

3D Slicer

Data Loading and Visualization Tutorial

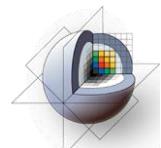
Csaba Pinter

Tutorial dataset

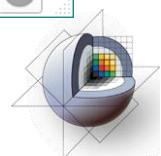
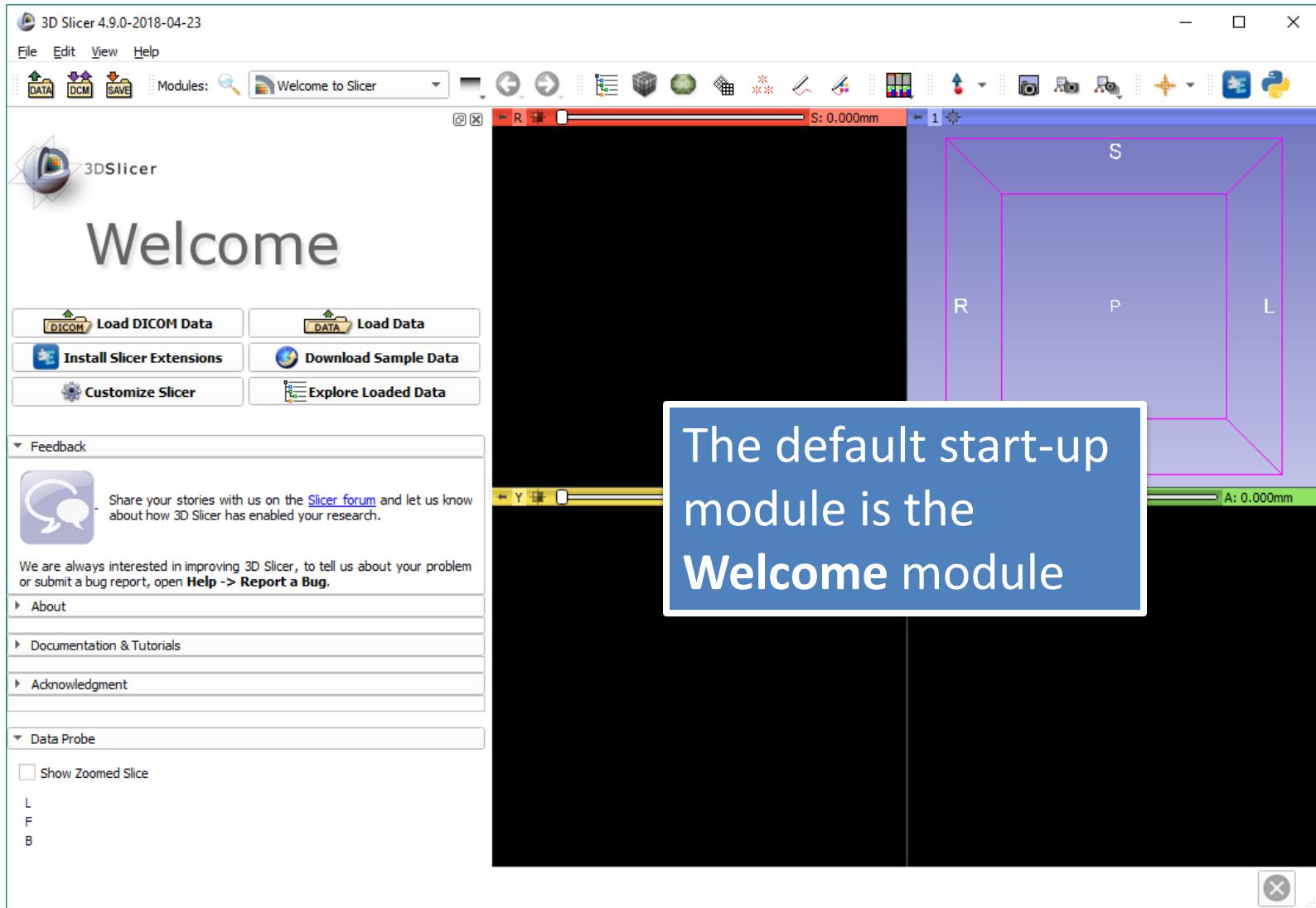
- Please download the following dataset:

<http://slicer.kitware.com/midas3/download/?items=330421,1>

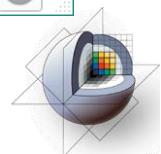
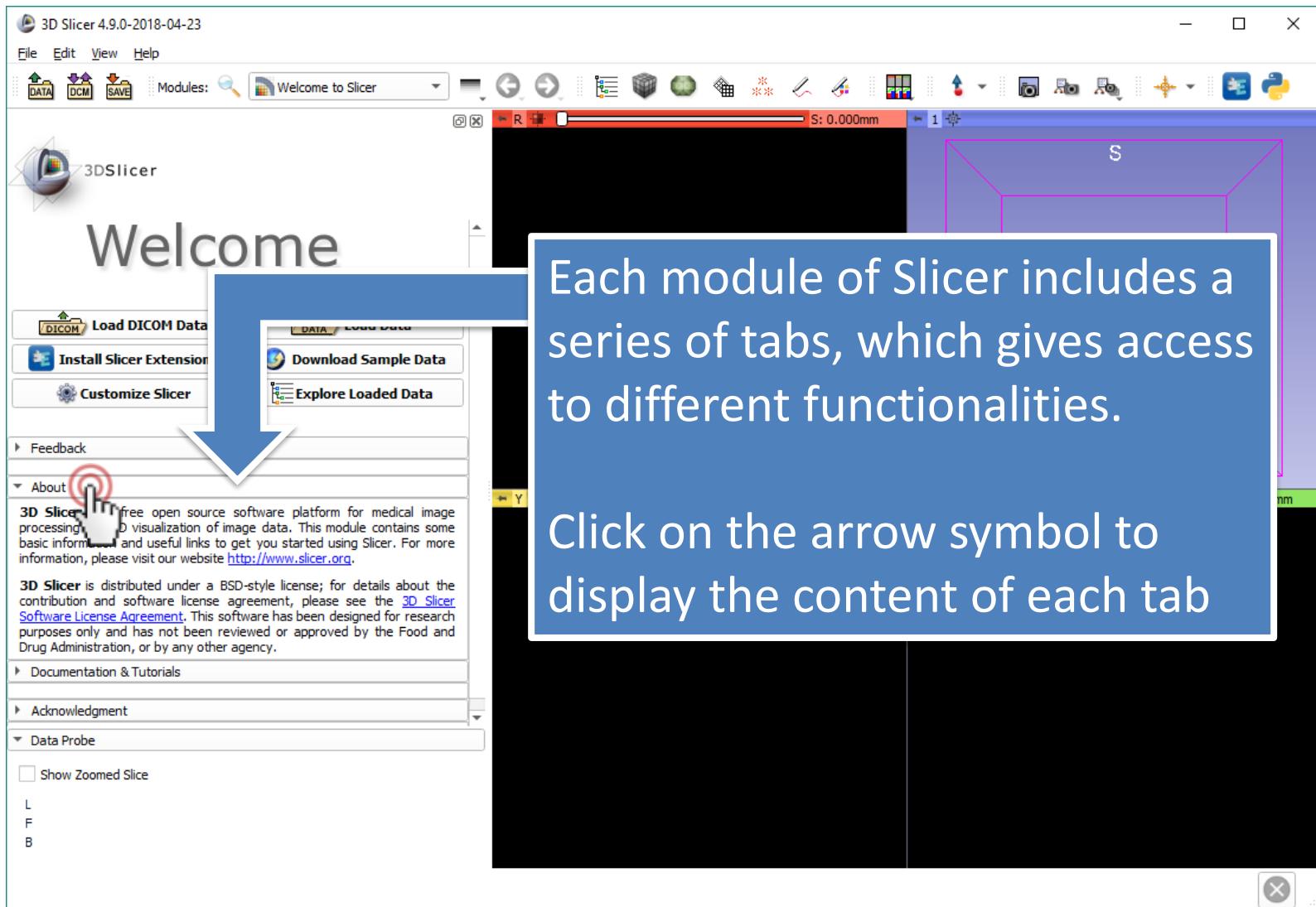
- Unzip it to a local folder
(this step is different for each operating system)



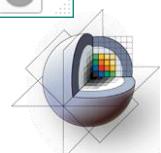
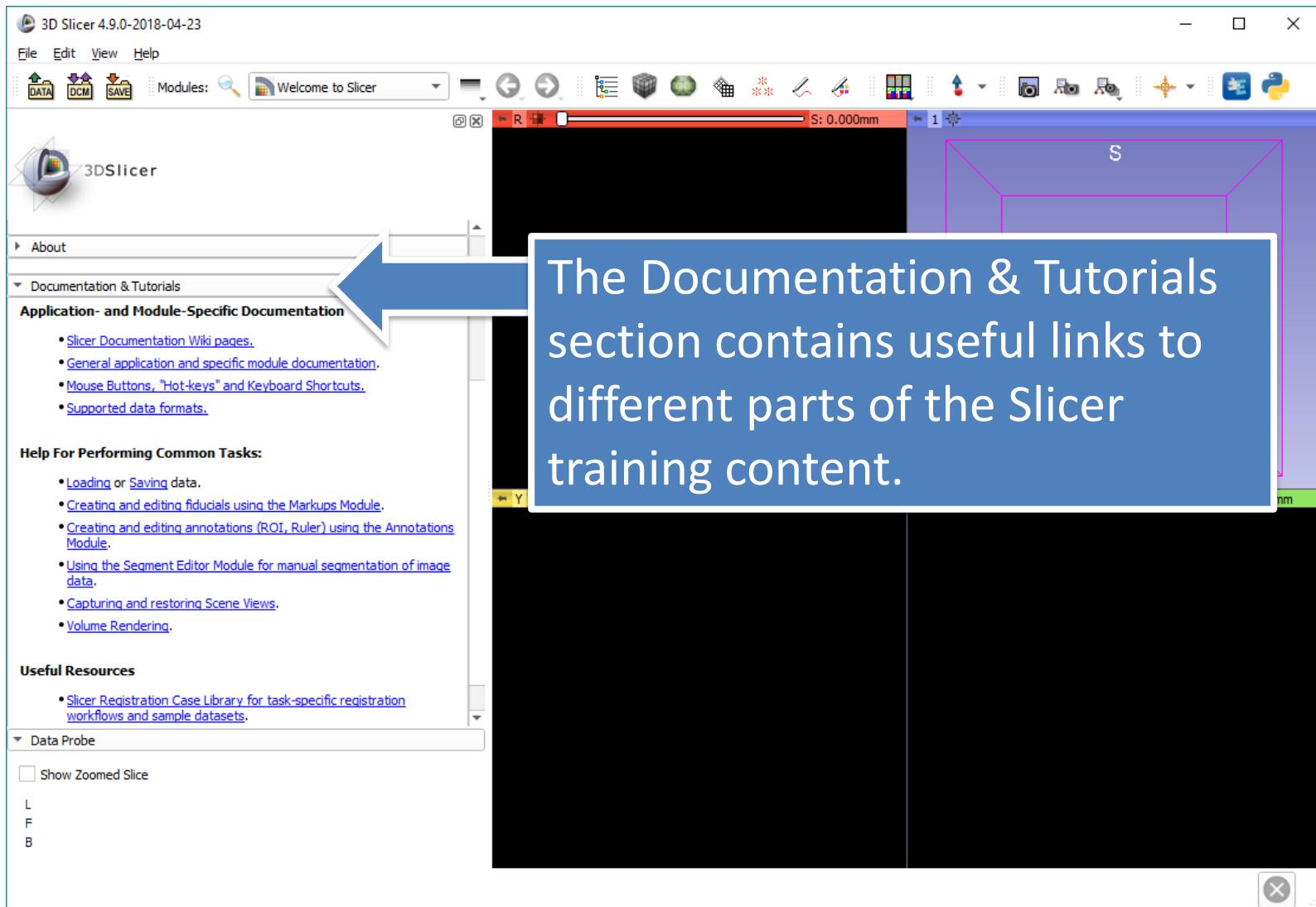
3D Slicer version 4.10



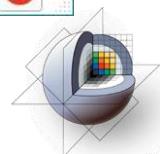
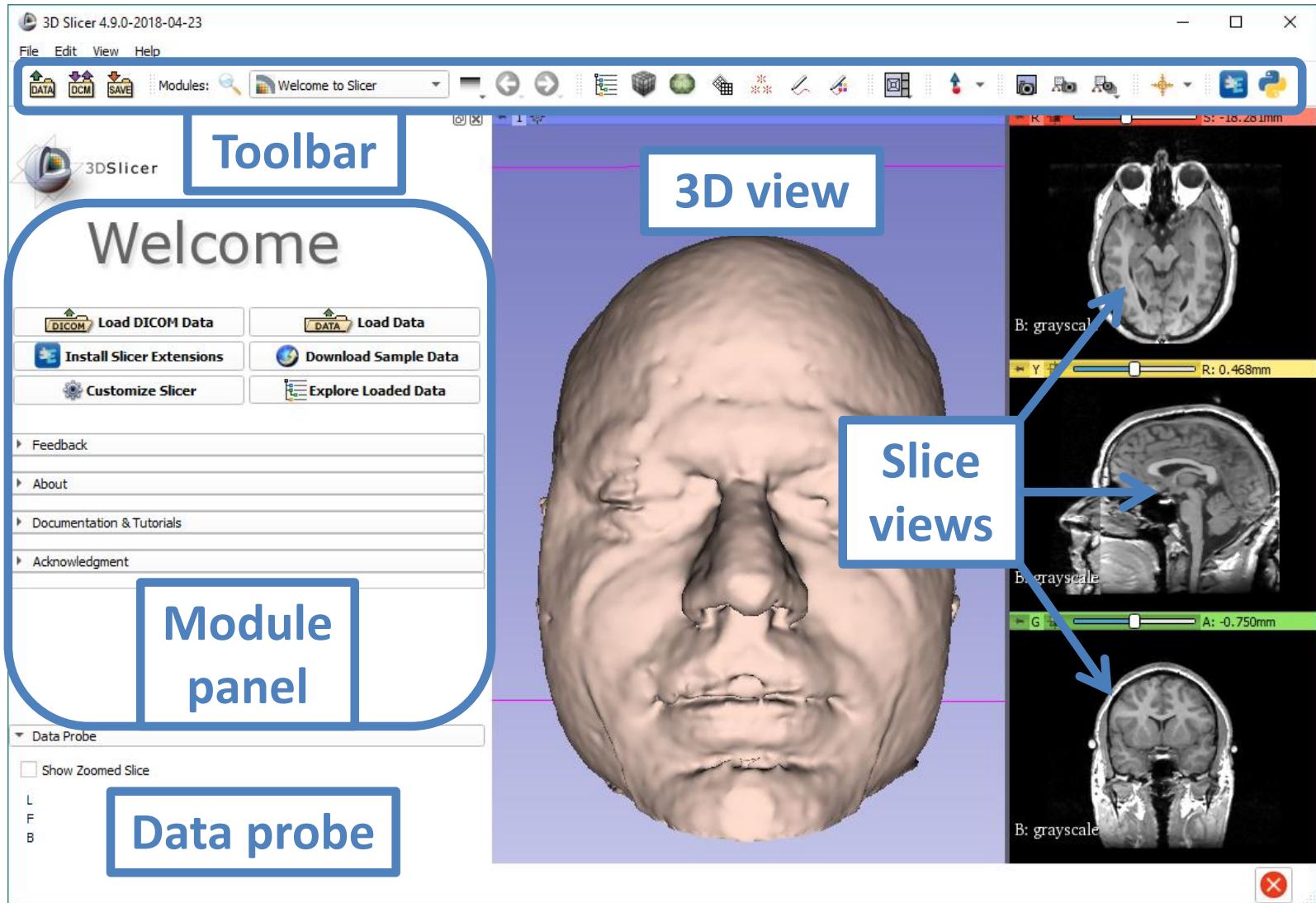
Welcome module



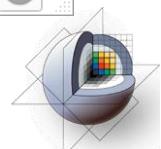
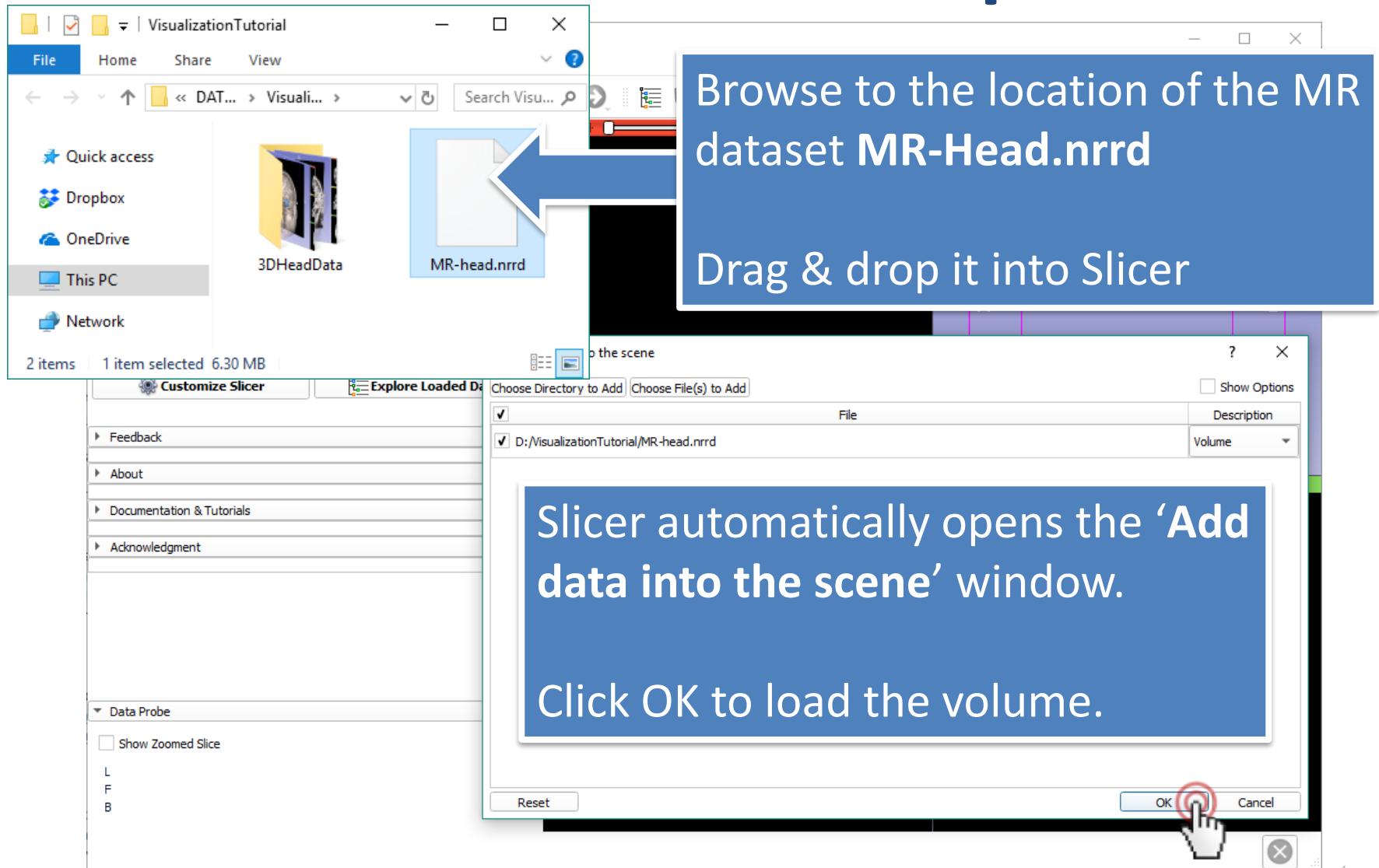
Welcome module



