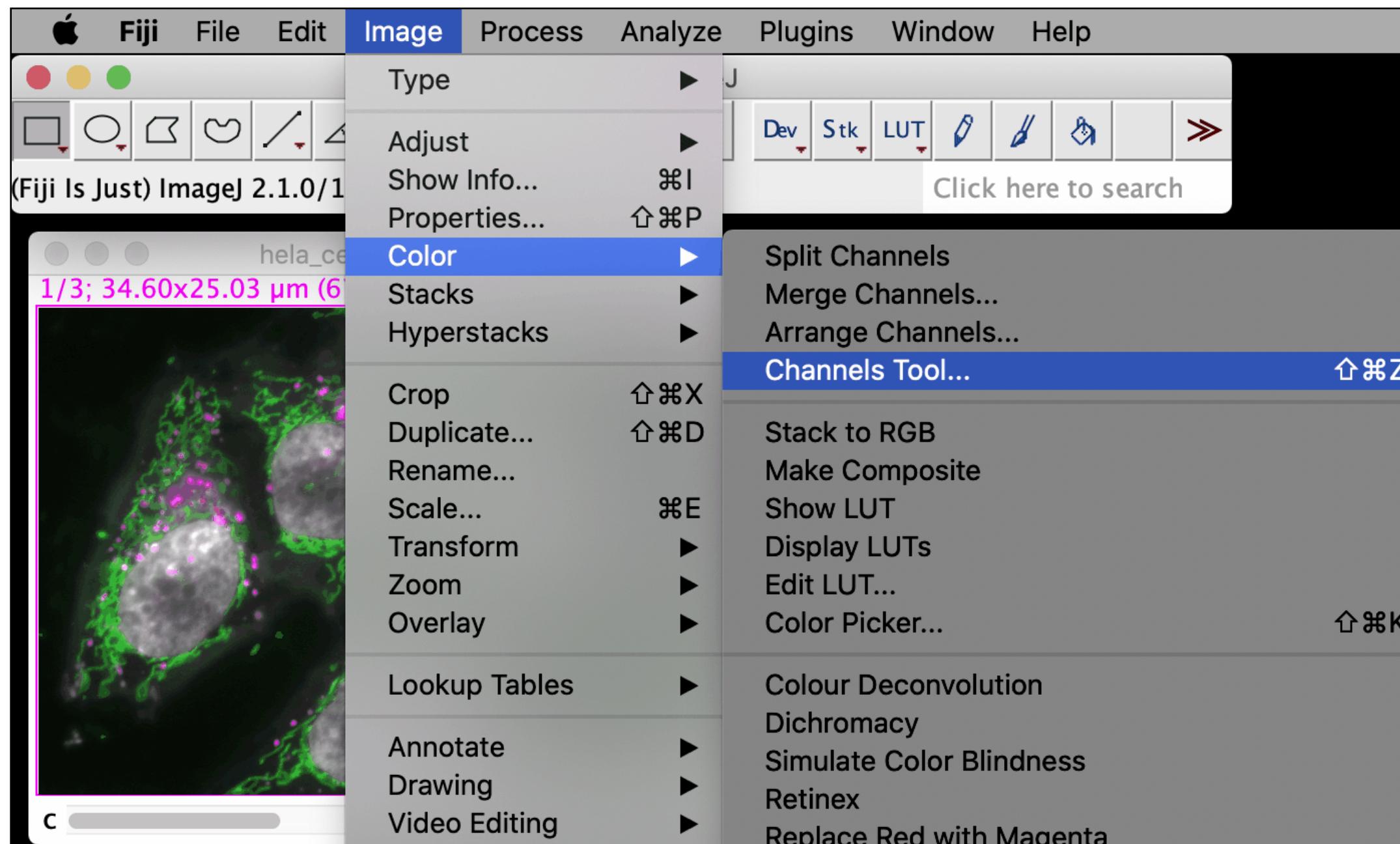
**Image > Color > Merge Channels**

**Split or Merge the channels of the active image**



# Images and Colors in Fiji

## The Color menu



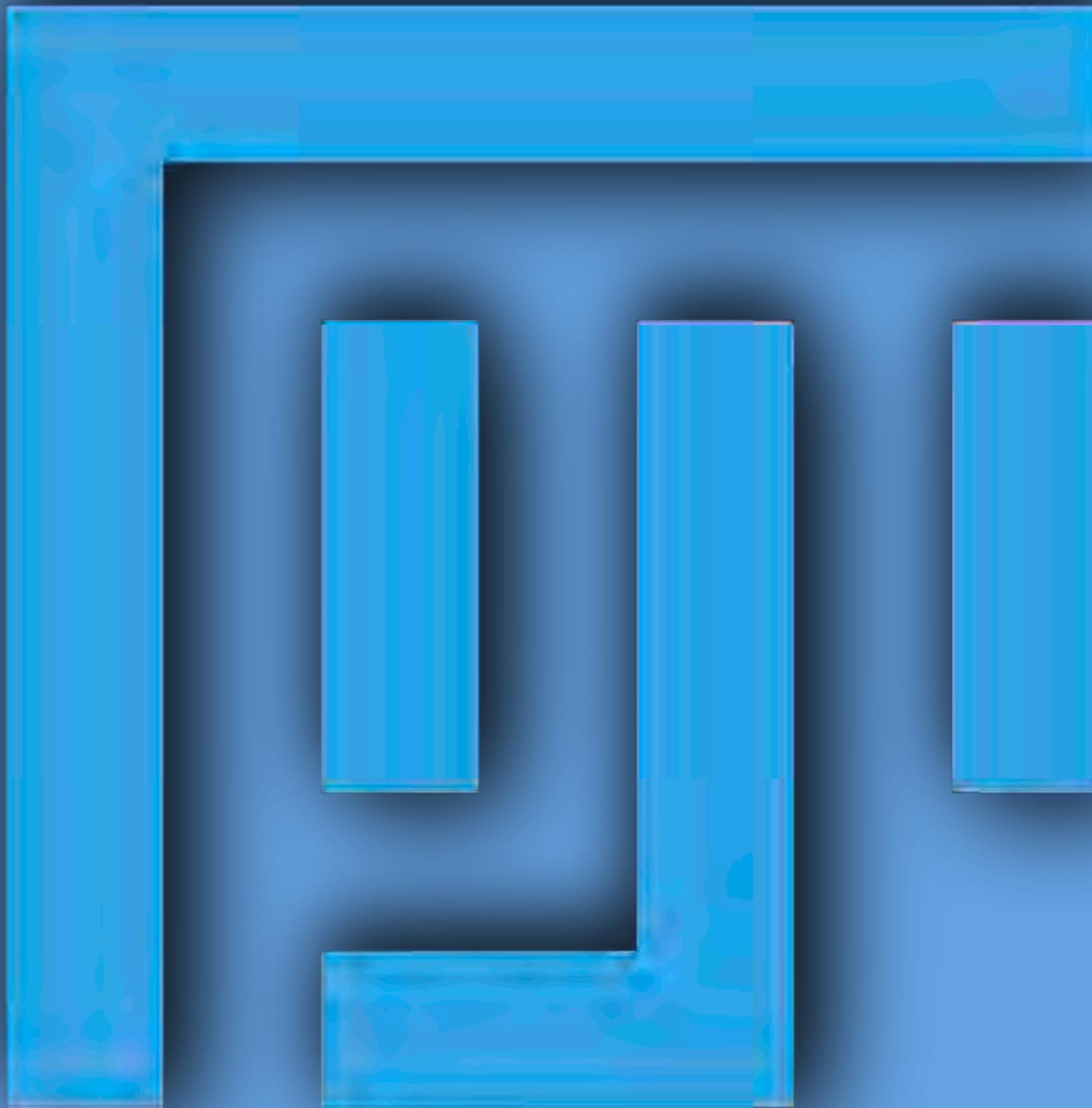
**Image > Color > Channels tools**

**(cmd) + shift + z**

*Interactive visualization/handling of each image channel.*

*Choose how to display your multicolour image: “Color” mode (single channel) vs “Composite” mode (overlay)*