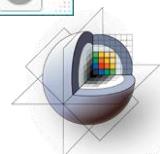
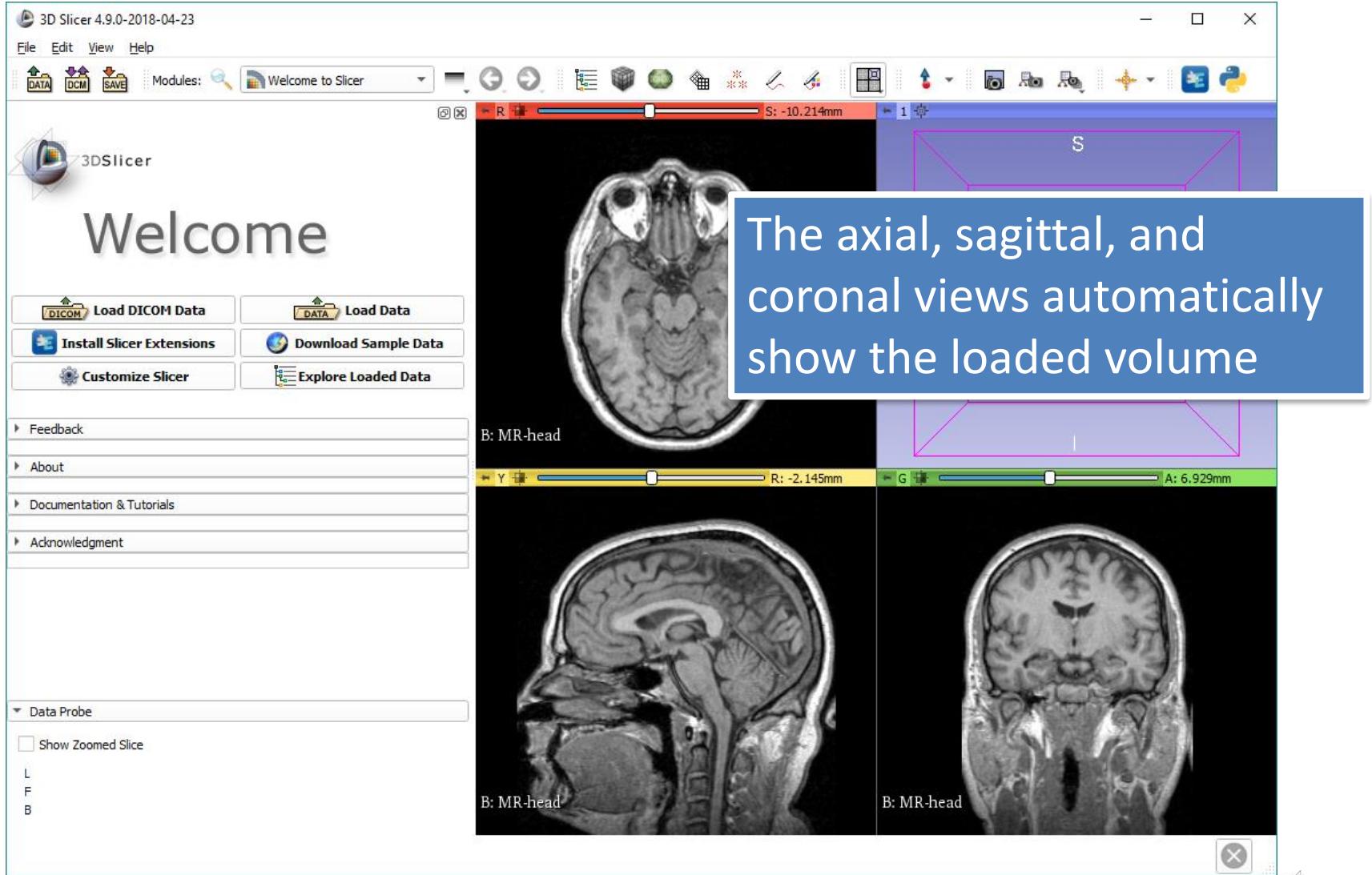
Main user interface



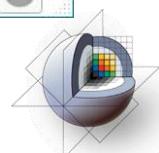
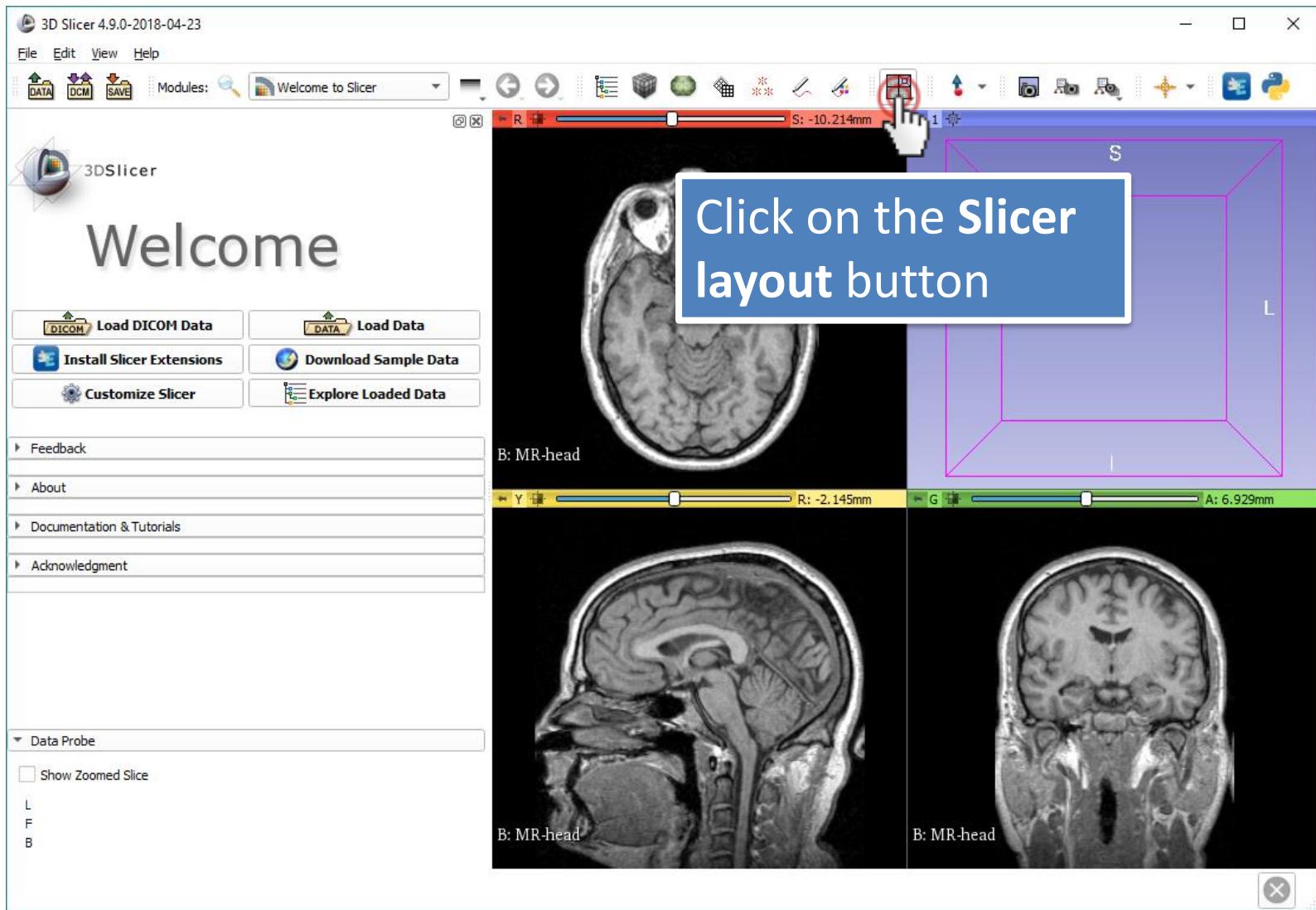
Load data from computer



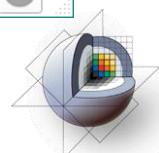
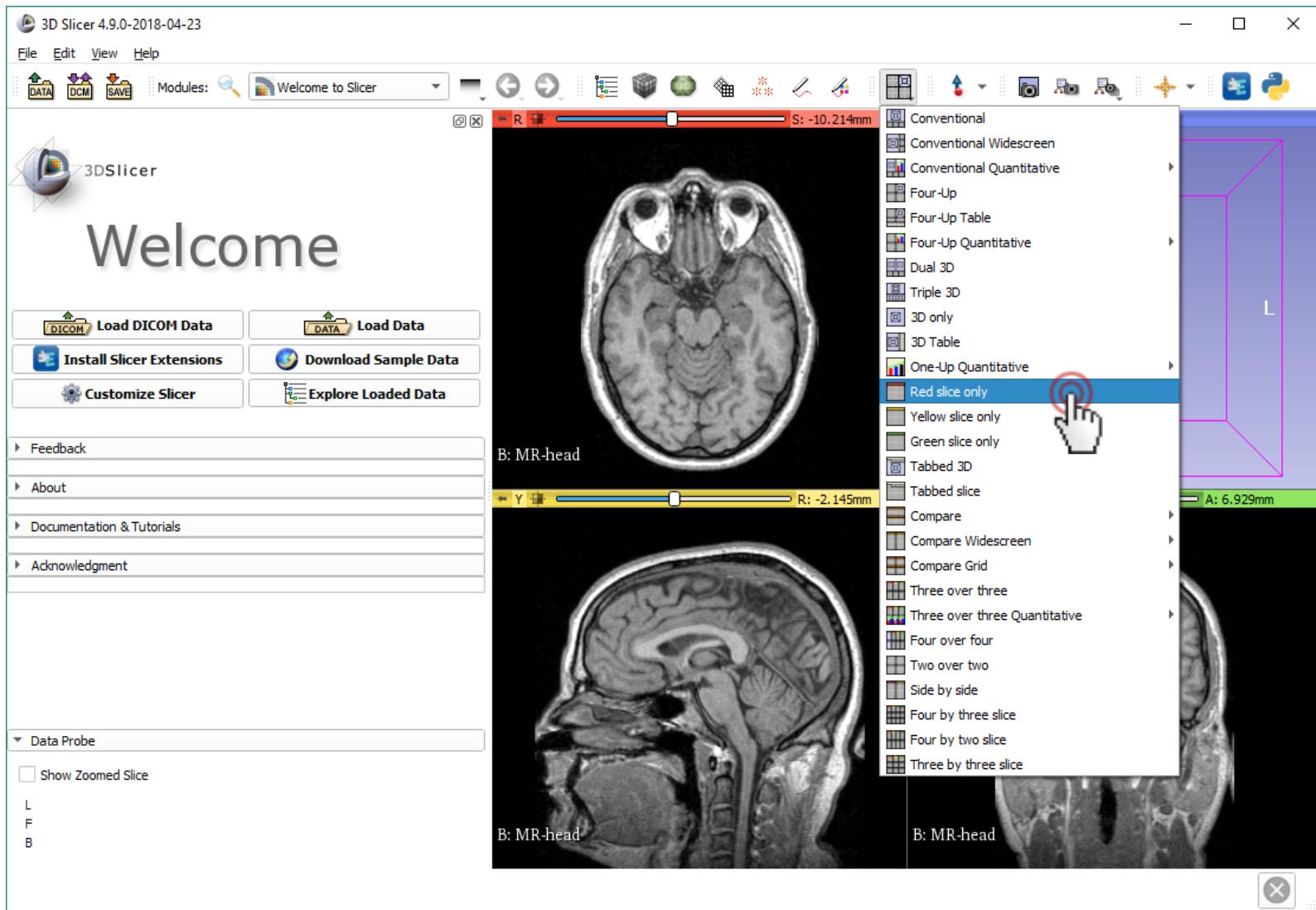
Load data from computer



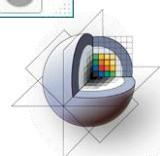
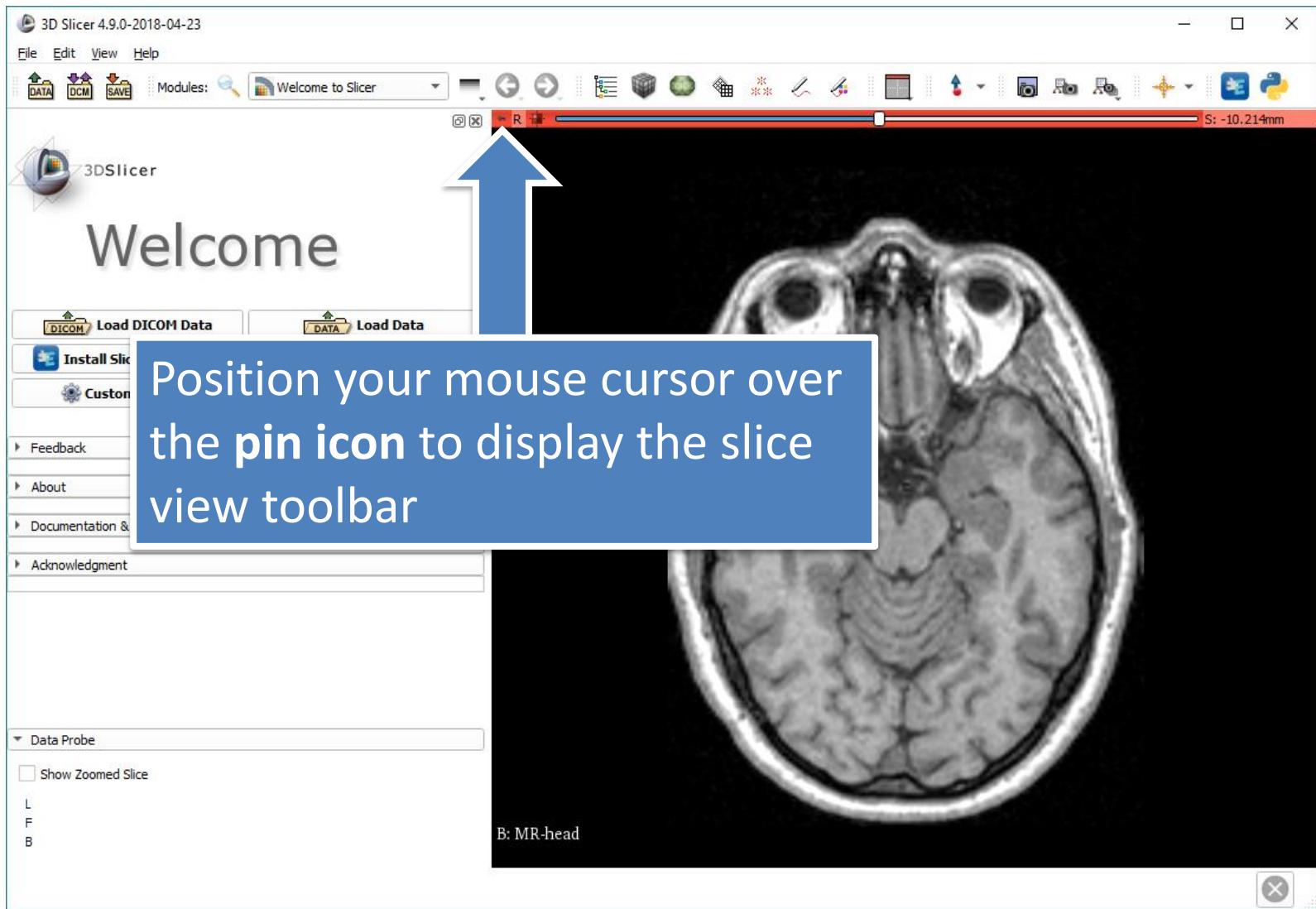
Switch layout



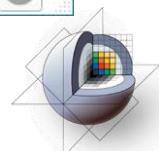
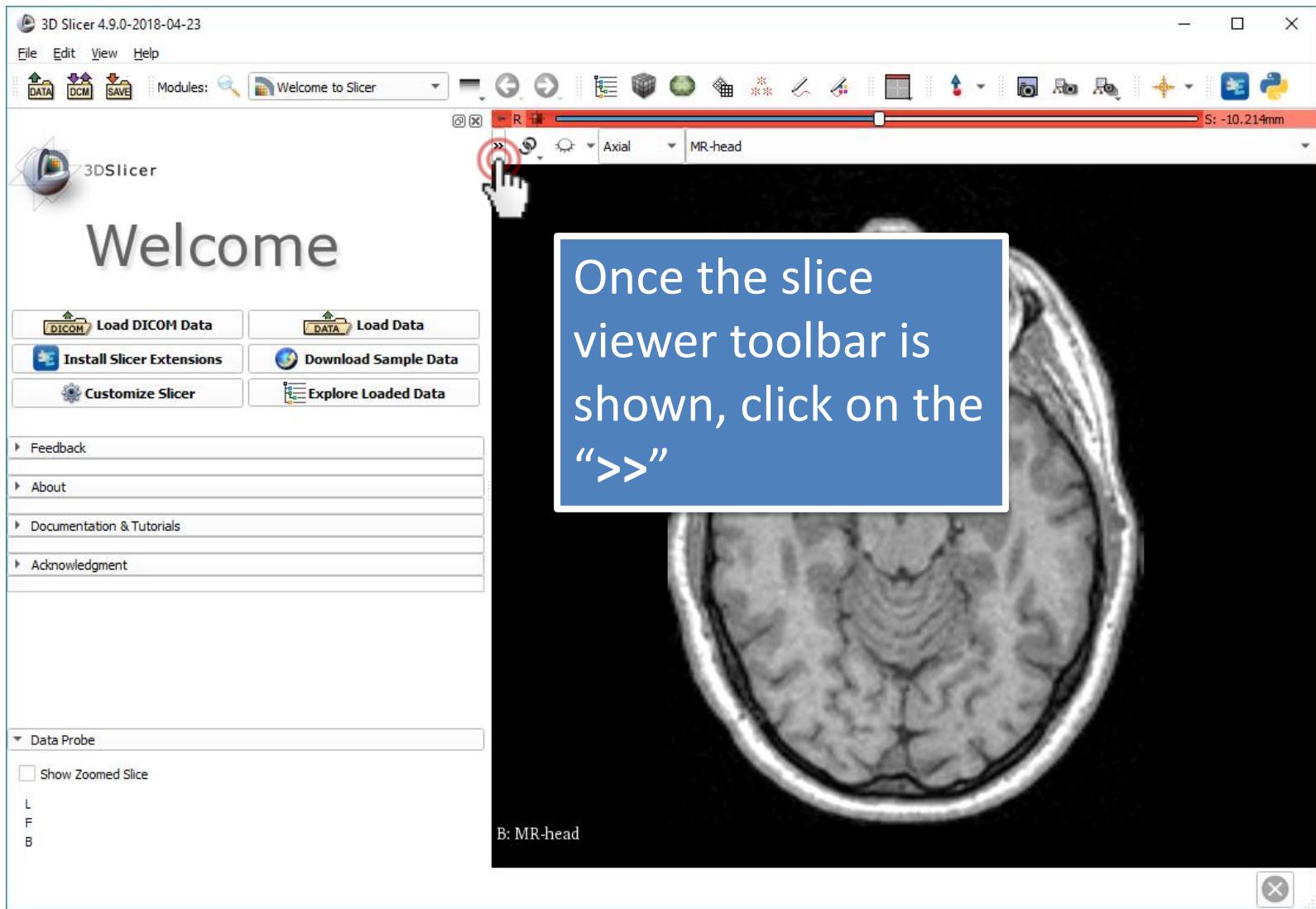
Switch layout



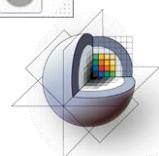
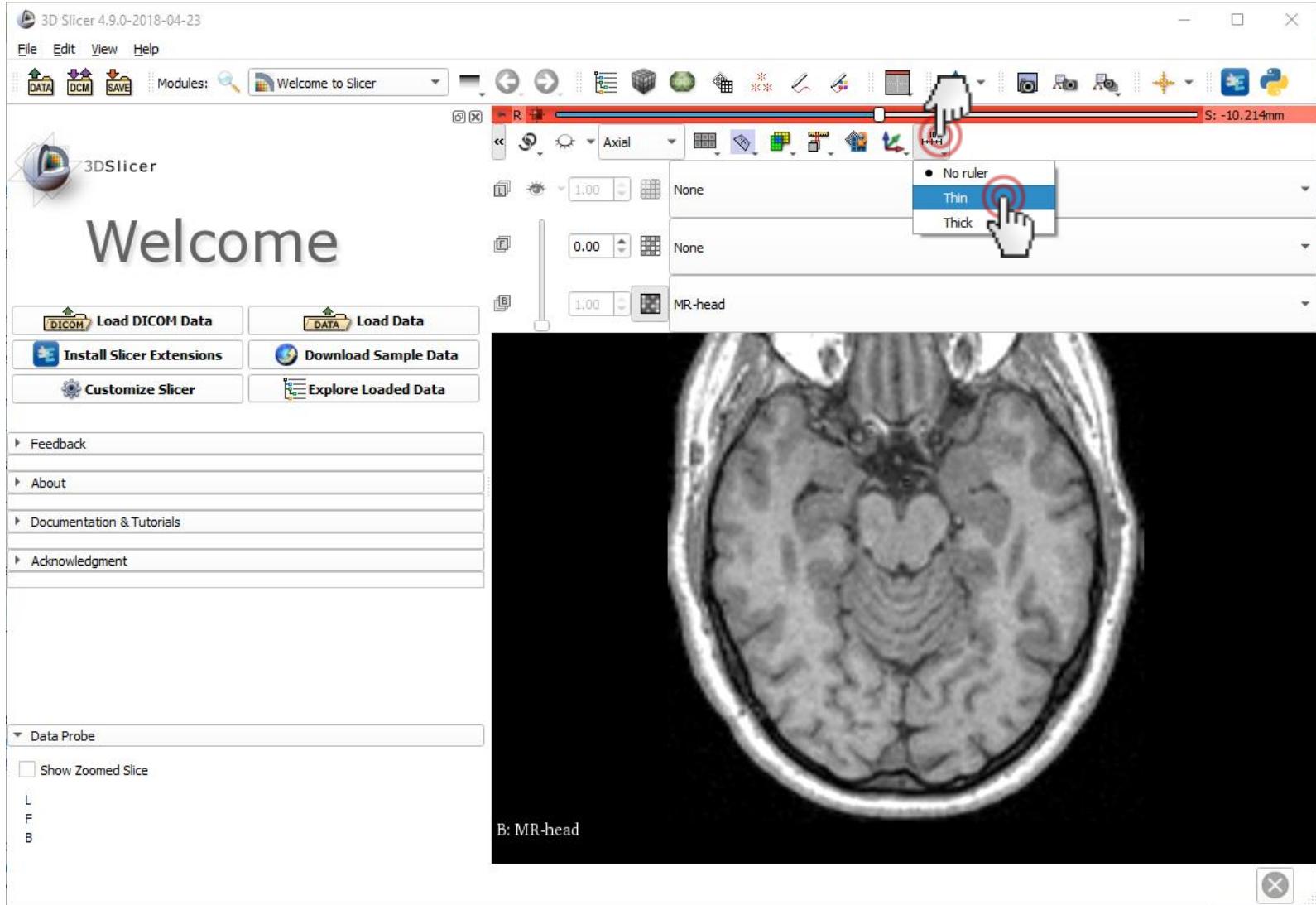
Slice view options



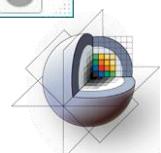
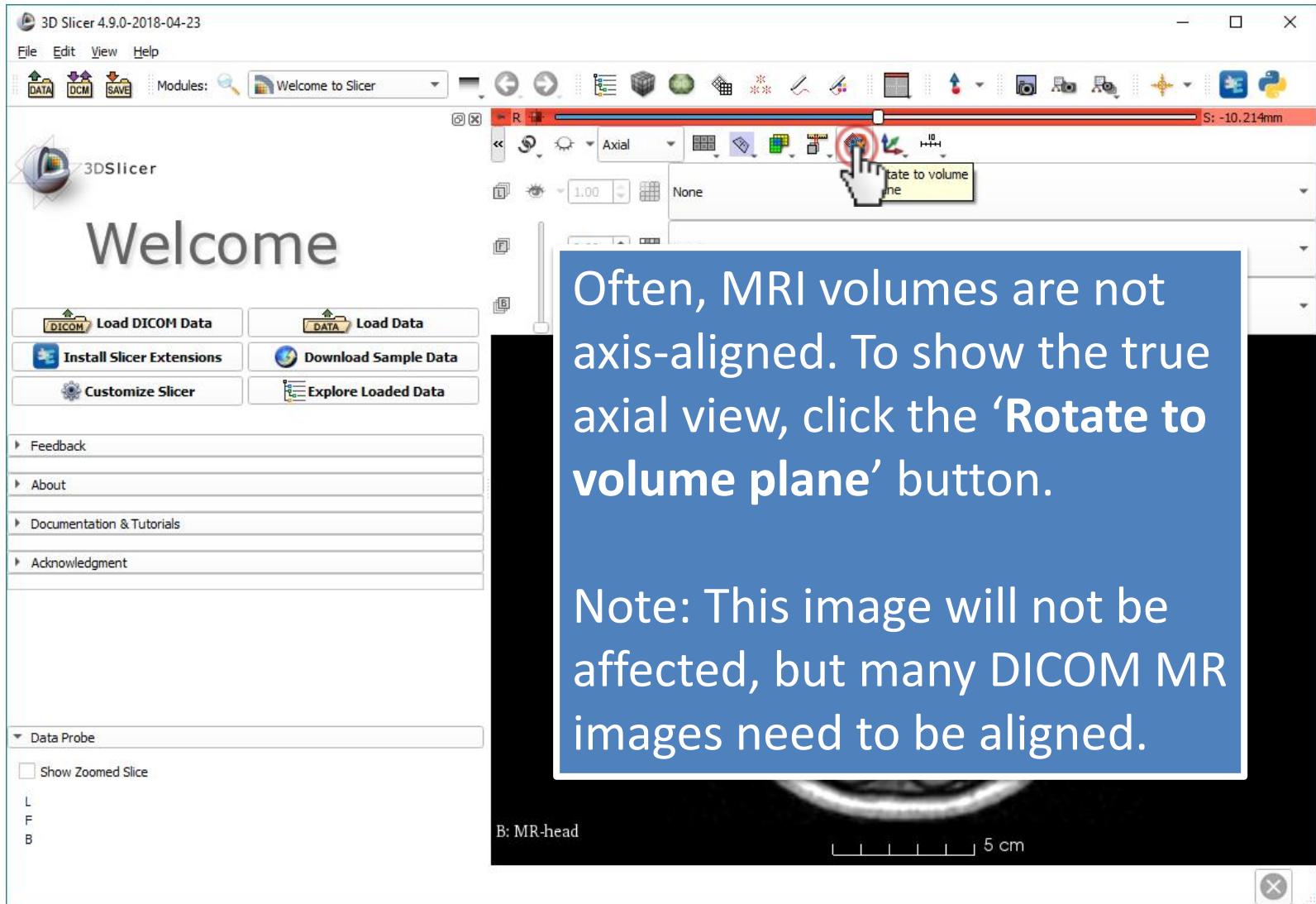
Slice view options



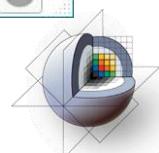
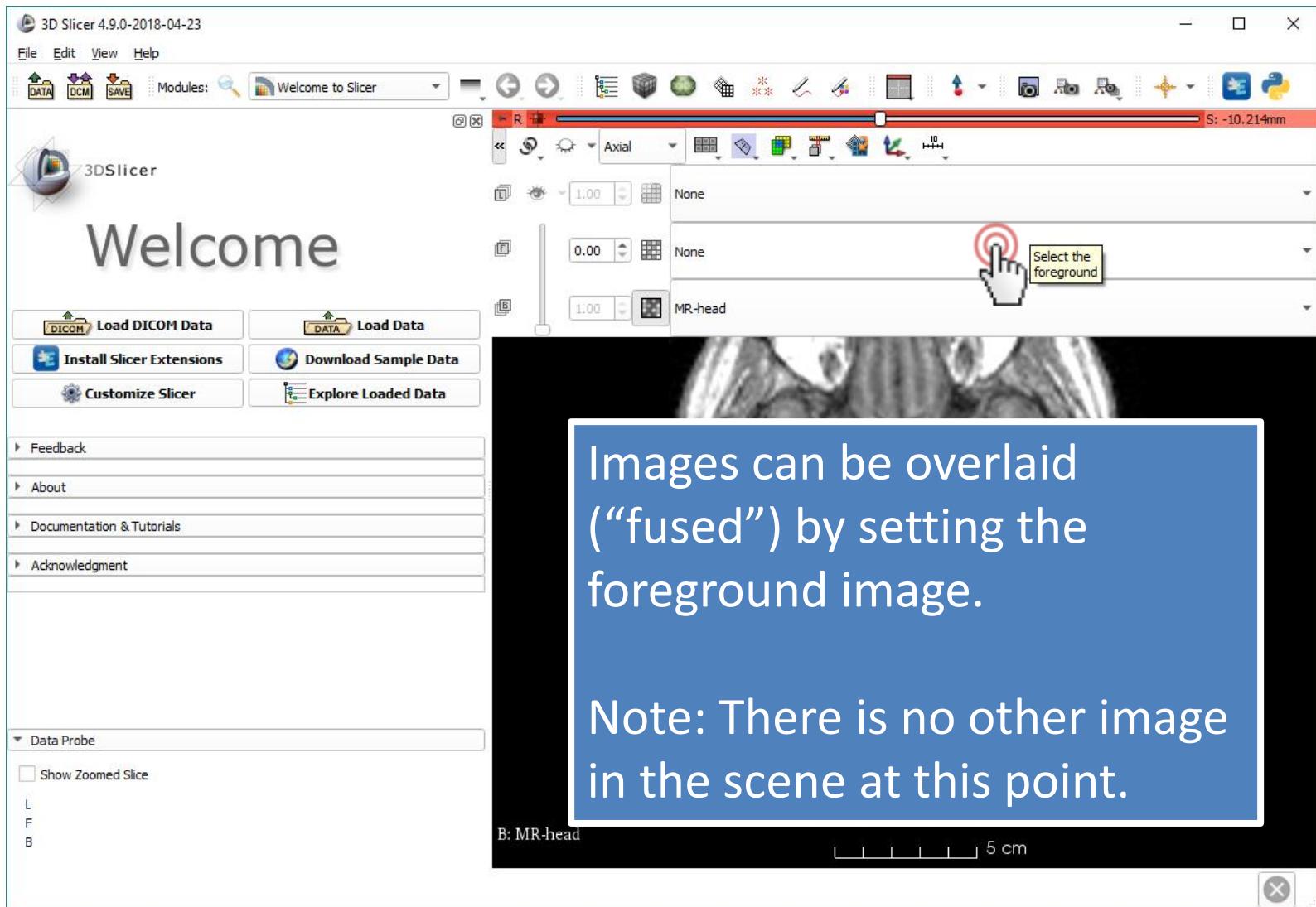
Show ruler



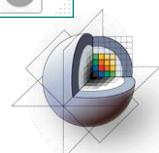
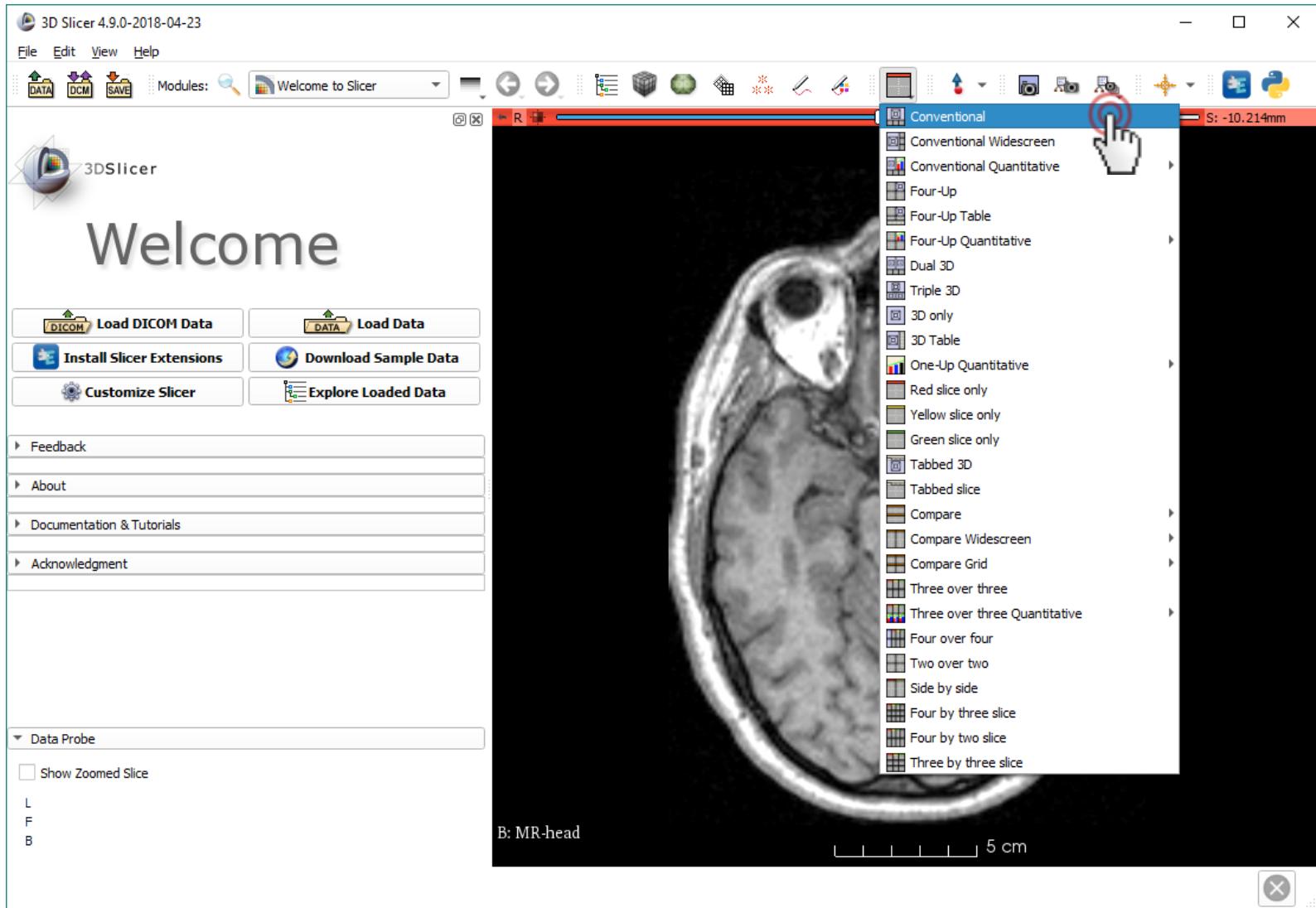
Rotate to volume plane



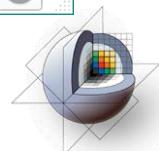
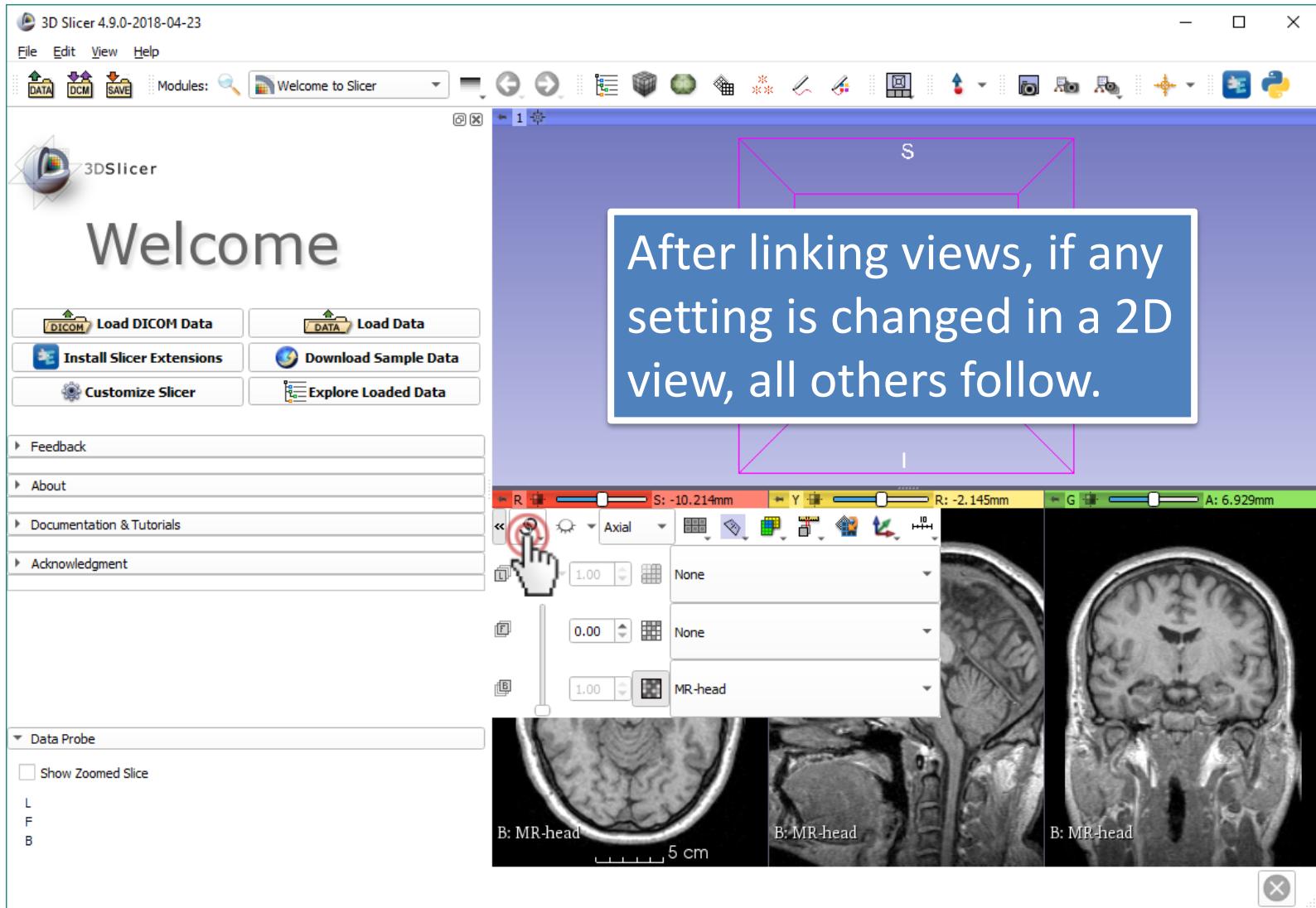
Foreground image



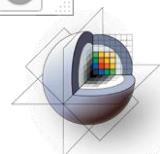
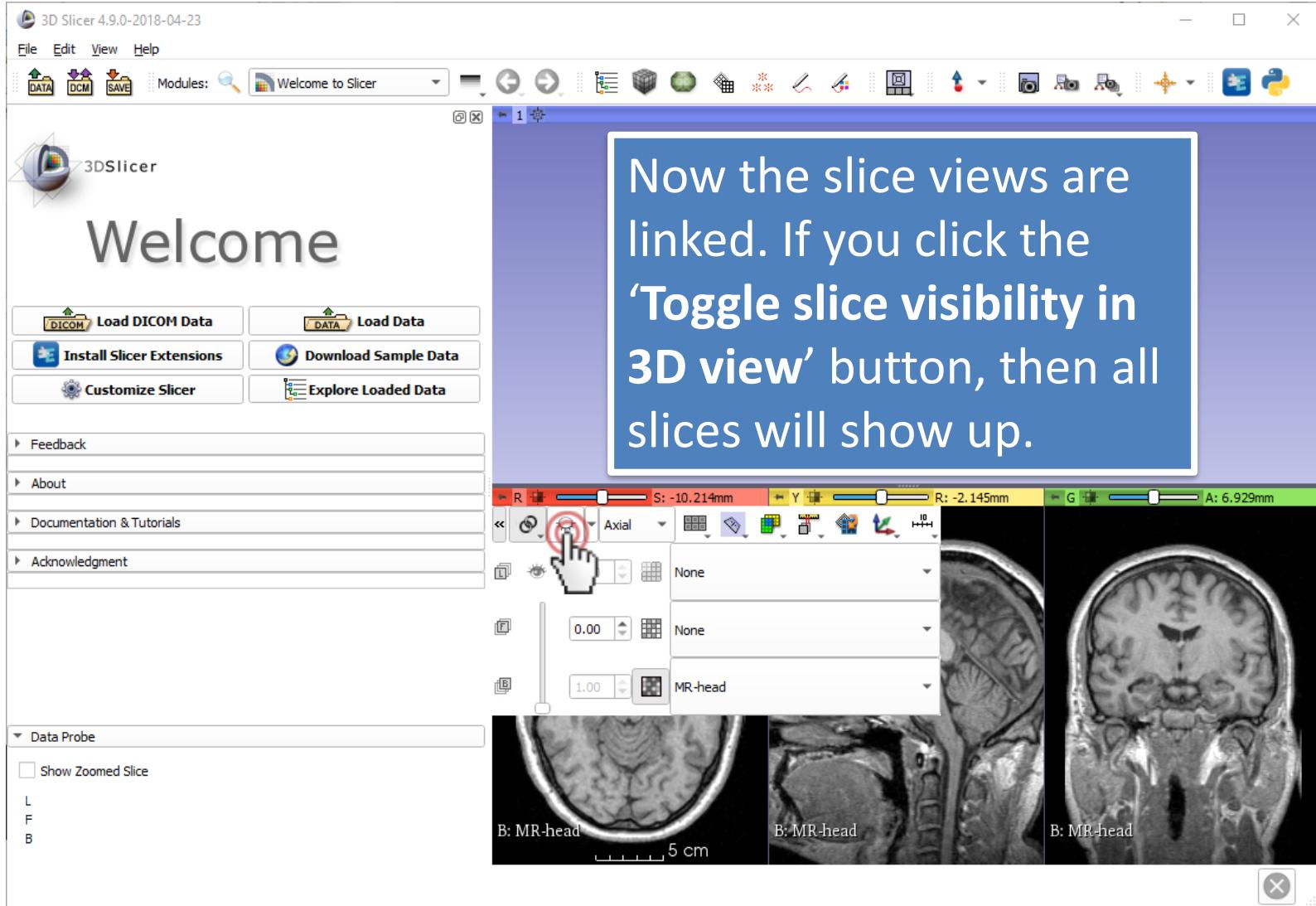
Switch to conventional layout