# Segmentation with pixel based classifier—exercises



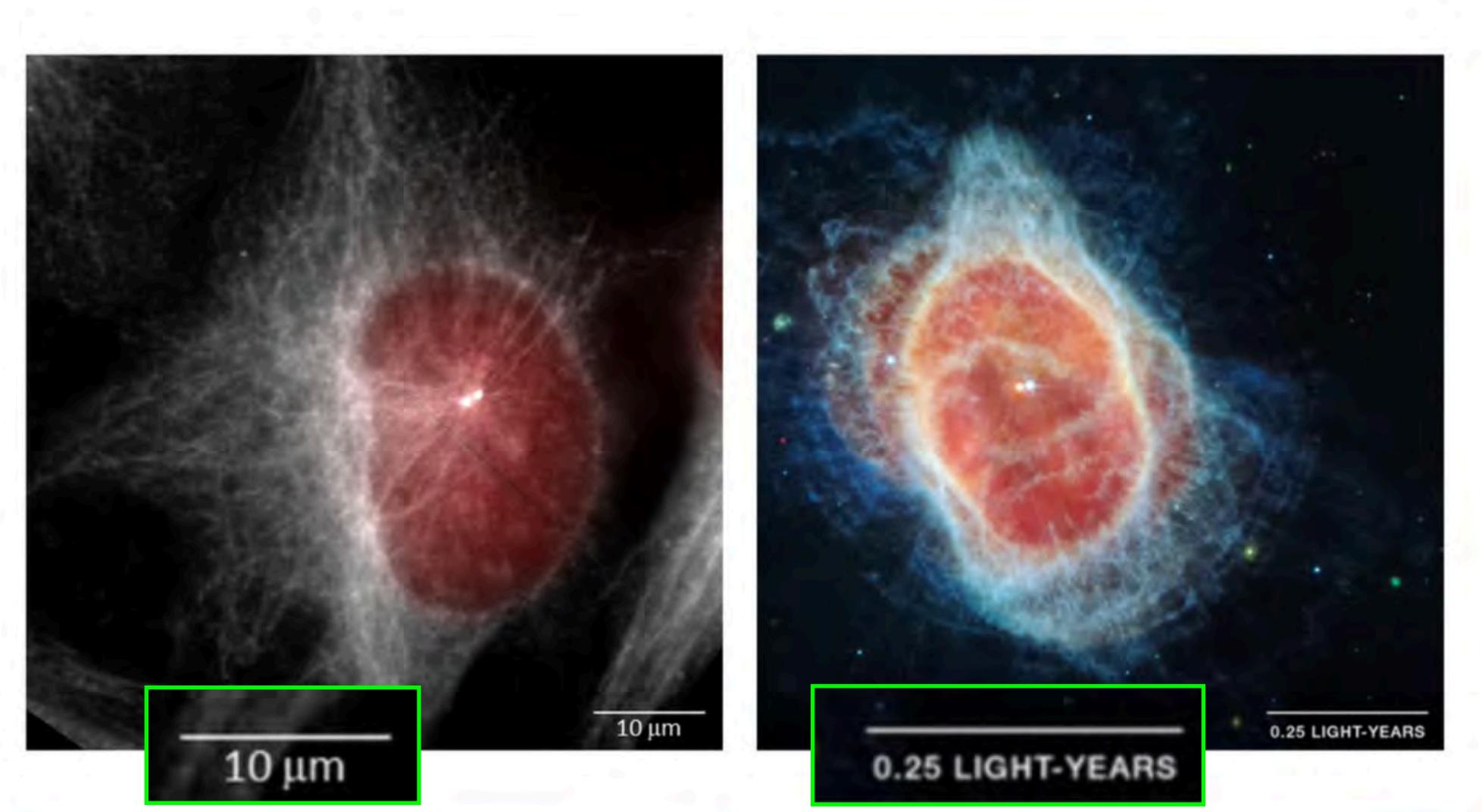
**2.2 composite images - splitting and merging**

# Pixel Size

# Scale Bar and Pixel Size

 Laurence Haren  
@HarenLaurence ...

never forget the scale bar! [@StearnsLab](#)  
when biology meets astronomy: cell vs nebula,  
centrosome vs dying star! [@EtienneKlein](#)



# Pixel Size and Scale Bar

If you want to make some physical measurements of your sample (length, size, ...),  
you need to know the **pixel size** of your **image**.