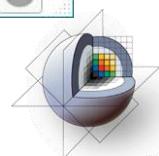
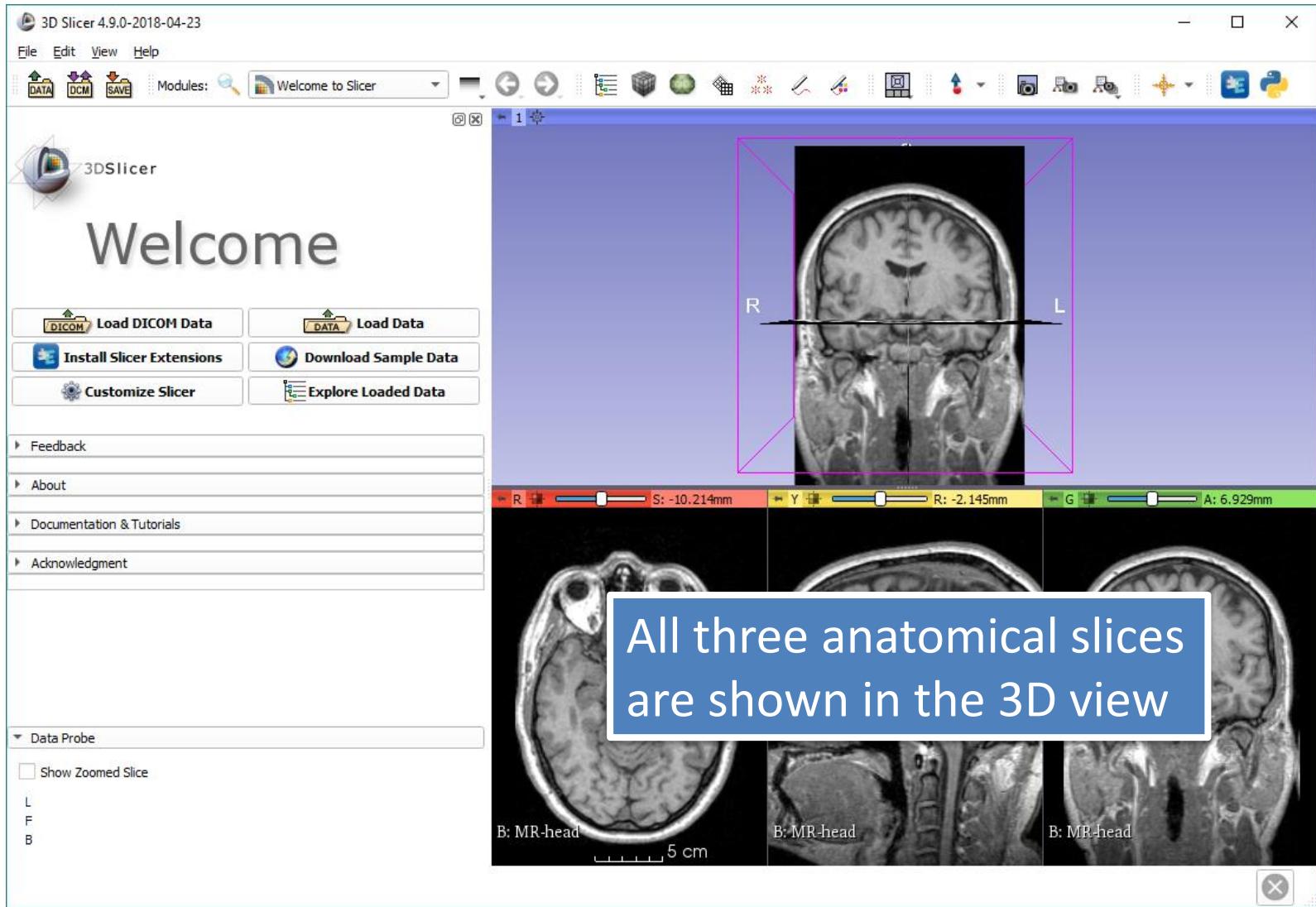
Link views



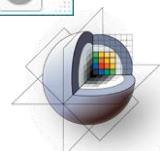
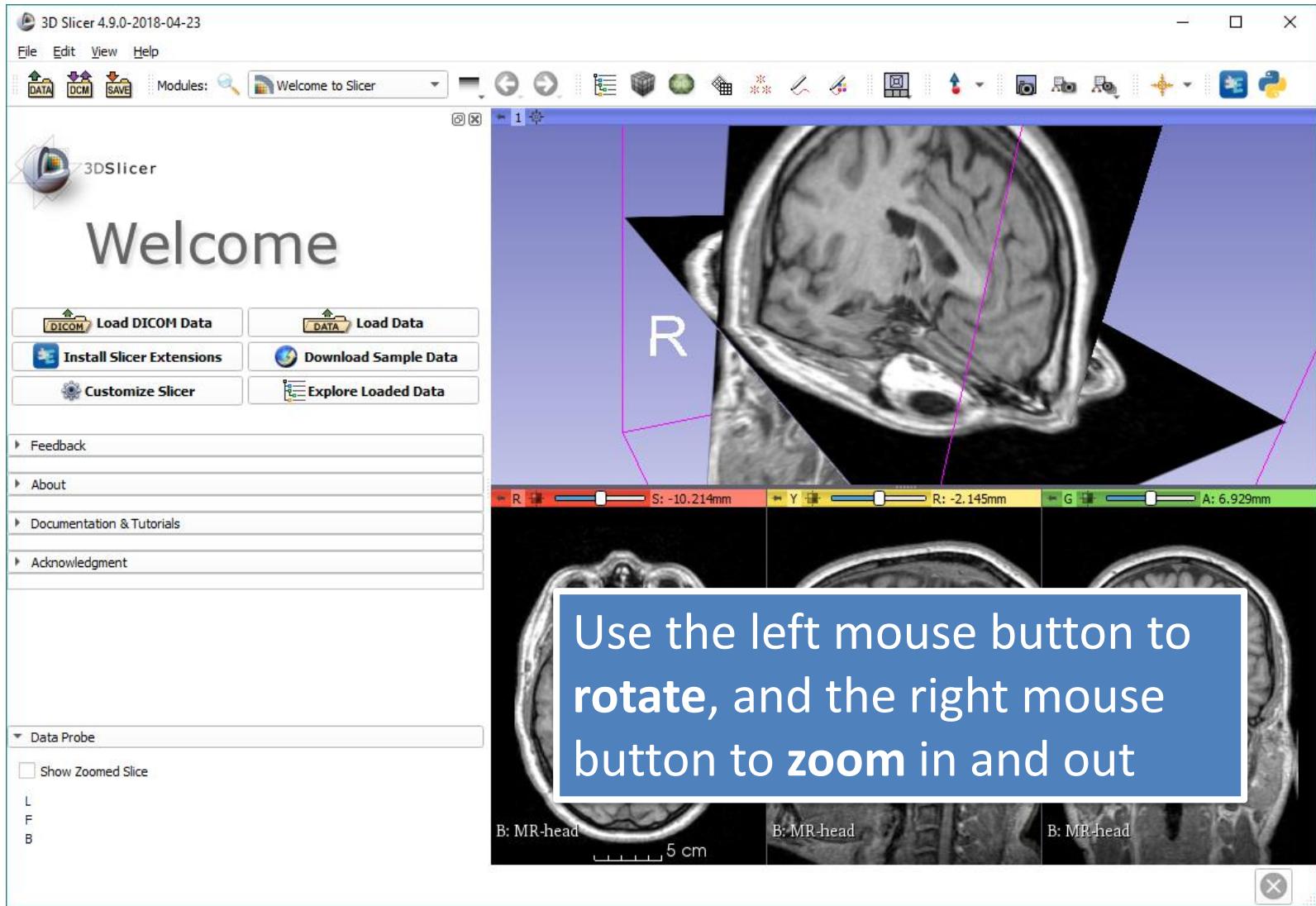
Show slices in 3D



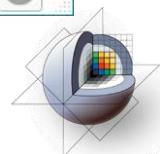
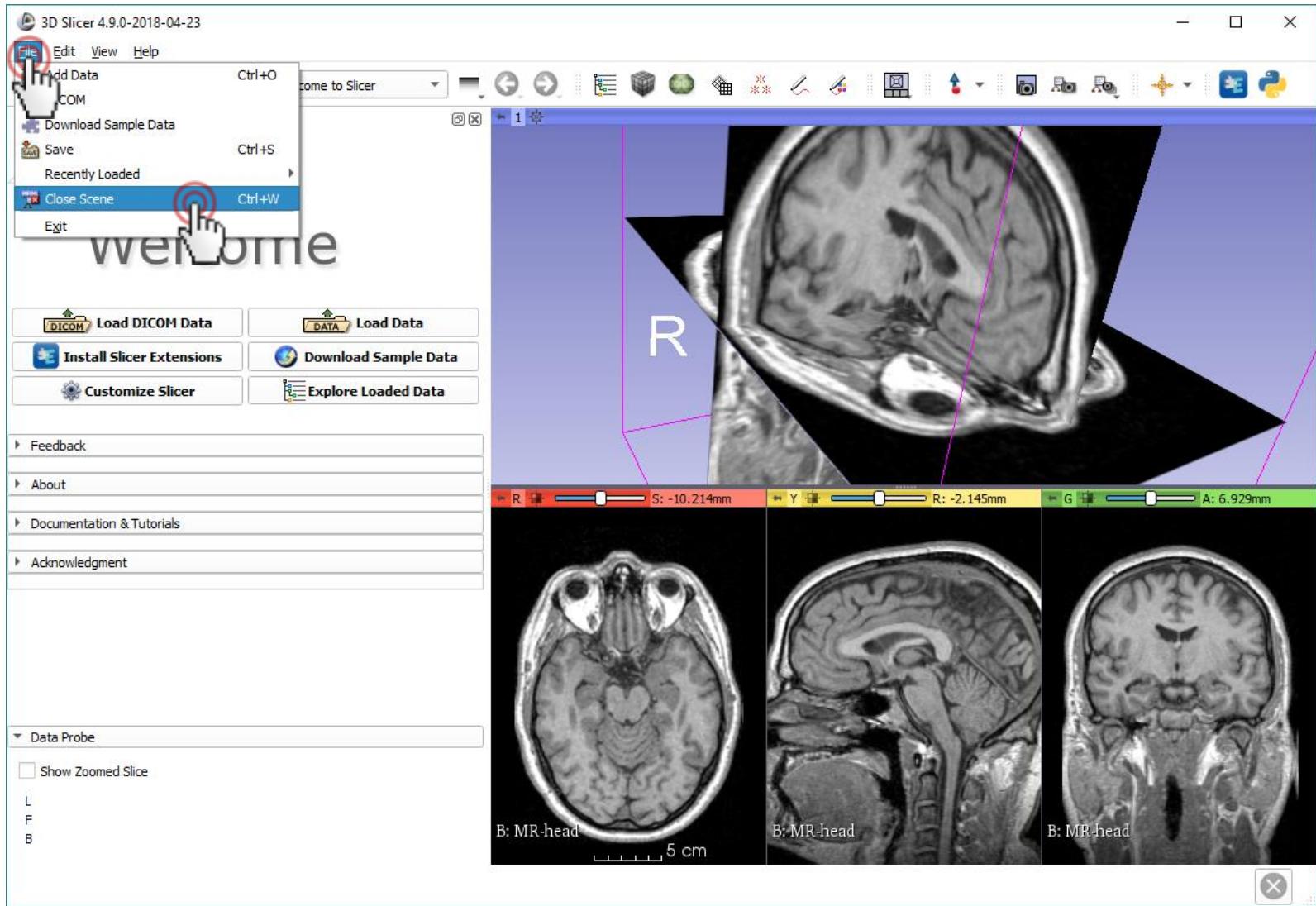
Show slices in 3D



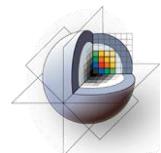
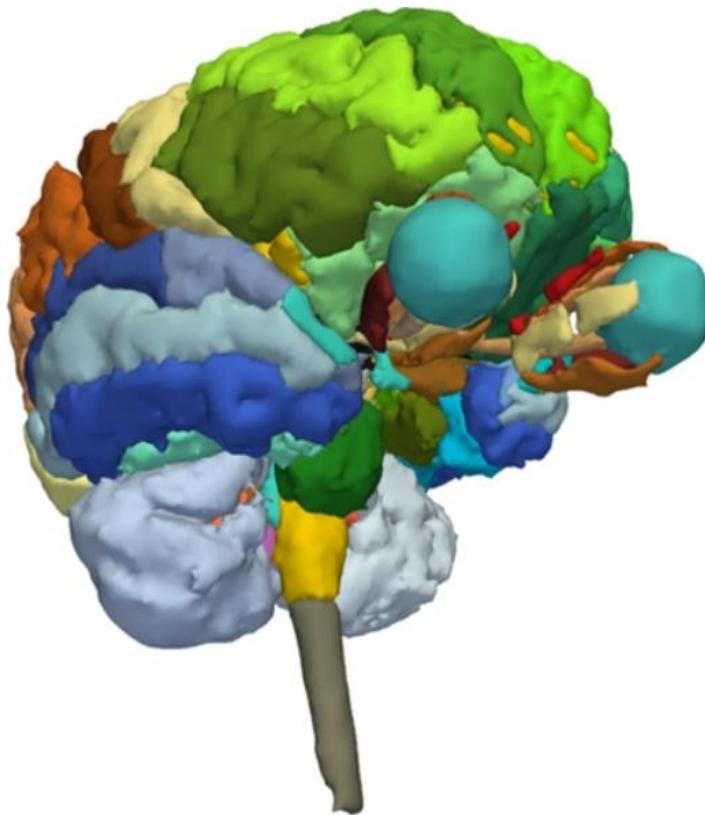
Navigating the 3D view



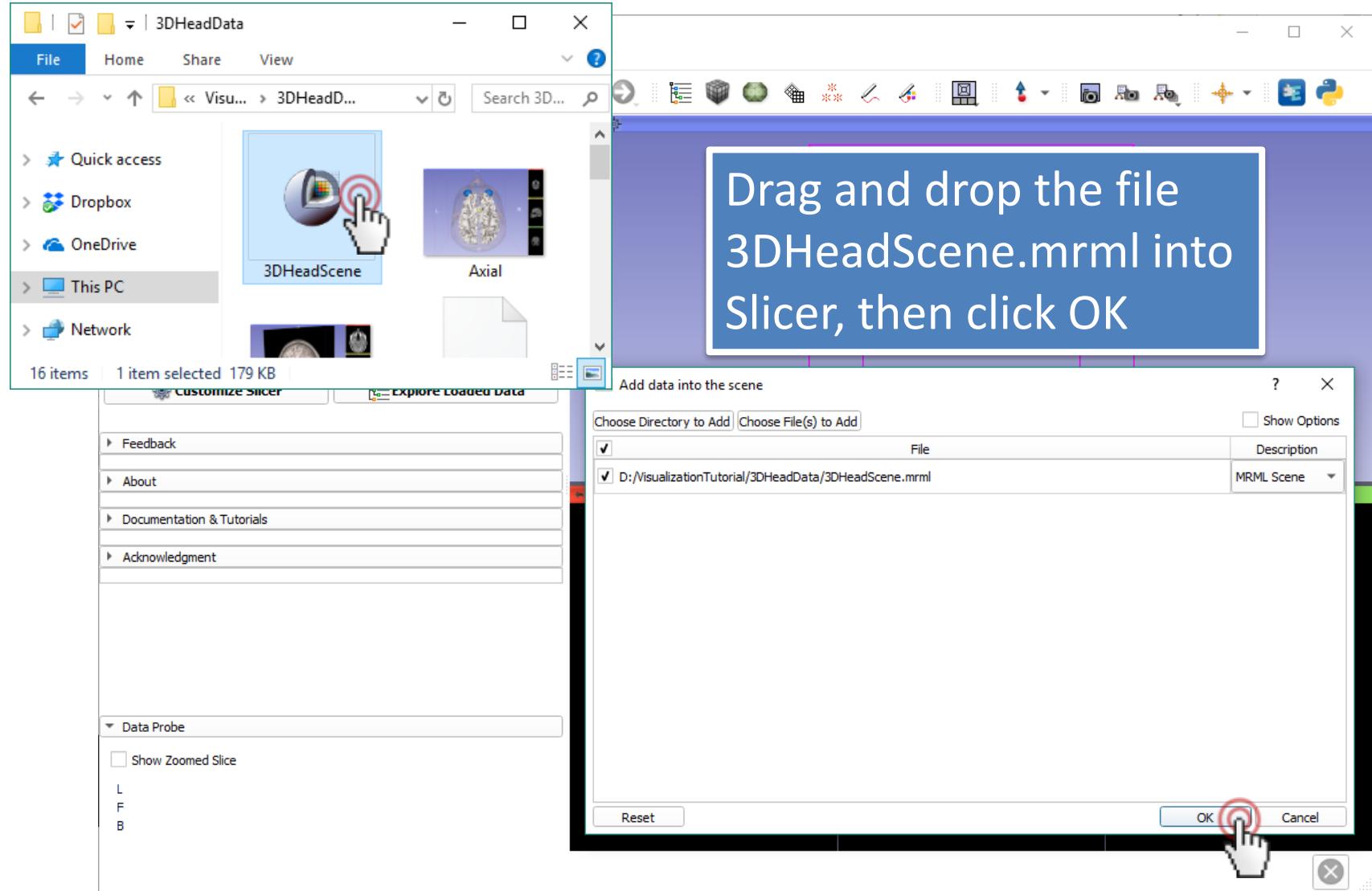
Close the scene



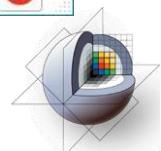
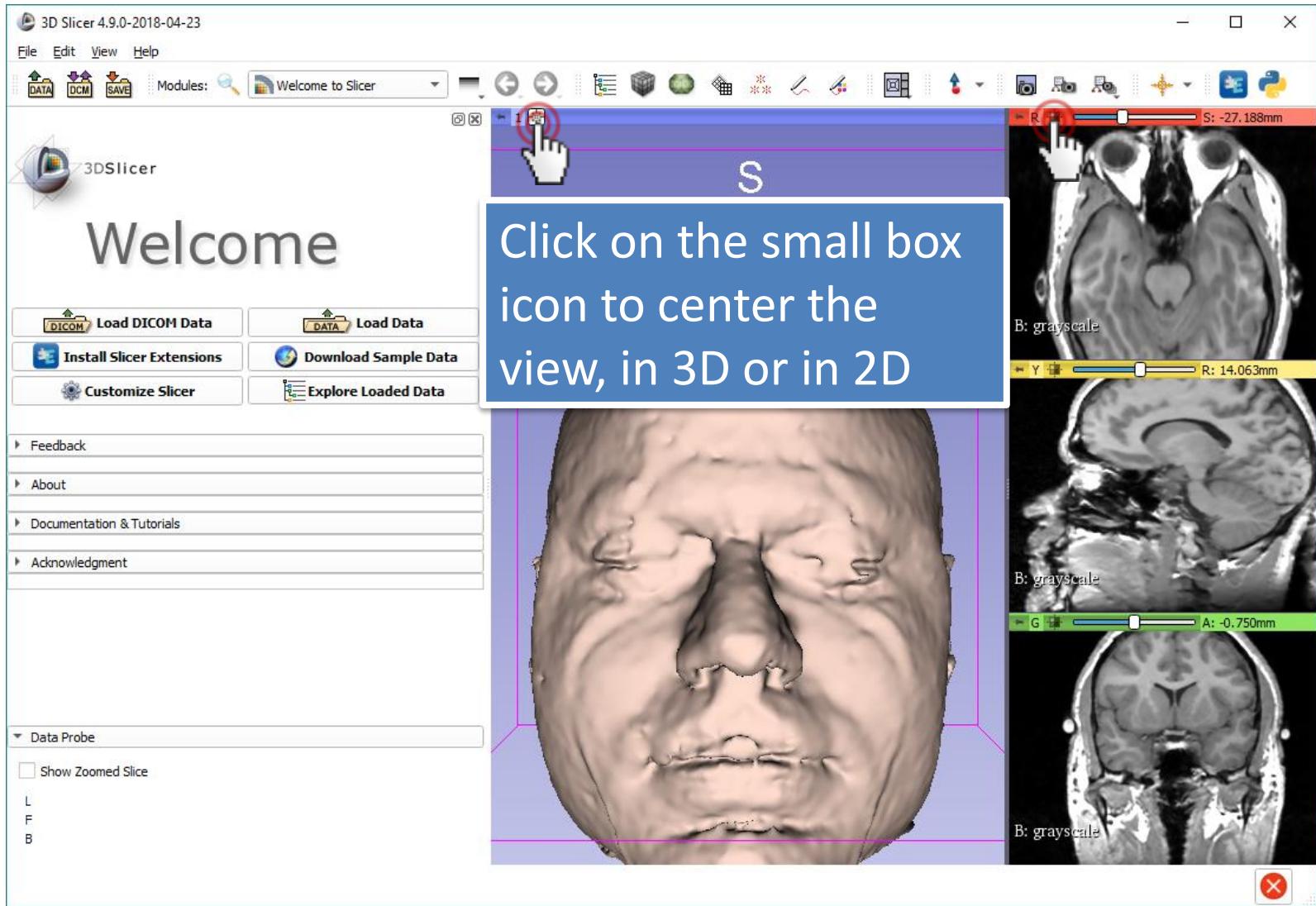
Part 2: 3D visualization of surface models of the brain



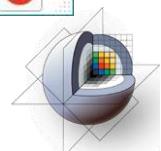
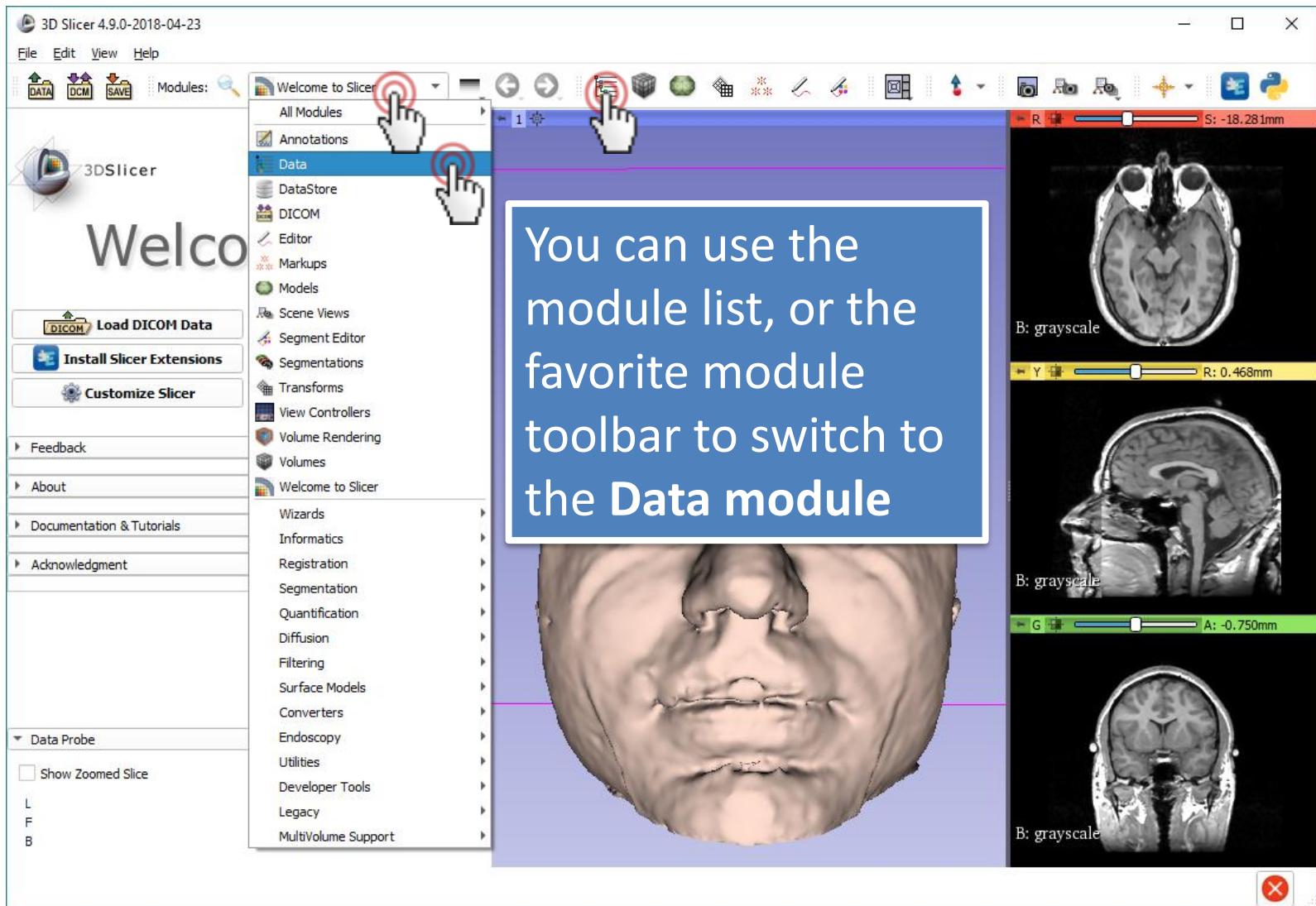
Load tutorial scene



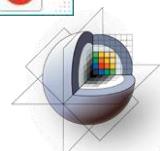
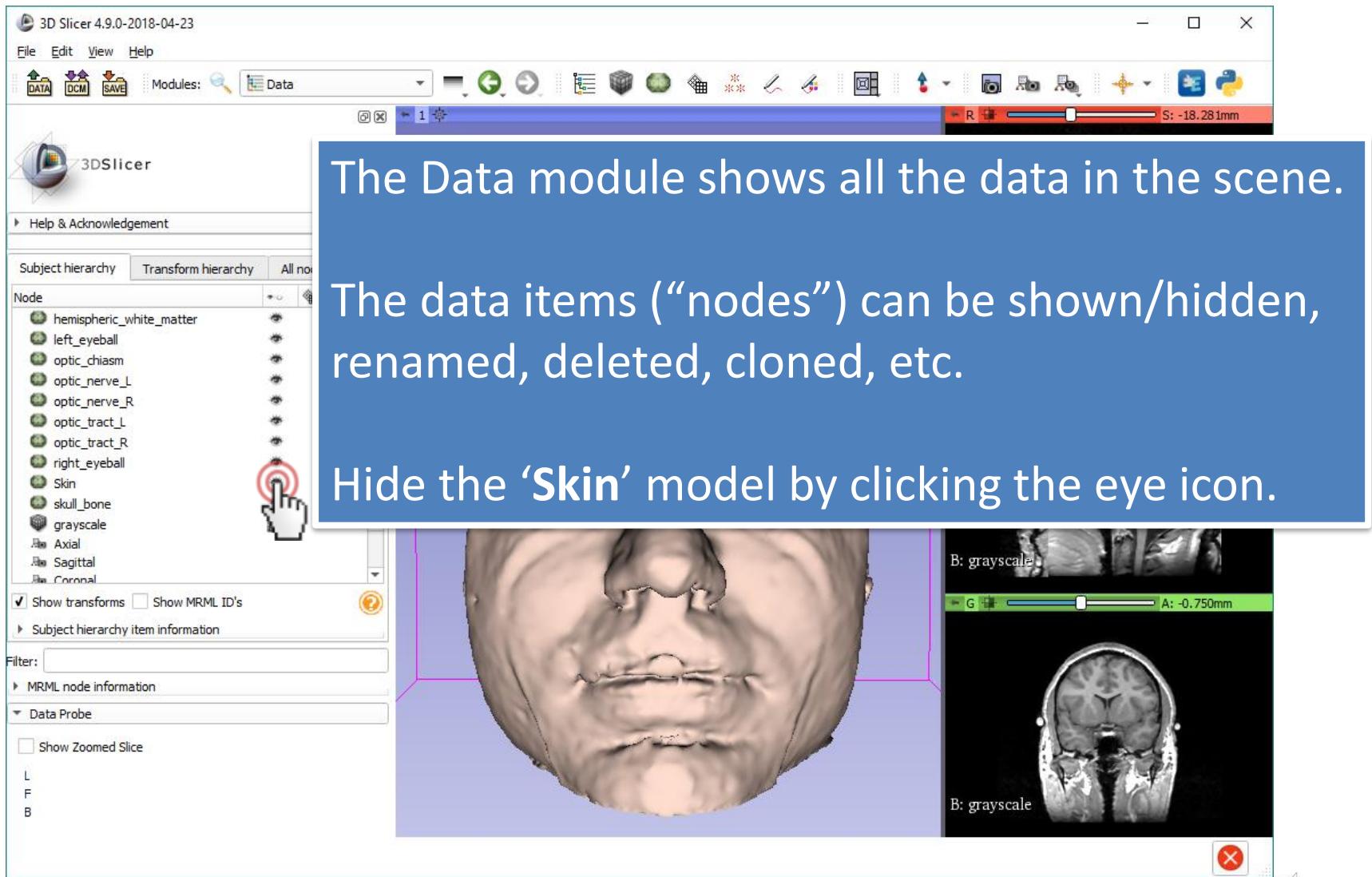
Center view



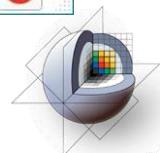
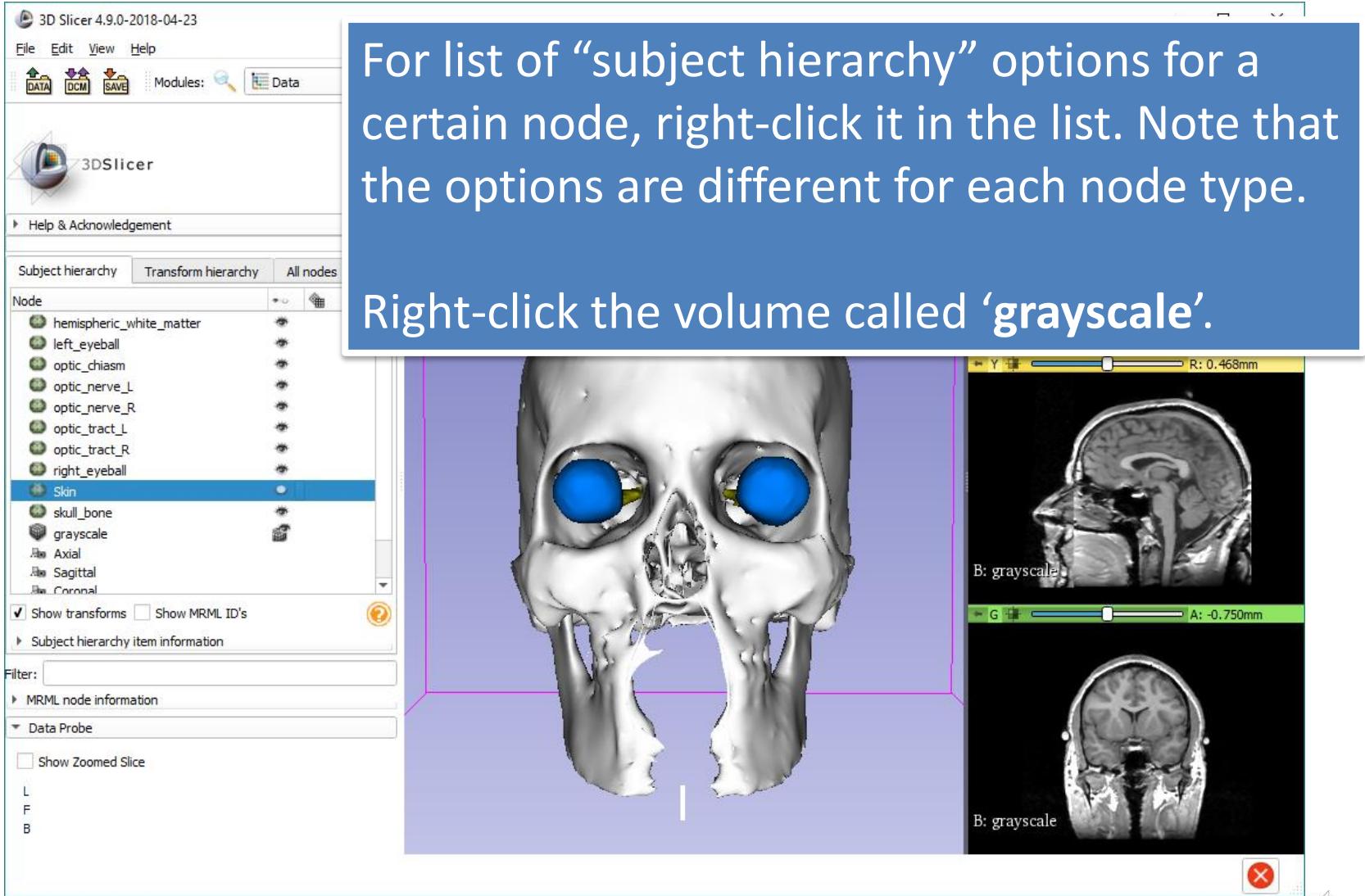
Explore loaded data



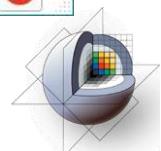
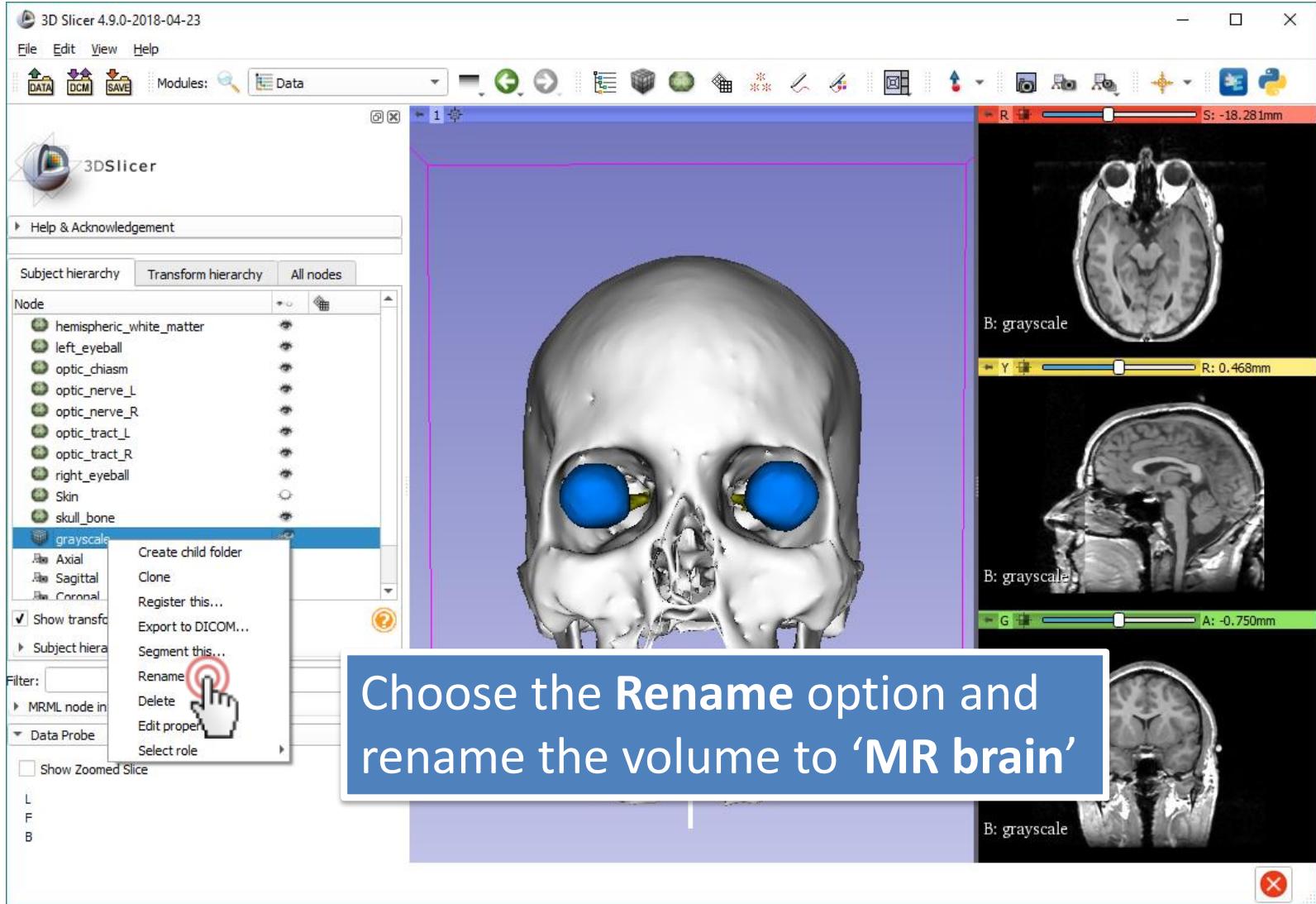
Explore loaded data



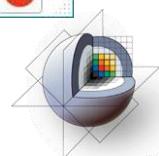
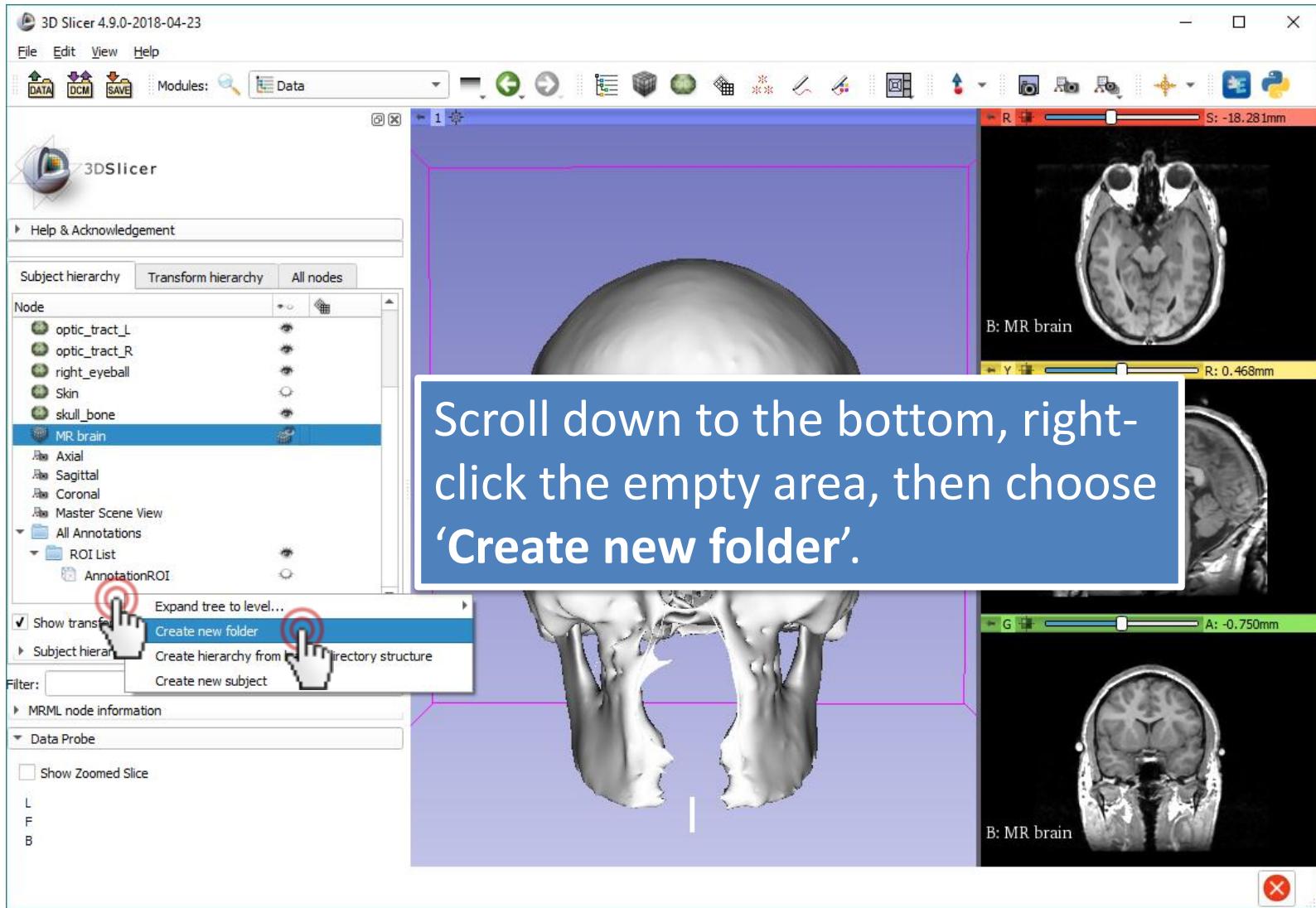
Subject hierarchy