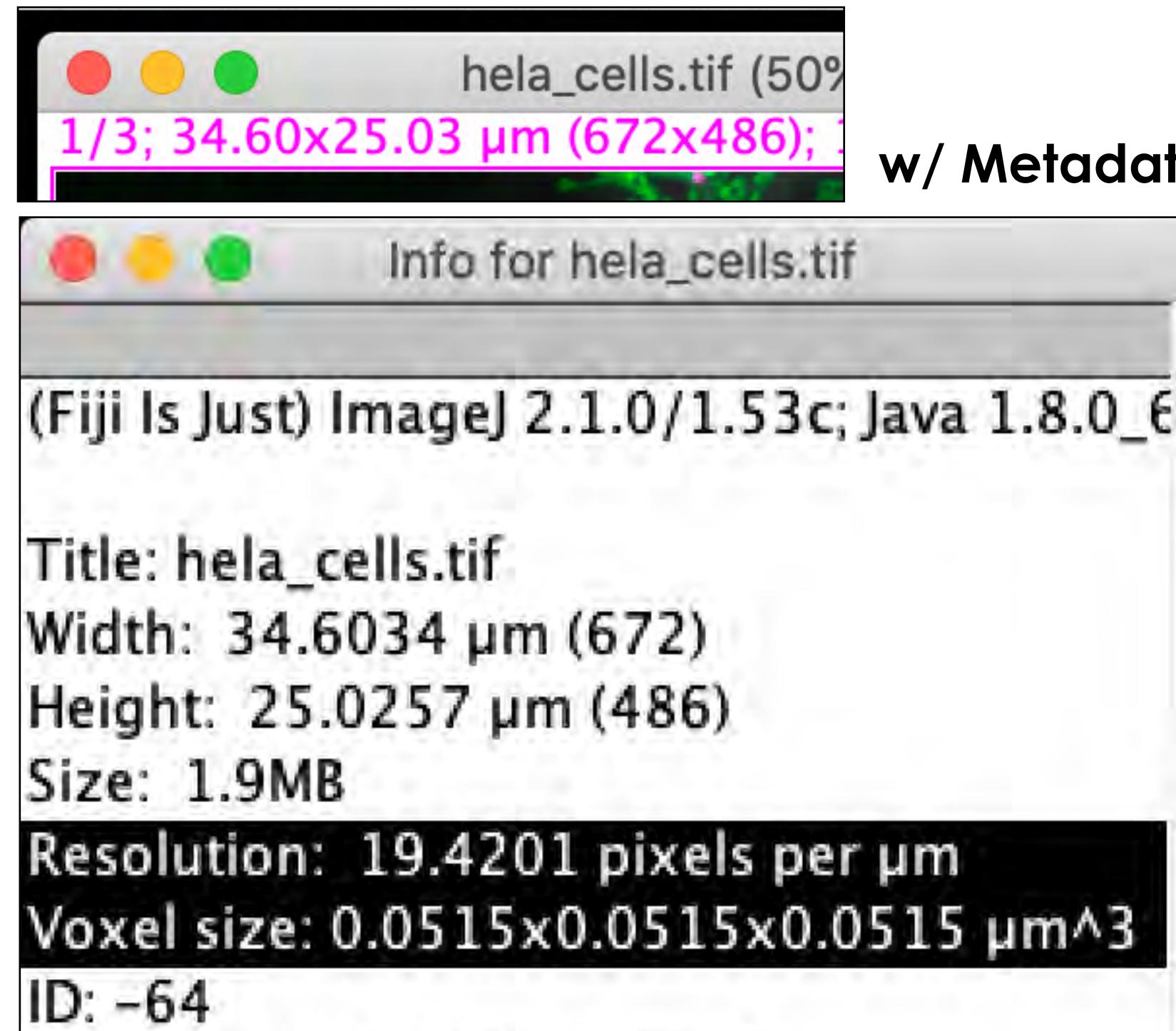


Image > Show Info...

(cmd) + i

Show the **Metadata stored with the file**.