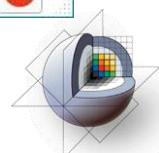
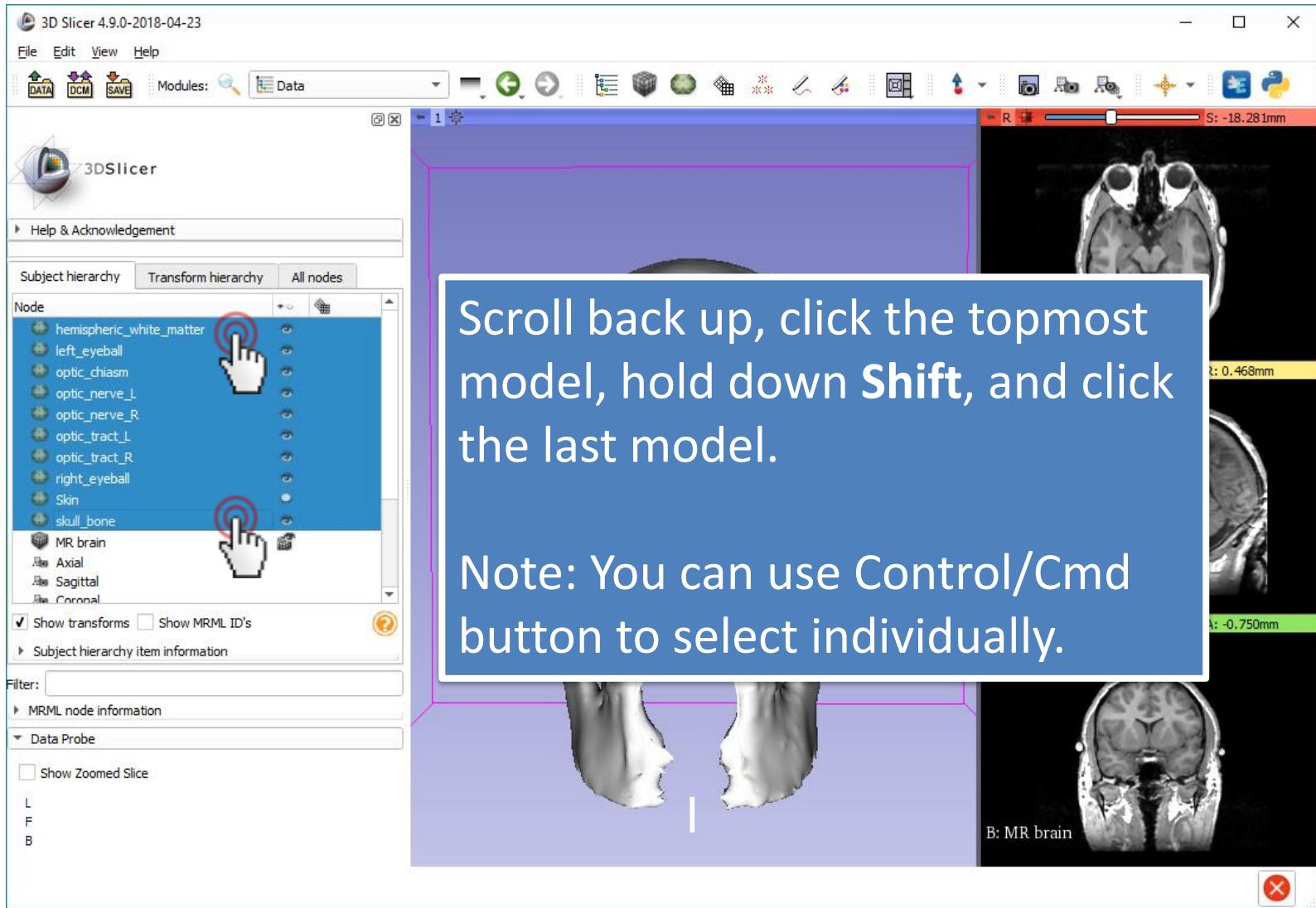
Node actions



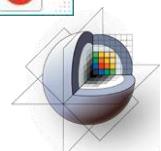
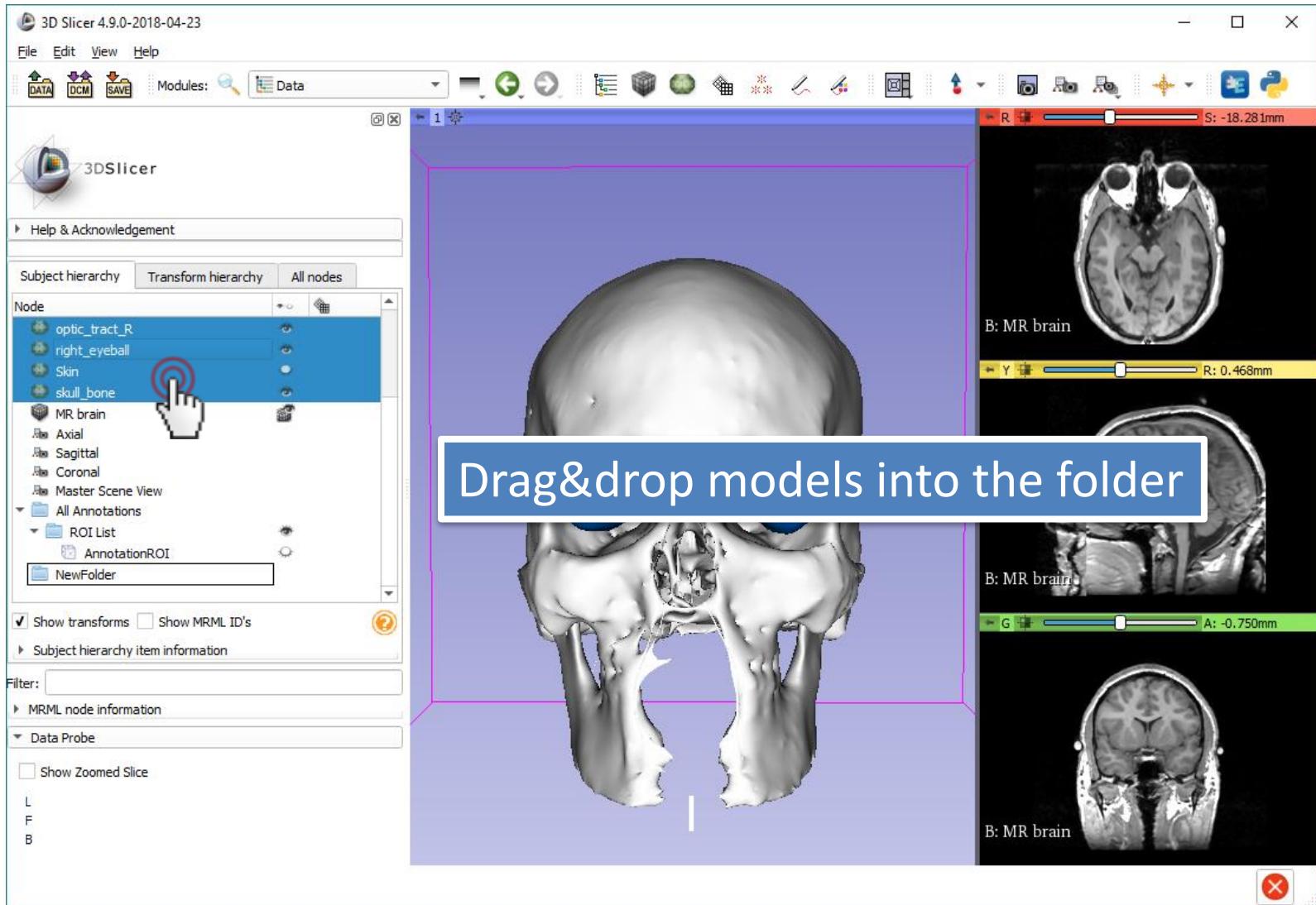
Create folder



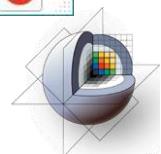
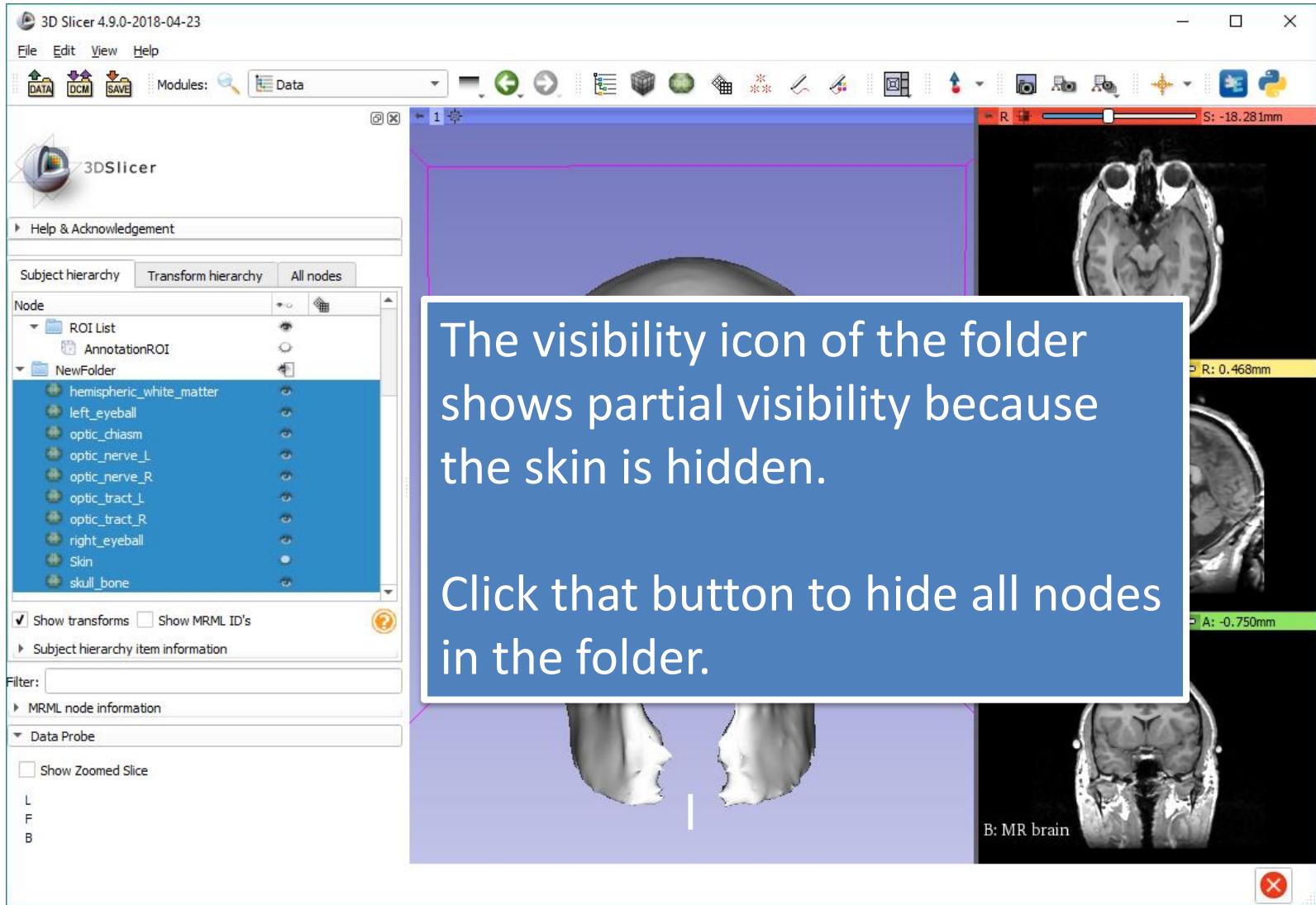
Select multiple nodes



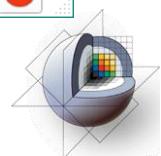
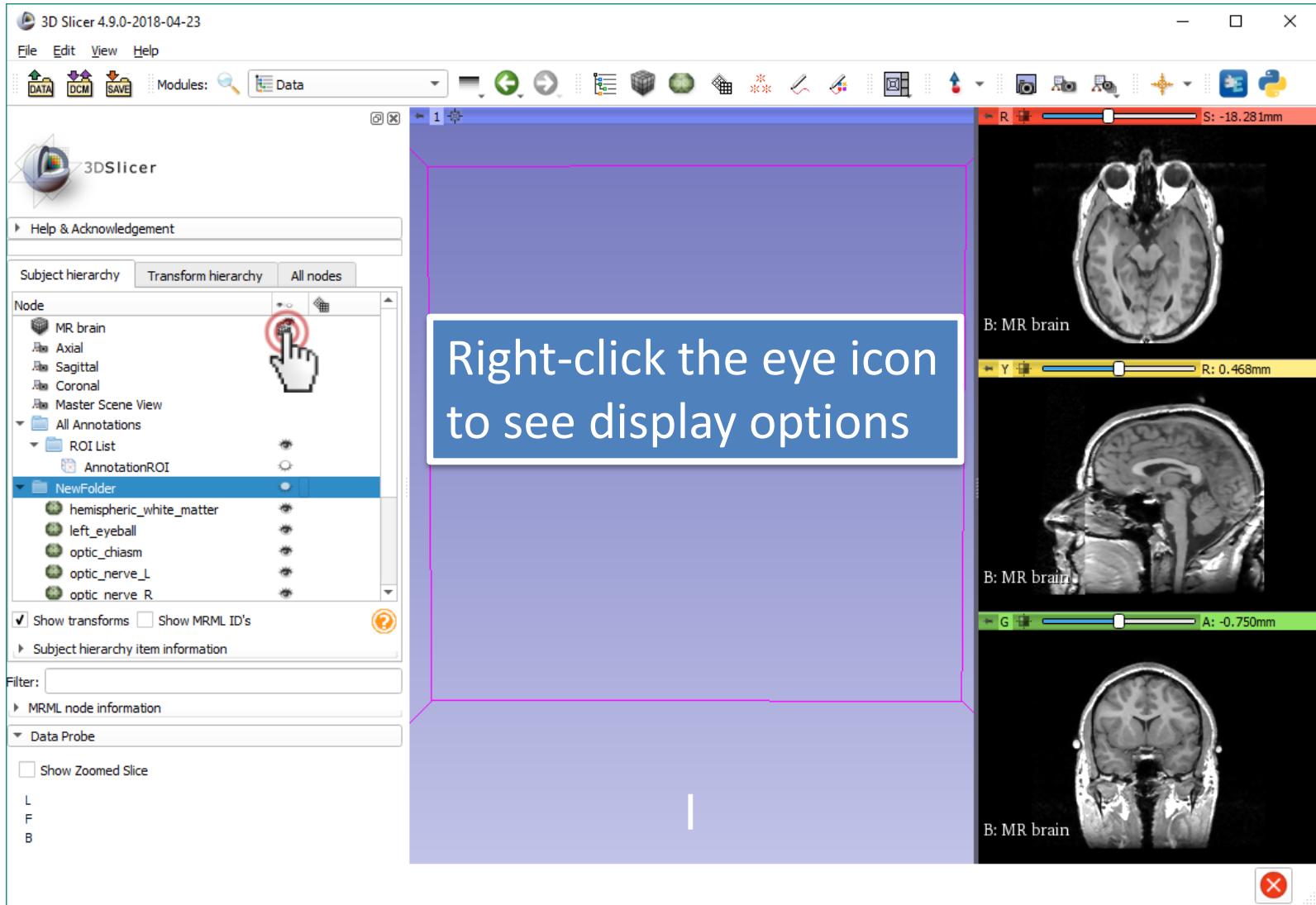
Move nodes to folder



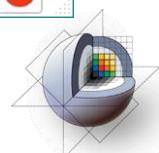
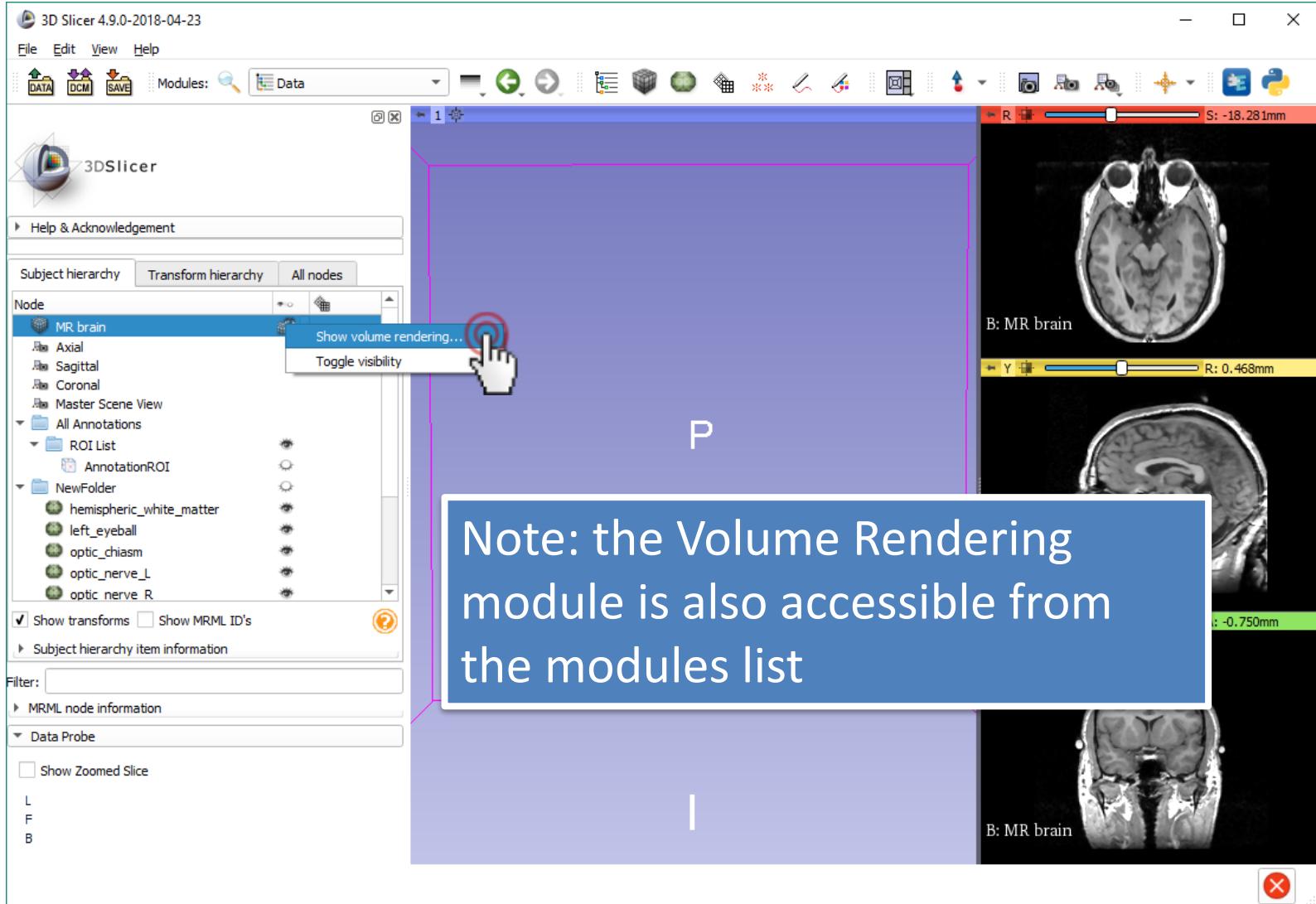
Hide all nodes in folder