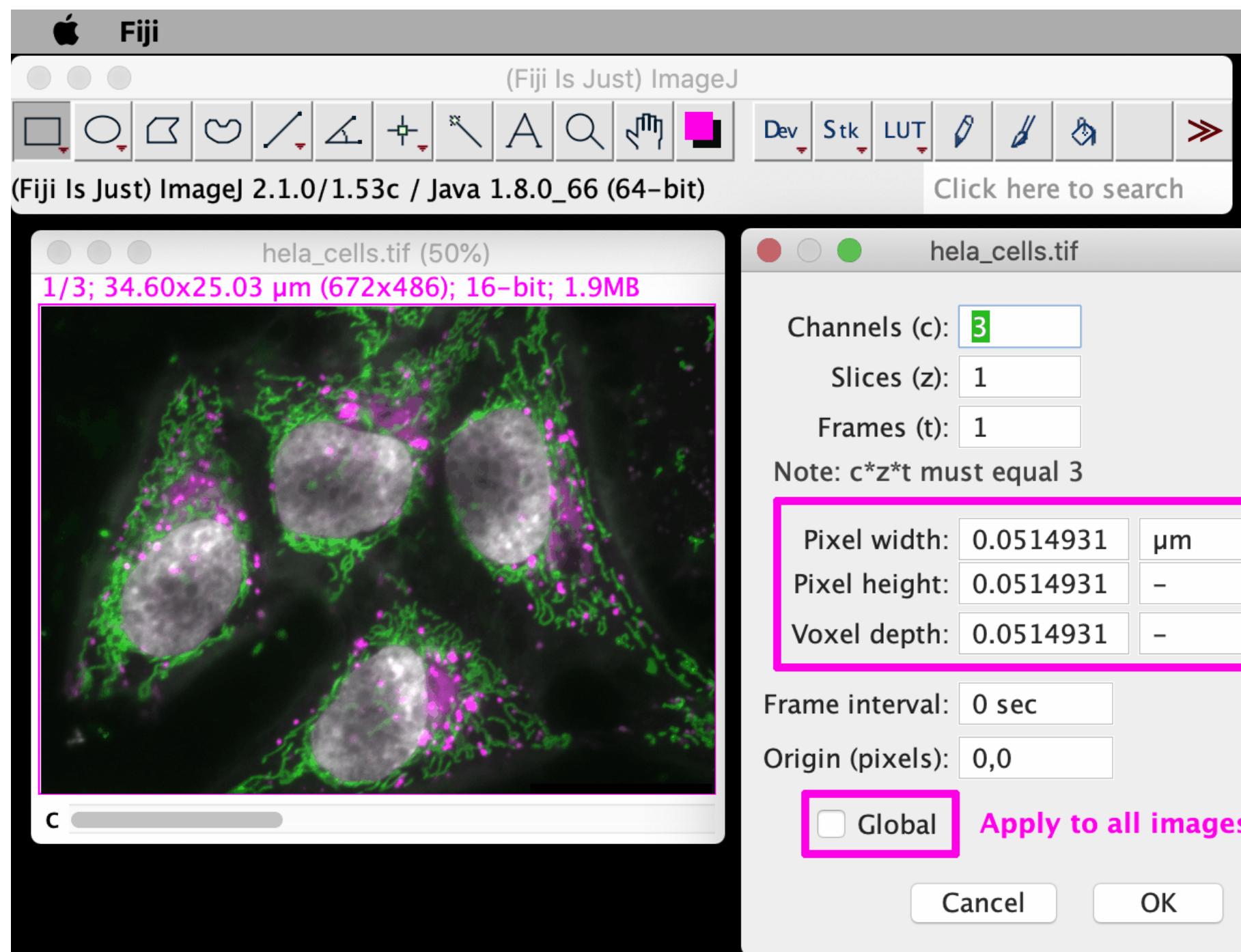
Pixel width (Pixel x) = 0.0515 µm  
Pixel height (Pixel y) = 0.0515 µm  
Voxel depth (Pixel z) = 0.0515 µm

1 µm = 19.4201 pixel (xy)  
(1 µm / 0.0515 µm)



# Pixel Size and Scale Bar

If you want to make some physical measurements of your sample (length, size, ...),  
you need to know the **pixel size** of your **image**.

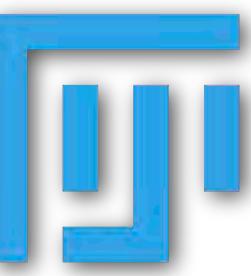


**Image > Properties...**

**(cmd) + shift + p**

Open the **image properties** windows  
containing **pixel size properties** (and  
multi-dimensional properties)

You can **set/read** the image  
pixel size in xyz.



# Scale Bar and Pixel Size

What if the pixel size is not stored in the metadata?

If you know the **magnification** and the **camera** you used for the acquisition, you can estimate the image pixel size.