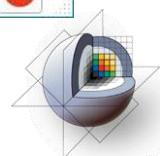
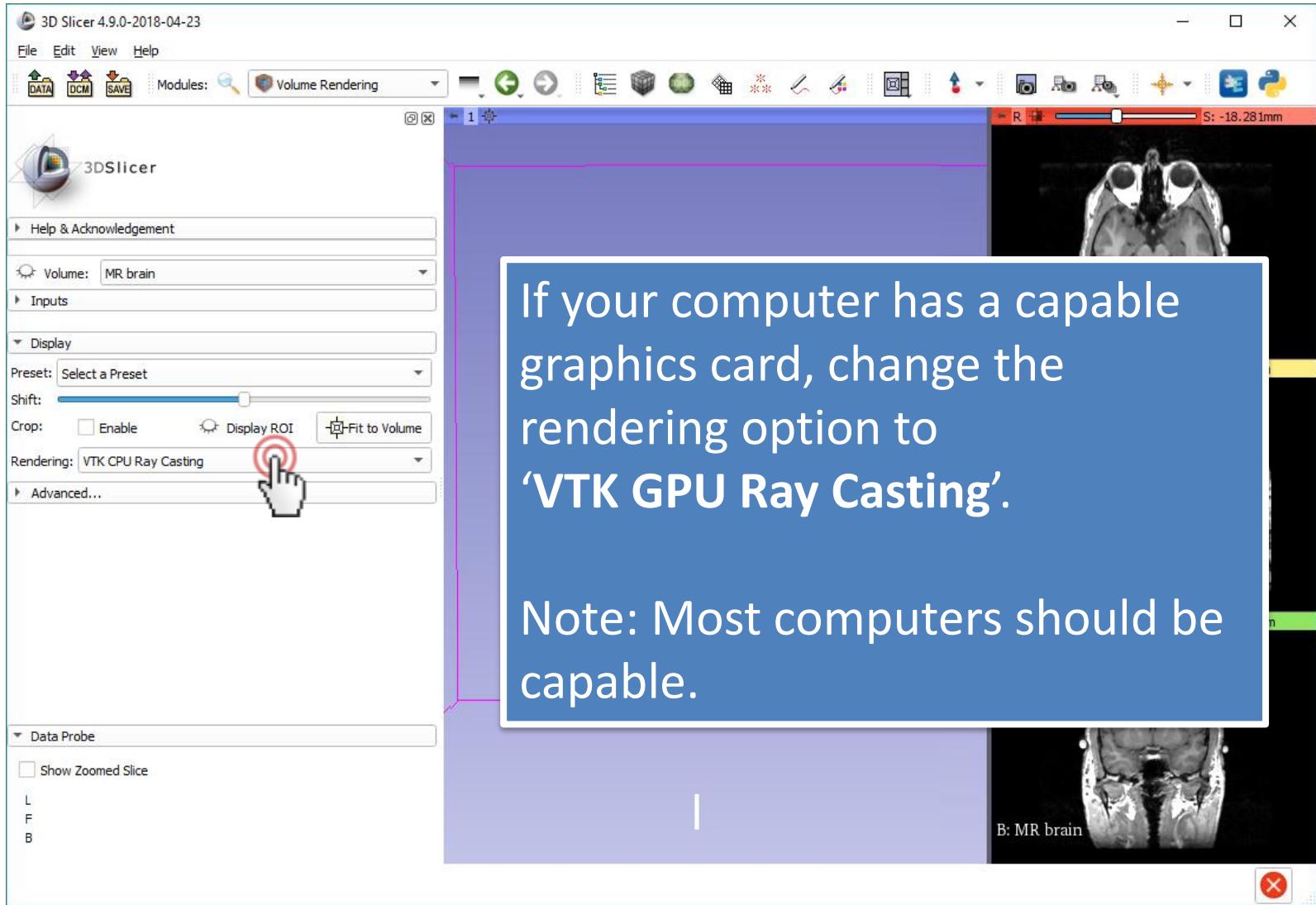
Display options



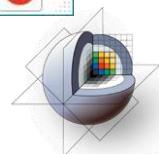
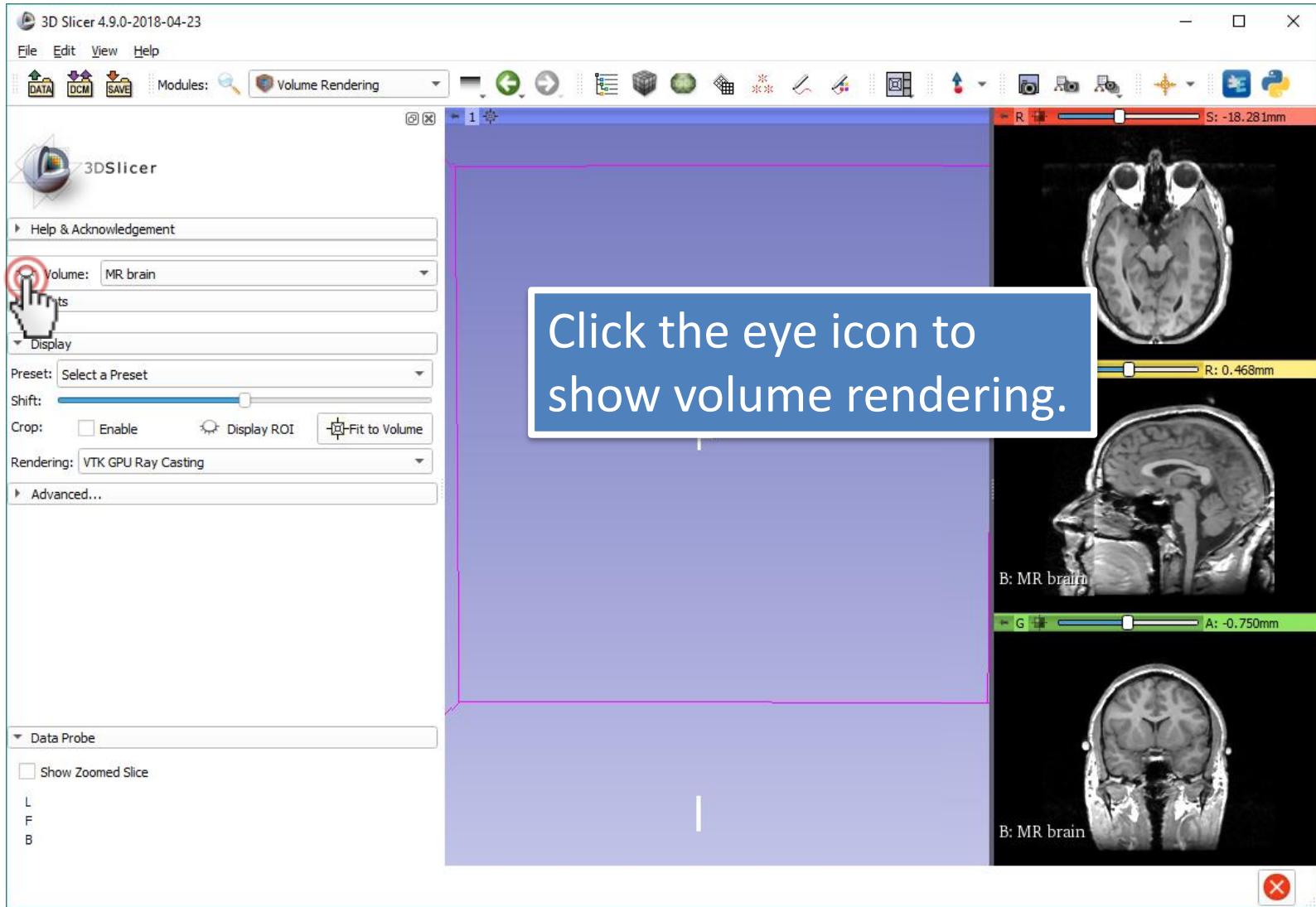
Volume rendering



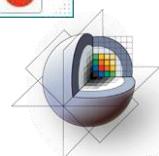
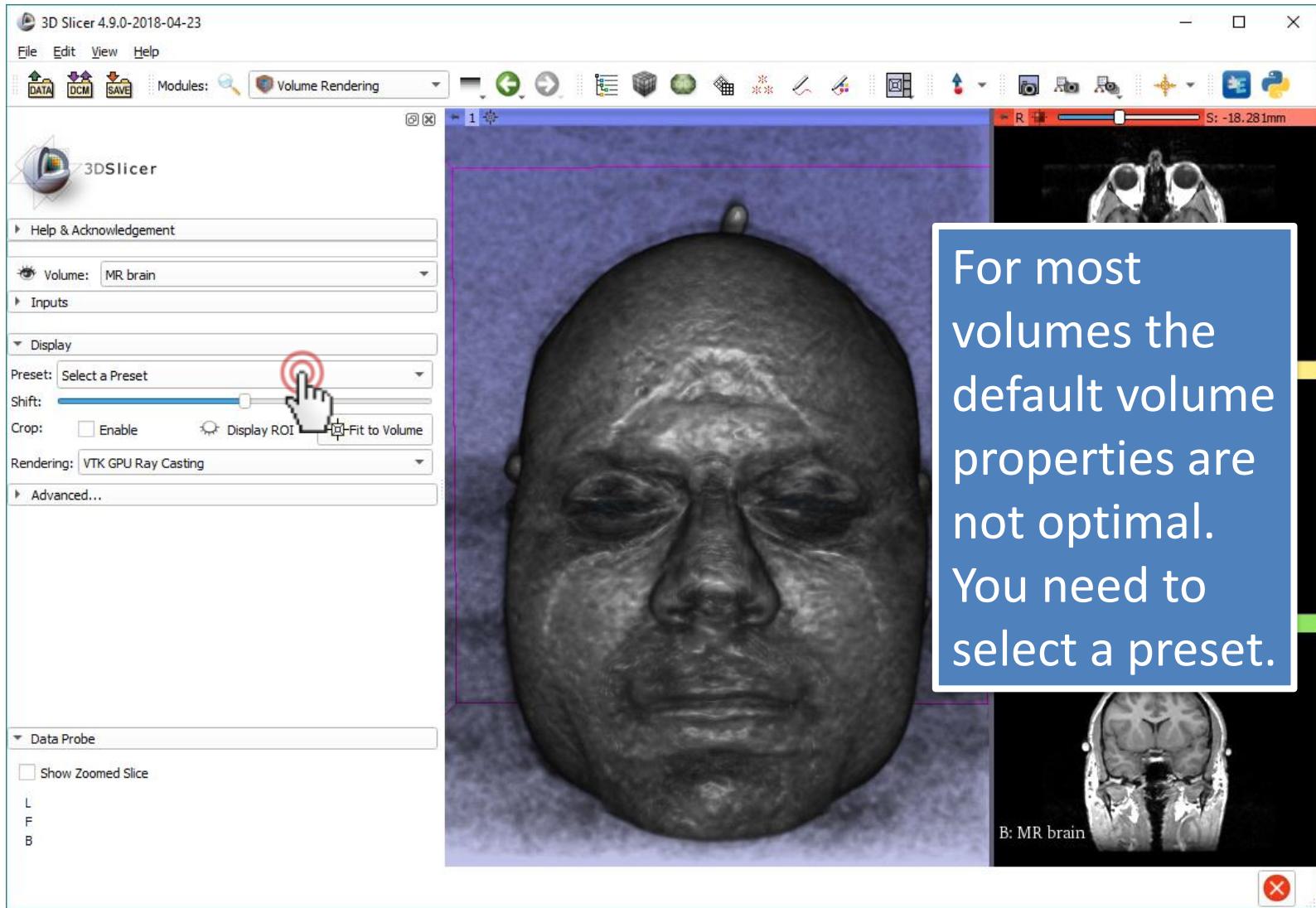
Show volume rendering



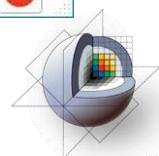
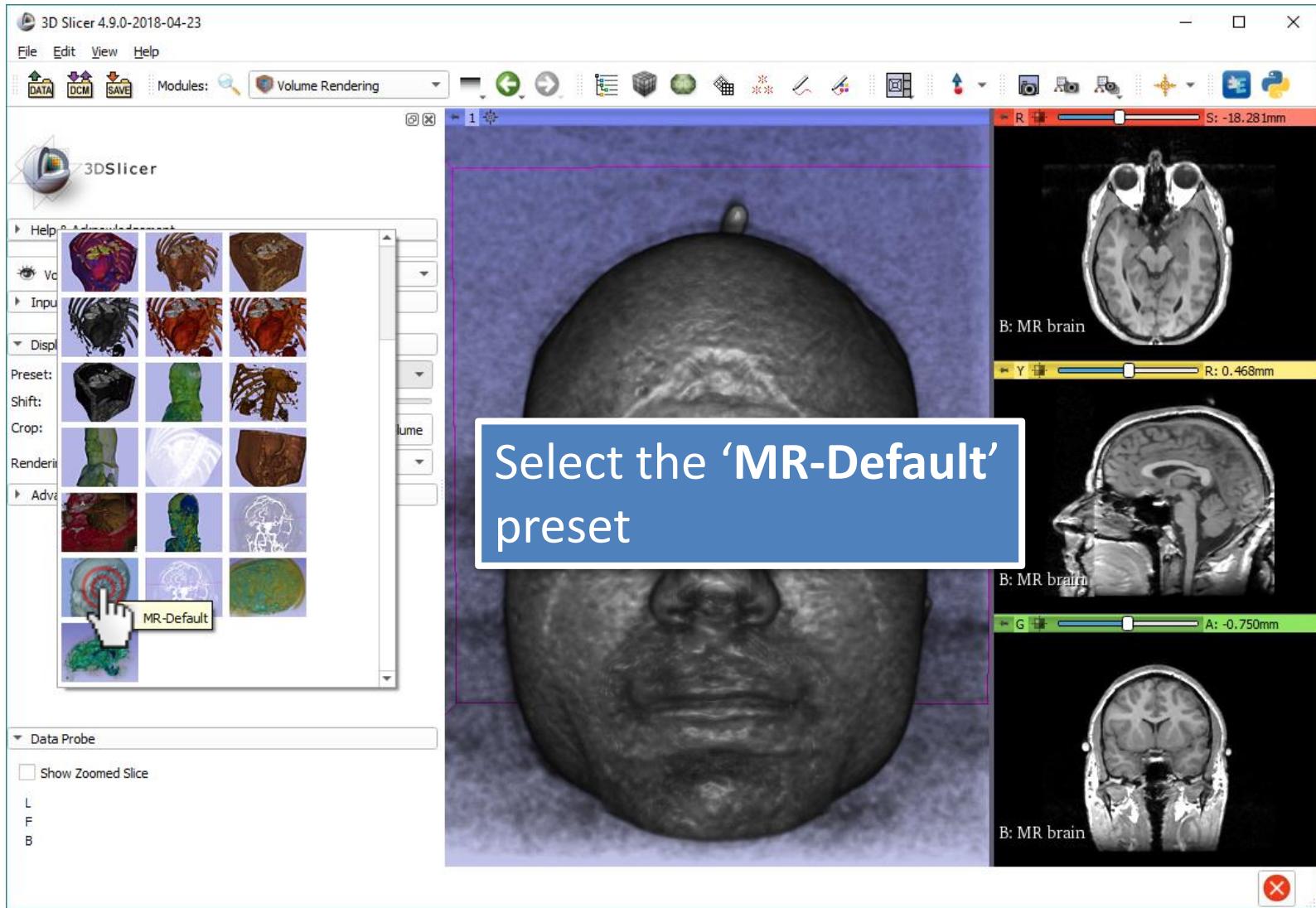
Show volume rendering



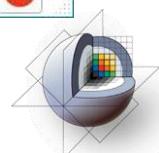
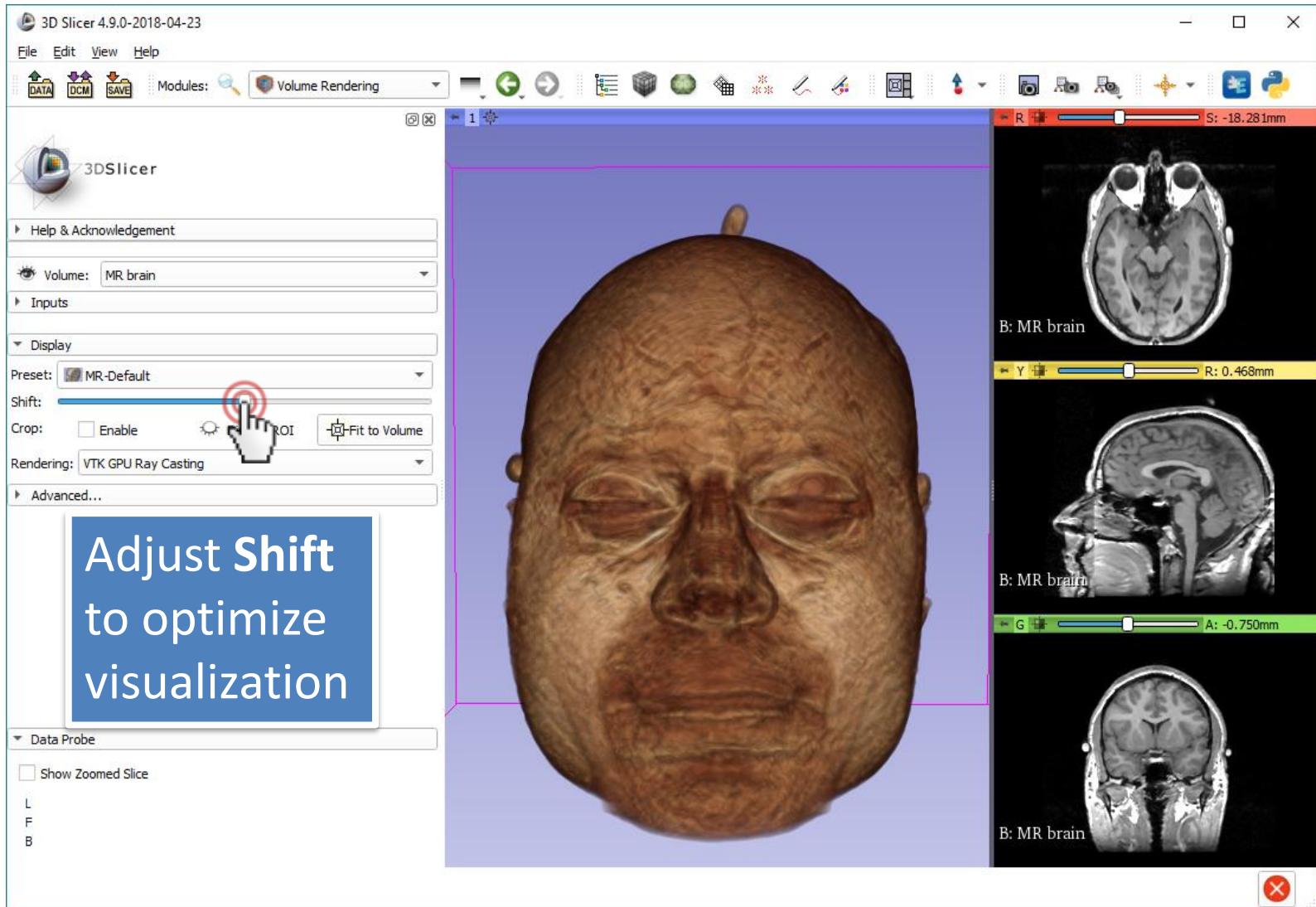
Show volume rendering



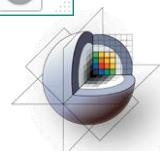
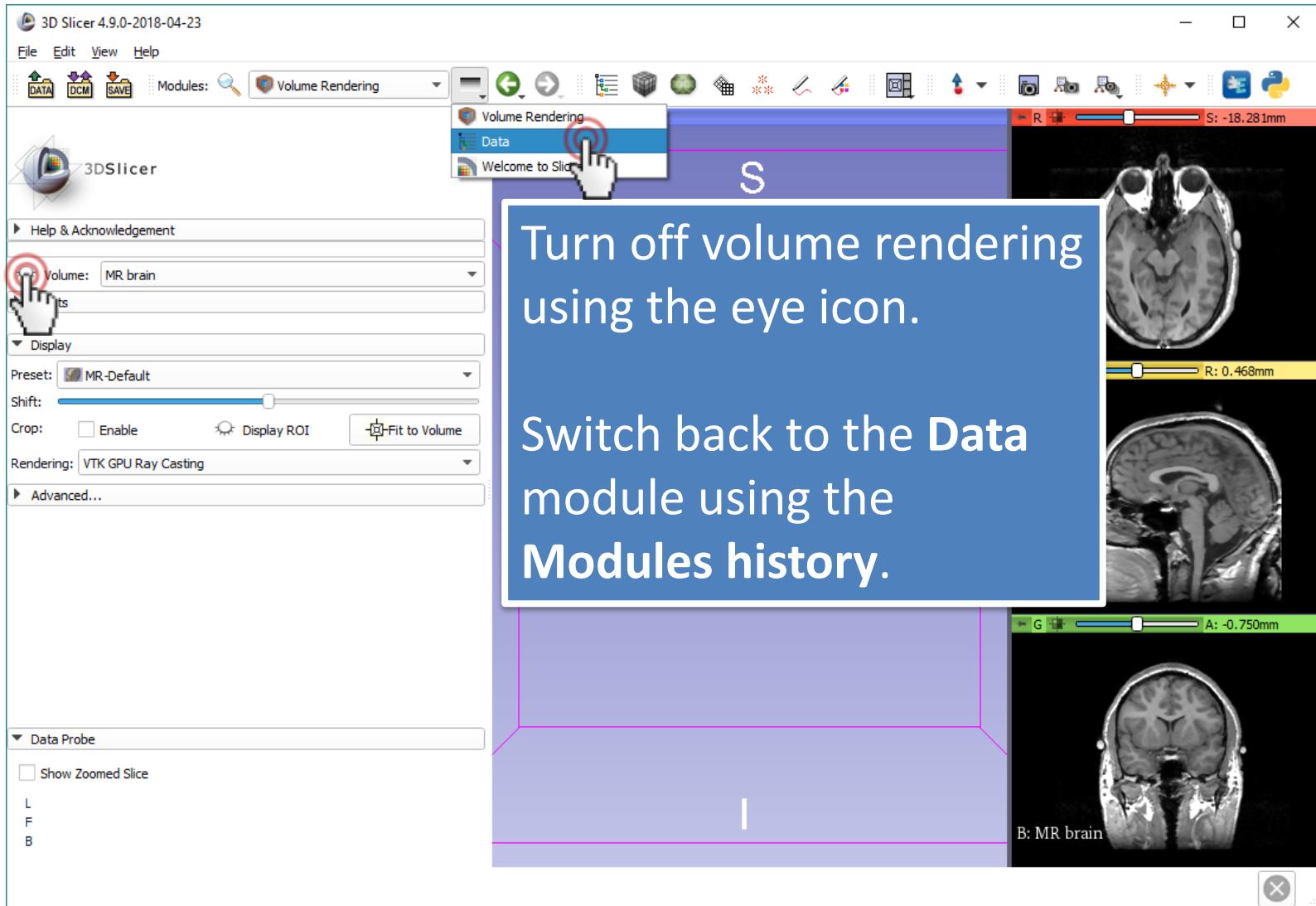
Show volume rendering