$$\text{image pixel size} = \text{camera pixel size}/\text{magnification}$$

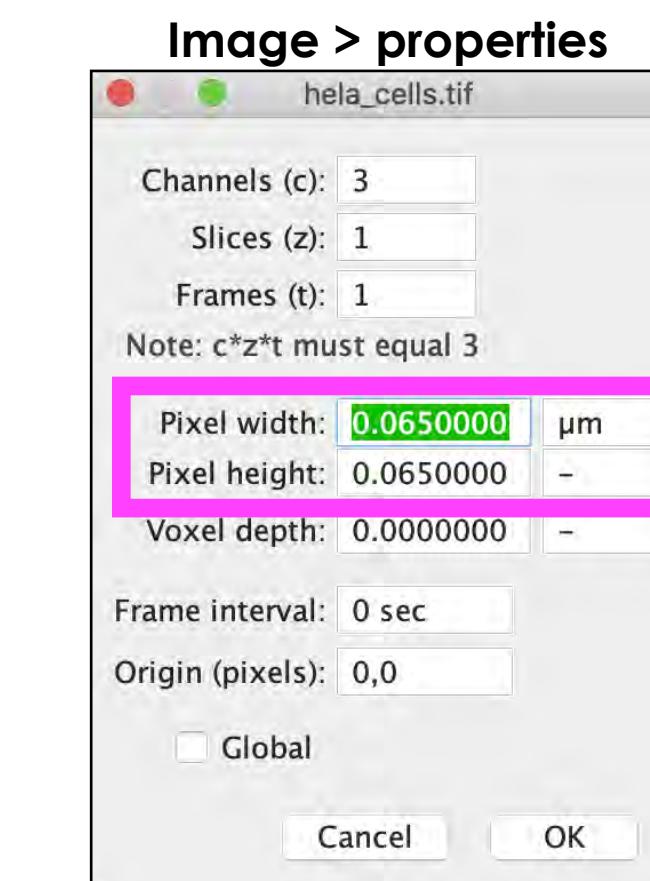
Example

Magnification = 100x Objective

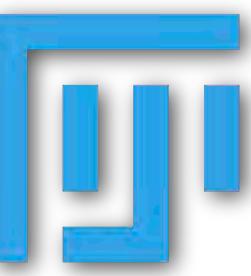
Camera = Hamamatsu Orca Flash 4

Product number	C13440-20CU
Imaging device	sCMOS
Cell (pixel) Size ( $\mu\text{m}^2$ )	6.5x6.5
Pixel Array (horizontal by vertical)	2048x2048
Effective Area (horizontal by vertical in mm)	13.312x13.312

$$6.5 \mu\text{m} / 100X = 0.065 \mu\text{m}$$

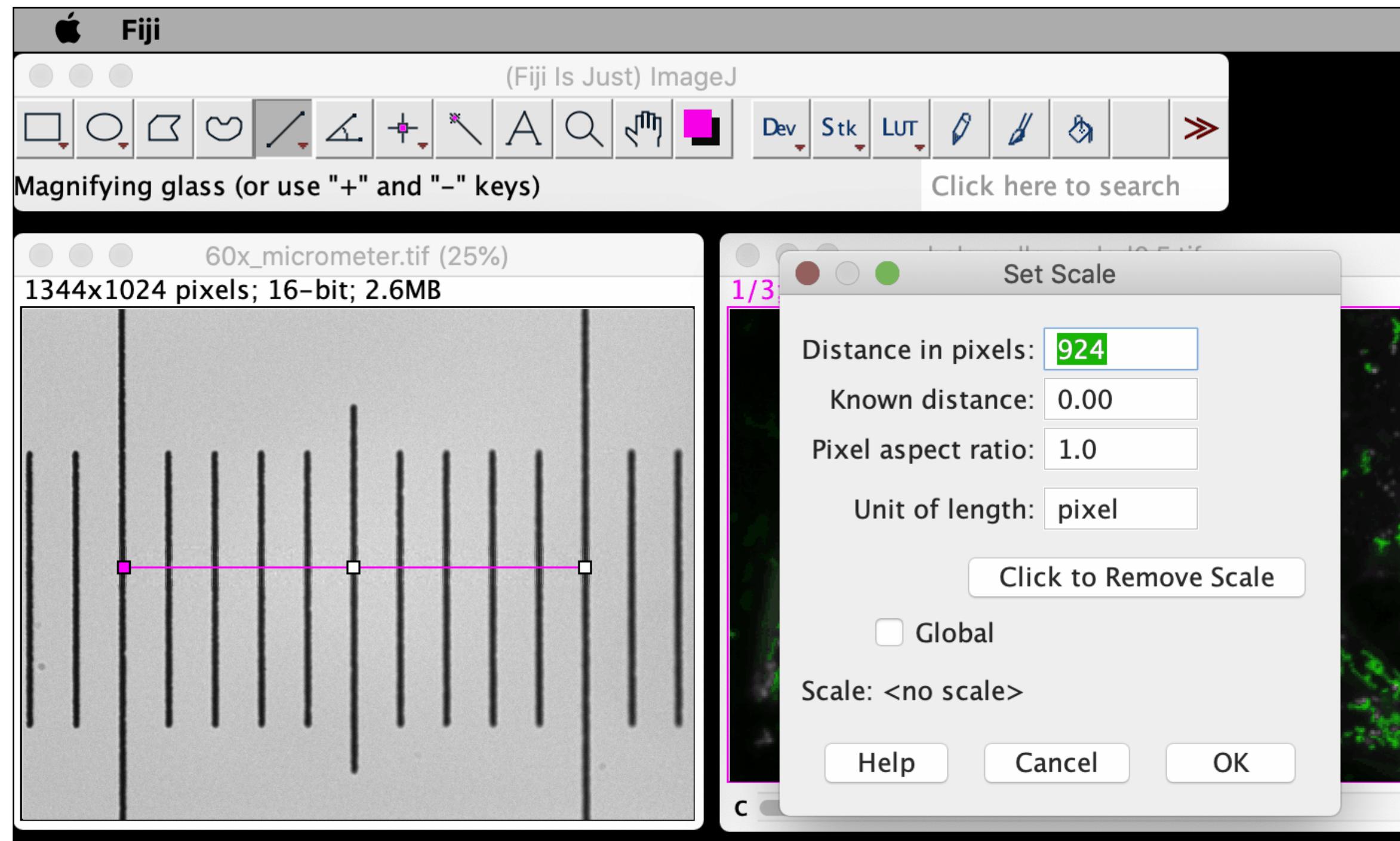


If a z-series was acquired, "Voxel depth" is the z step size choose for the acquisition (cannot estimate).



# Scale Bar and Pixel Size

Add pixel information to your images from a reference (same magnification)



Analyze > Set Scale...

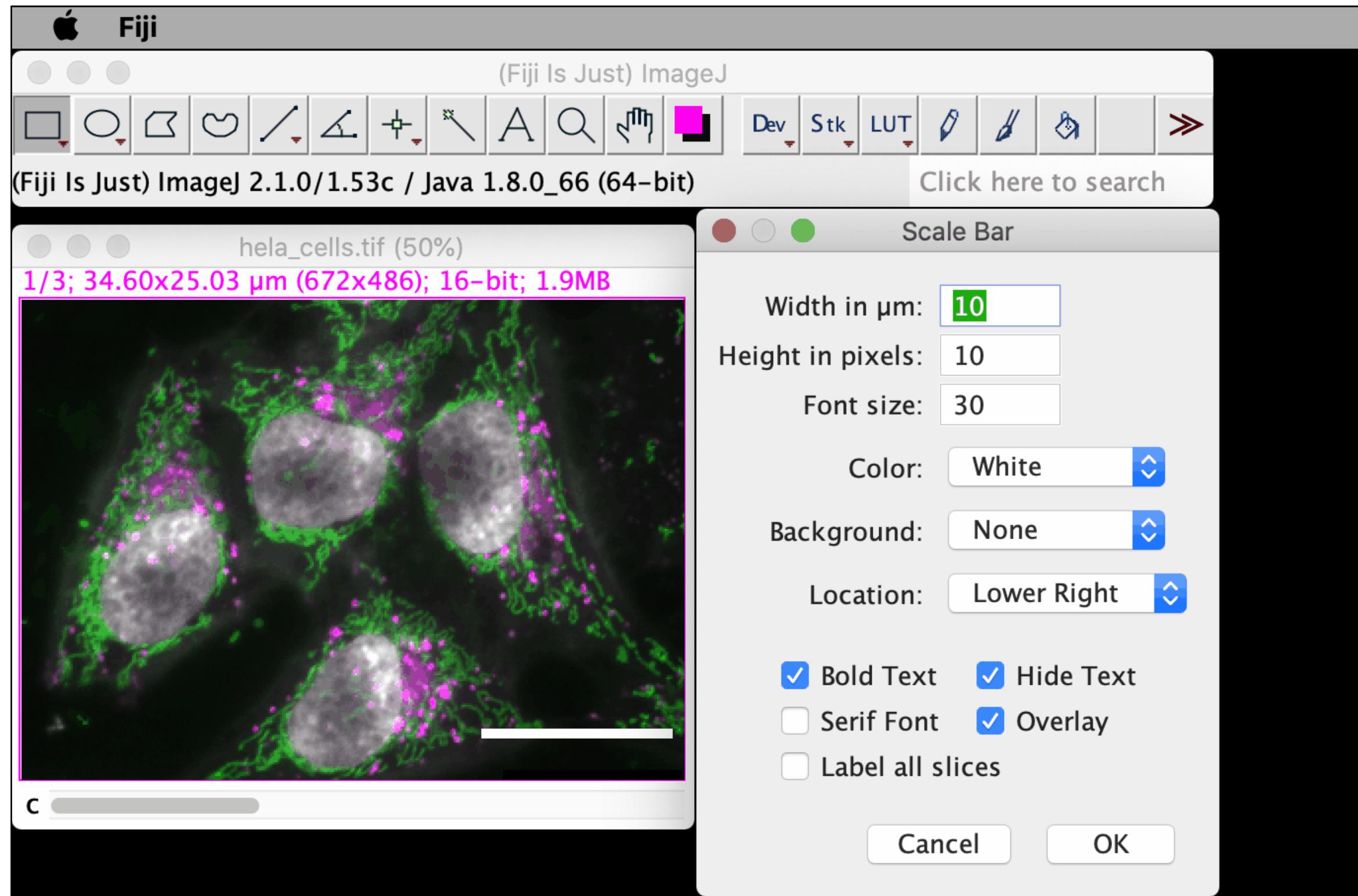
**Set the pixel size information starting from an object with a known dimension.**

**\*Perform multiple measures and average them to be more precise**



# Scale Bar and Pixel Size

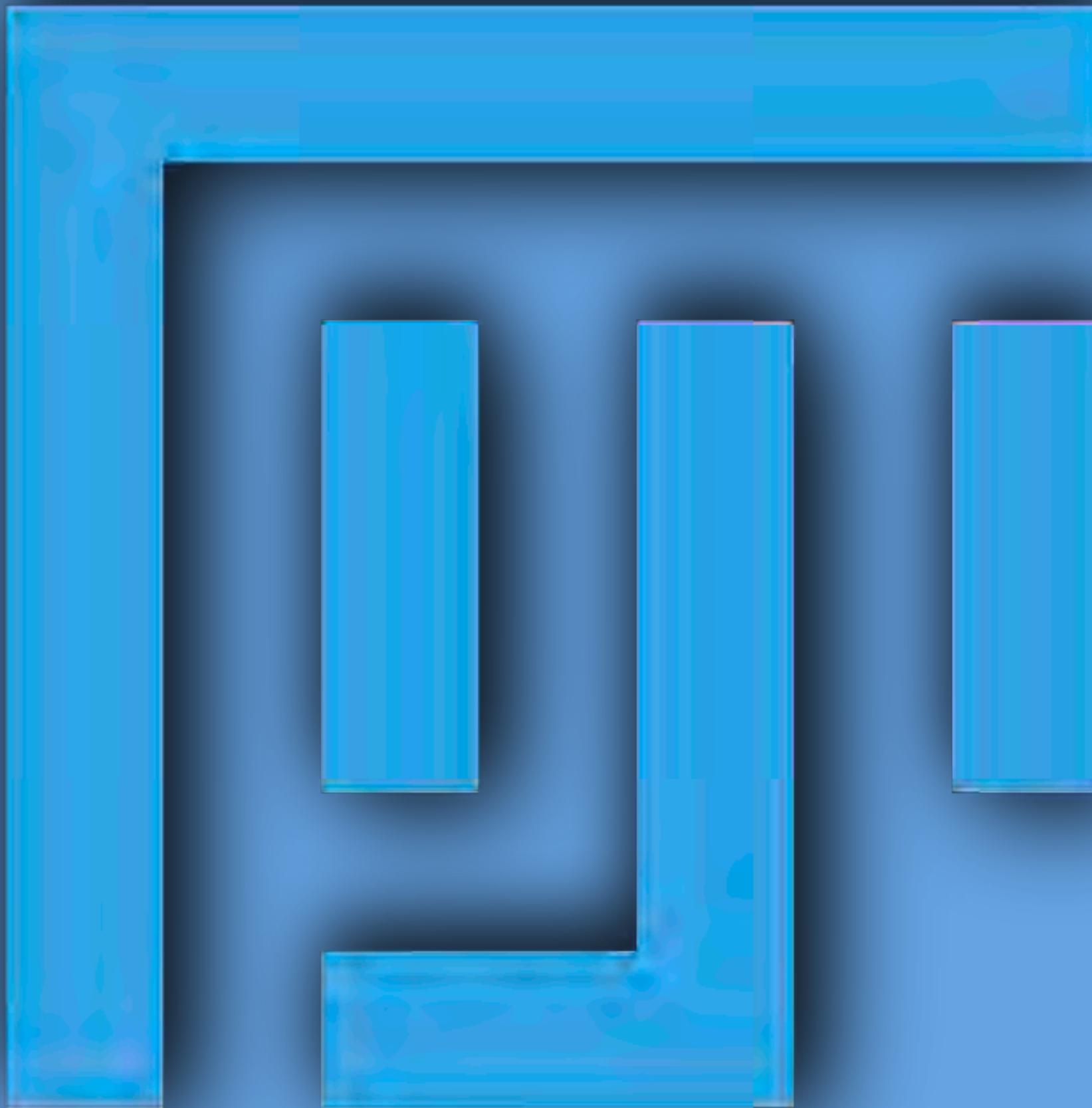
Add scale bar to your images



Analyze > Tools > Scale Bar...

- “Overlay” means that the scale bar is not embedded in your image. You can remove it: “Image > Overlay > Remove Overlay”.
- If you save the image as tiff, the scale bar will be saved as an overlay.
- If you save as jpeg/png, the image will have the scale bar embedded.

# Segmentation with pixel based classifier—exercises



**1.6 file handling and non-invasive editing**

**1.7 file handling and invasive editing**