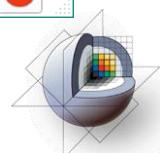
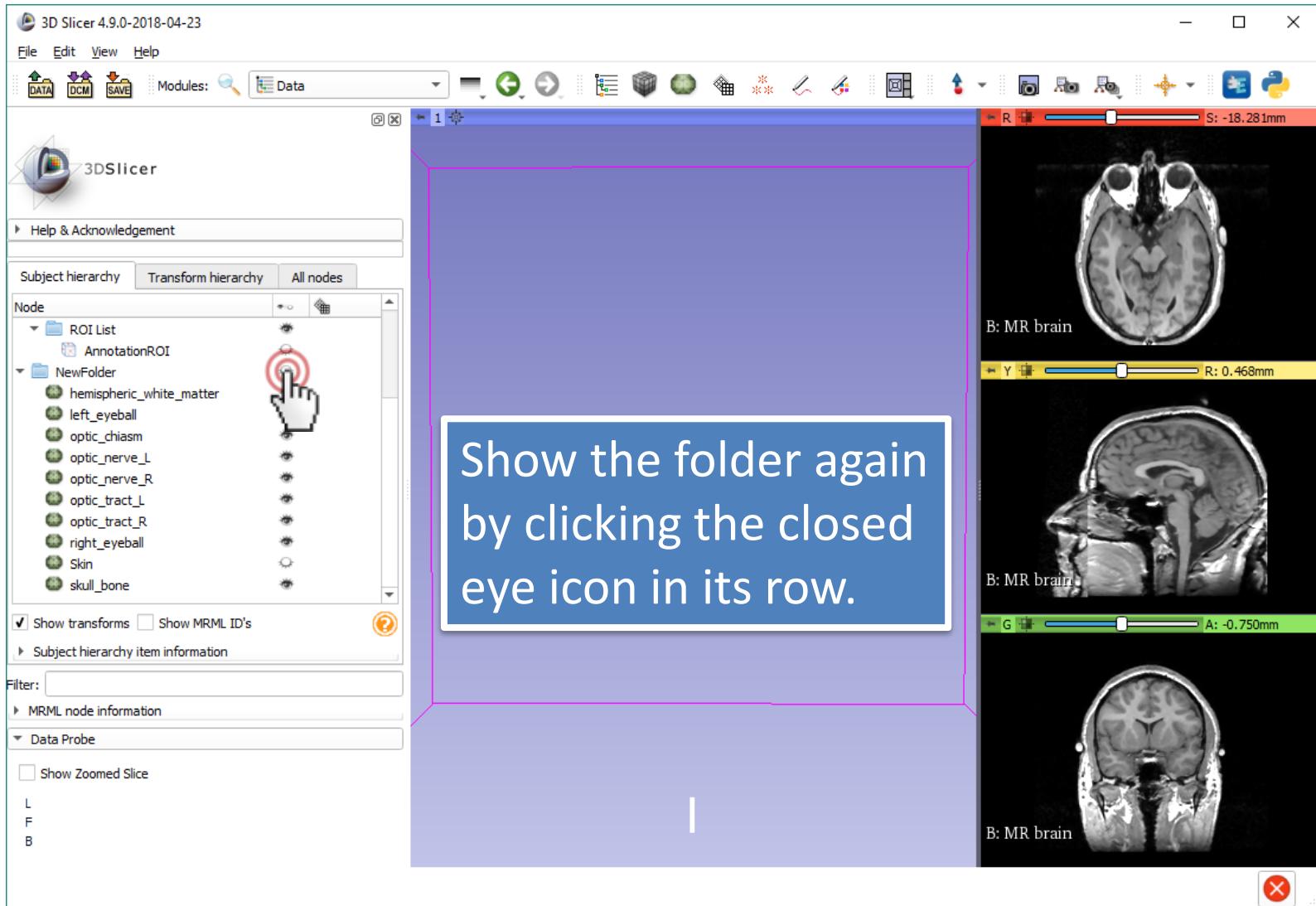
Show volume rendering



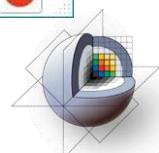
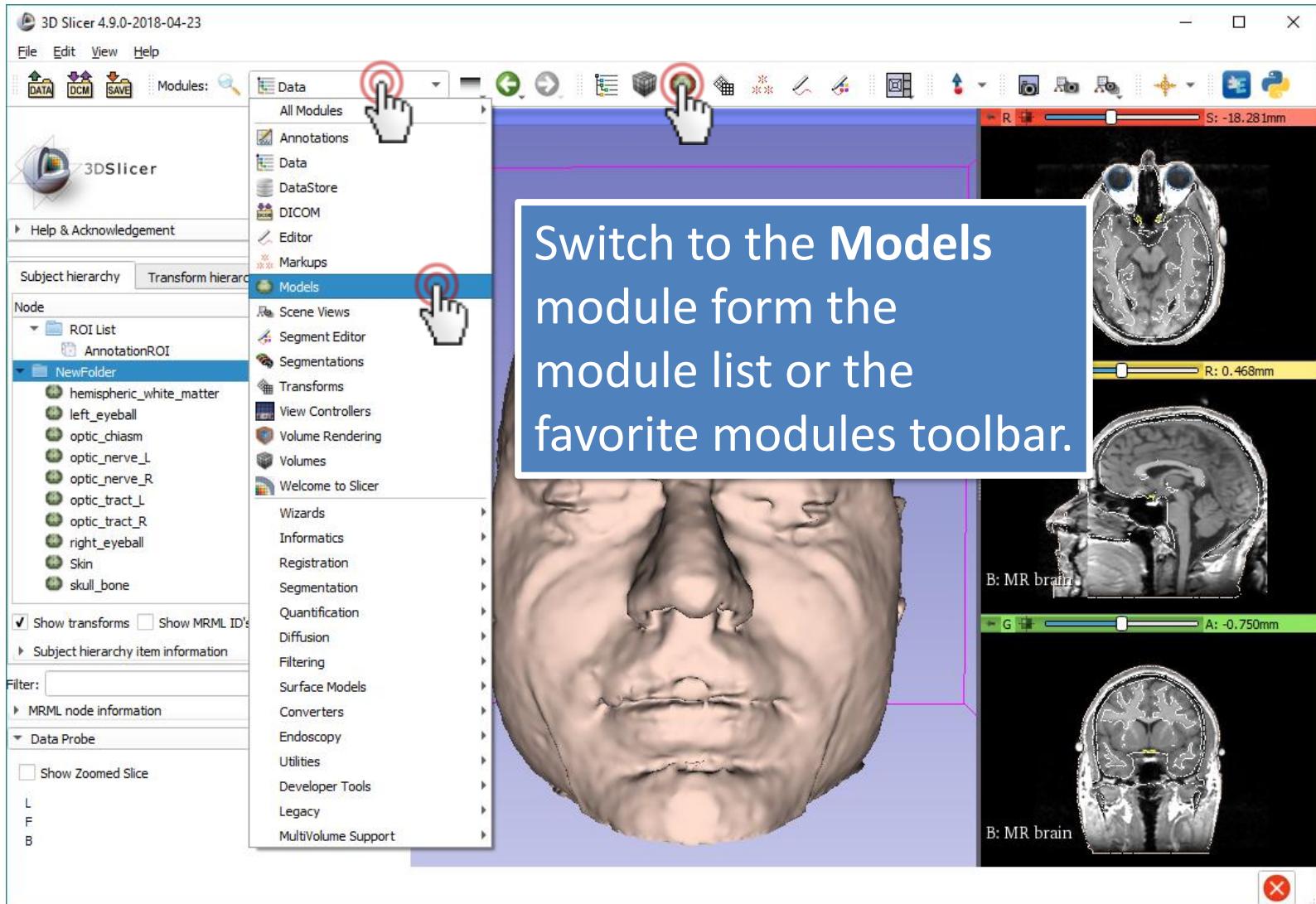
Show models again



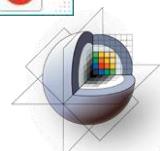
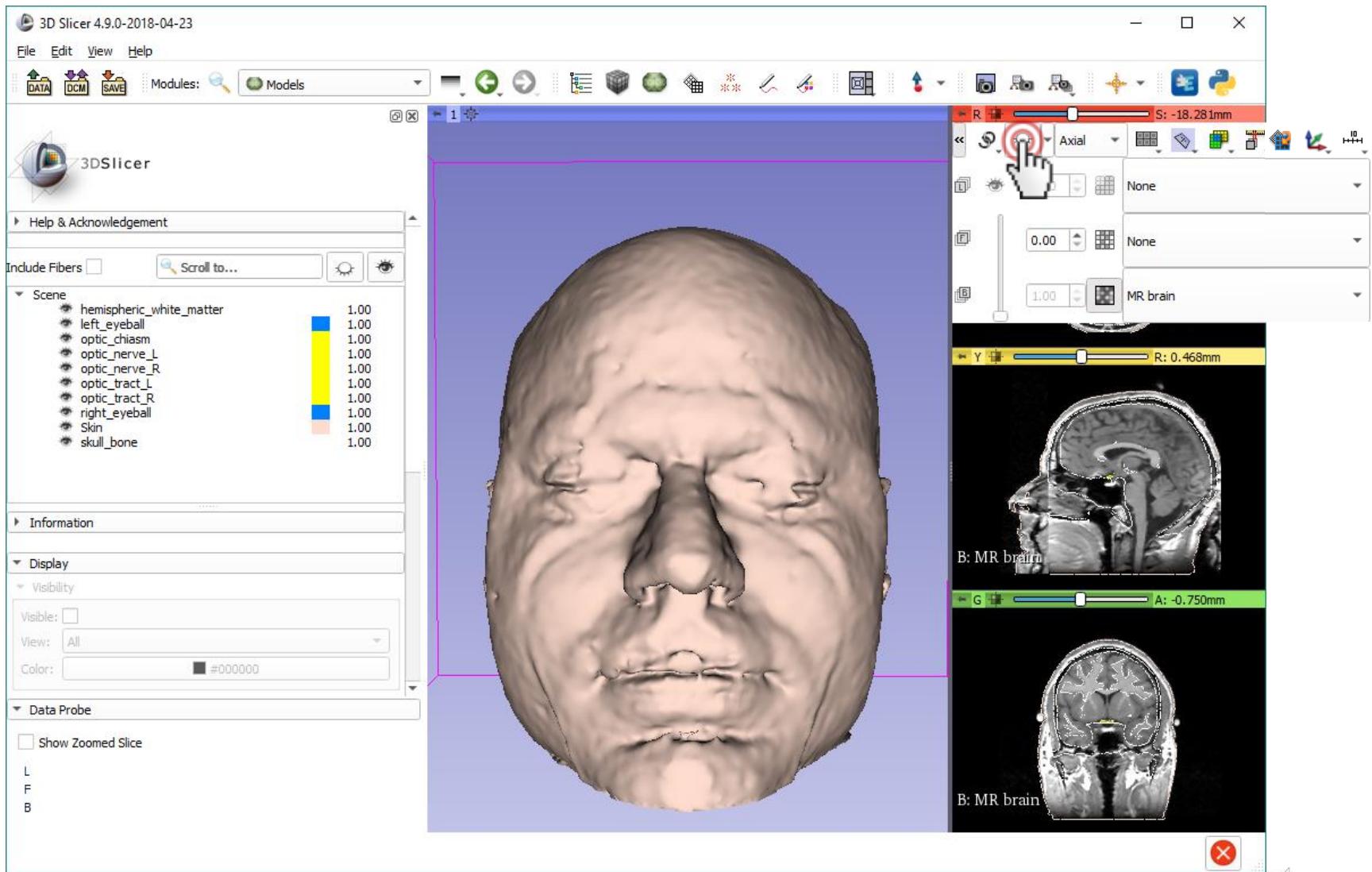
Show models again



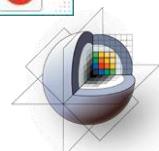
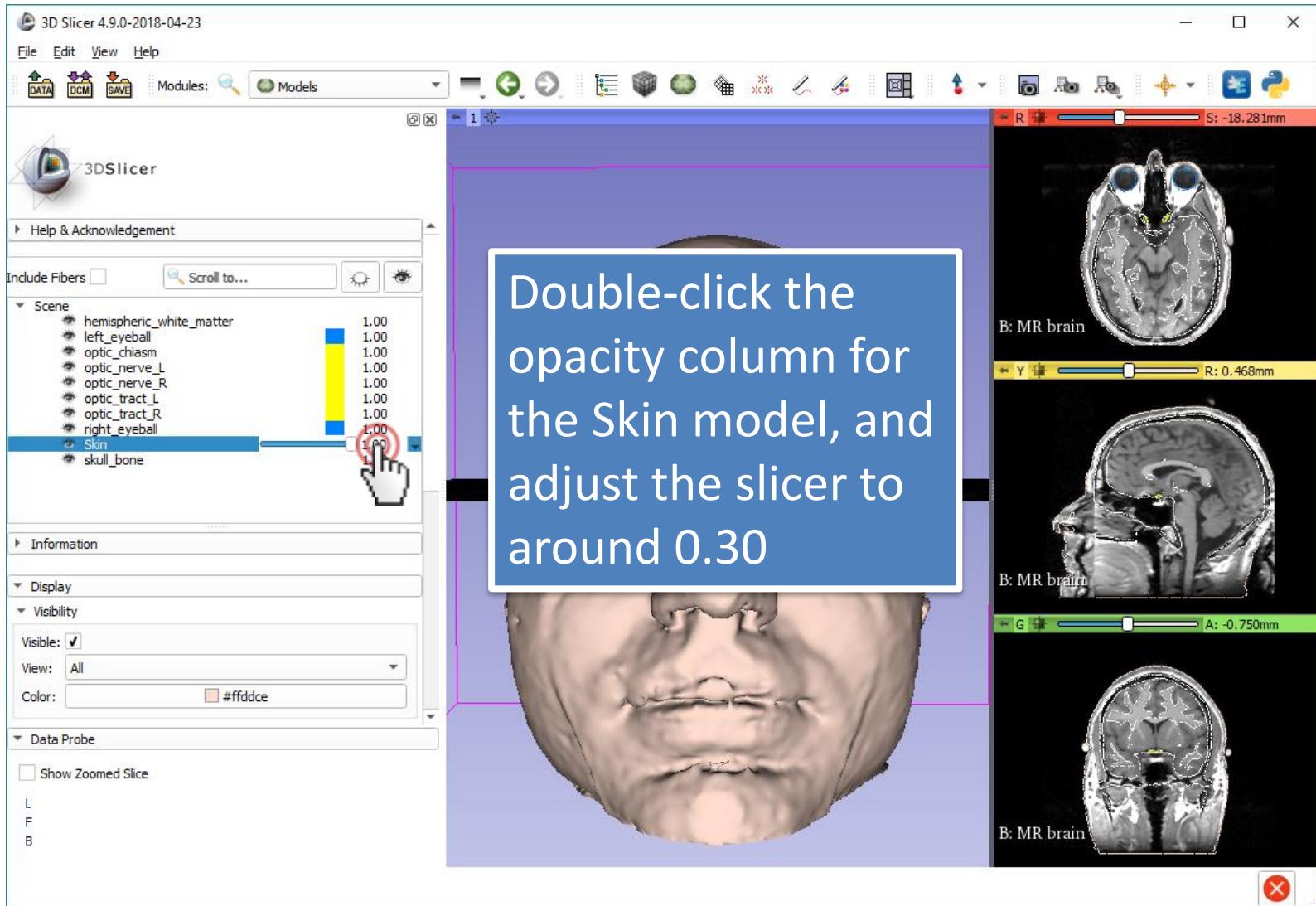
Models module



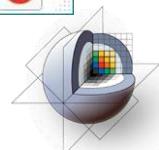
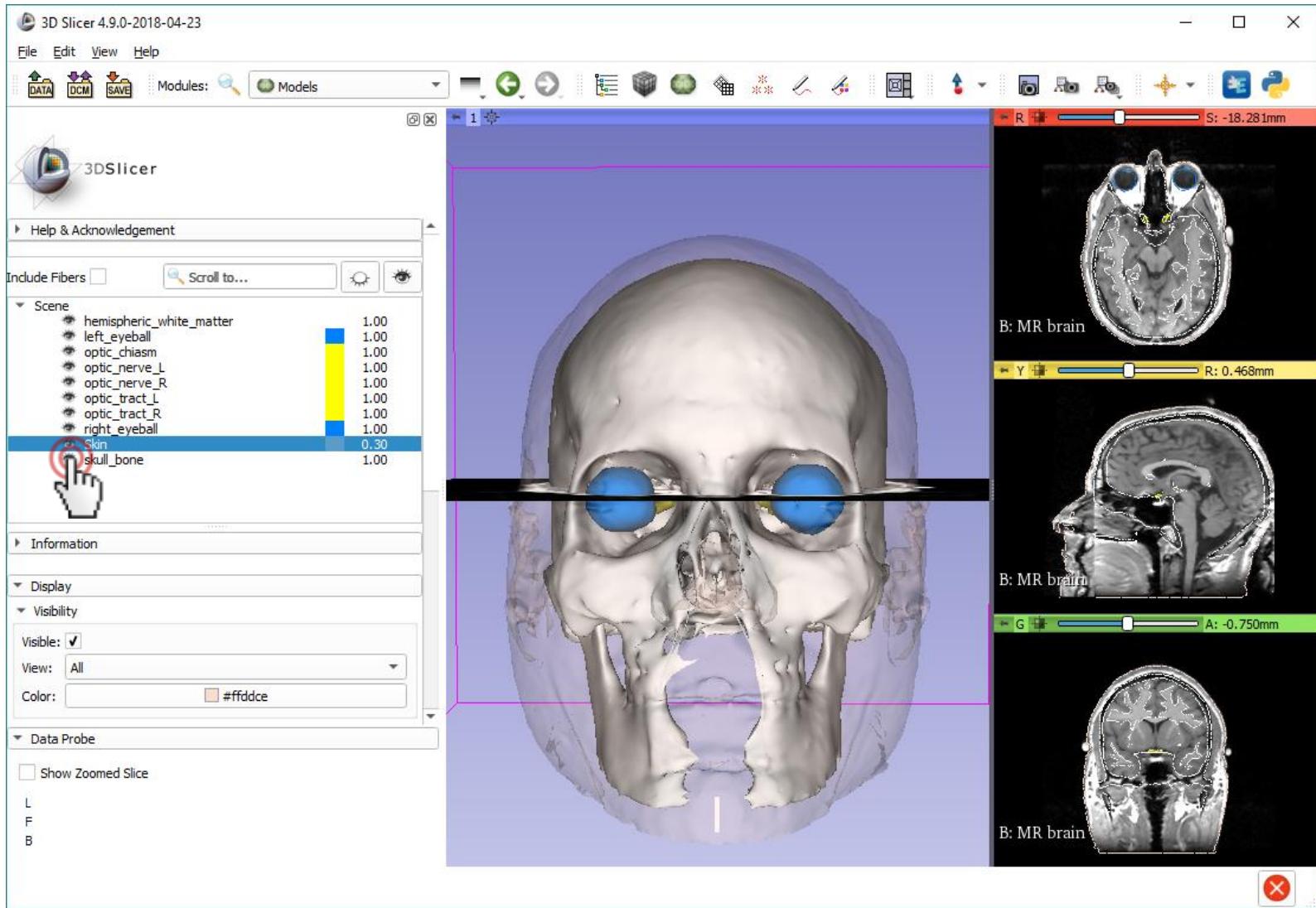
Show axial slice in 3D



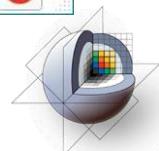
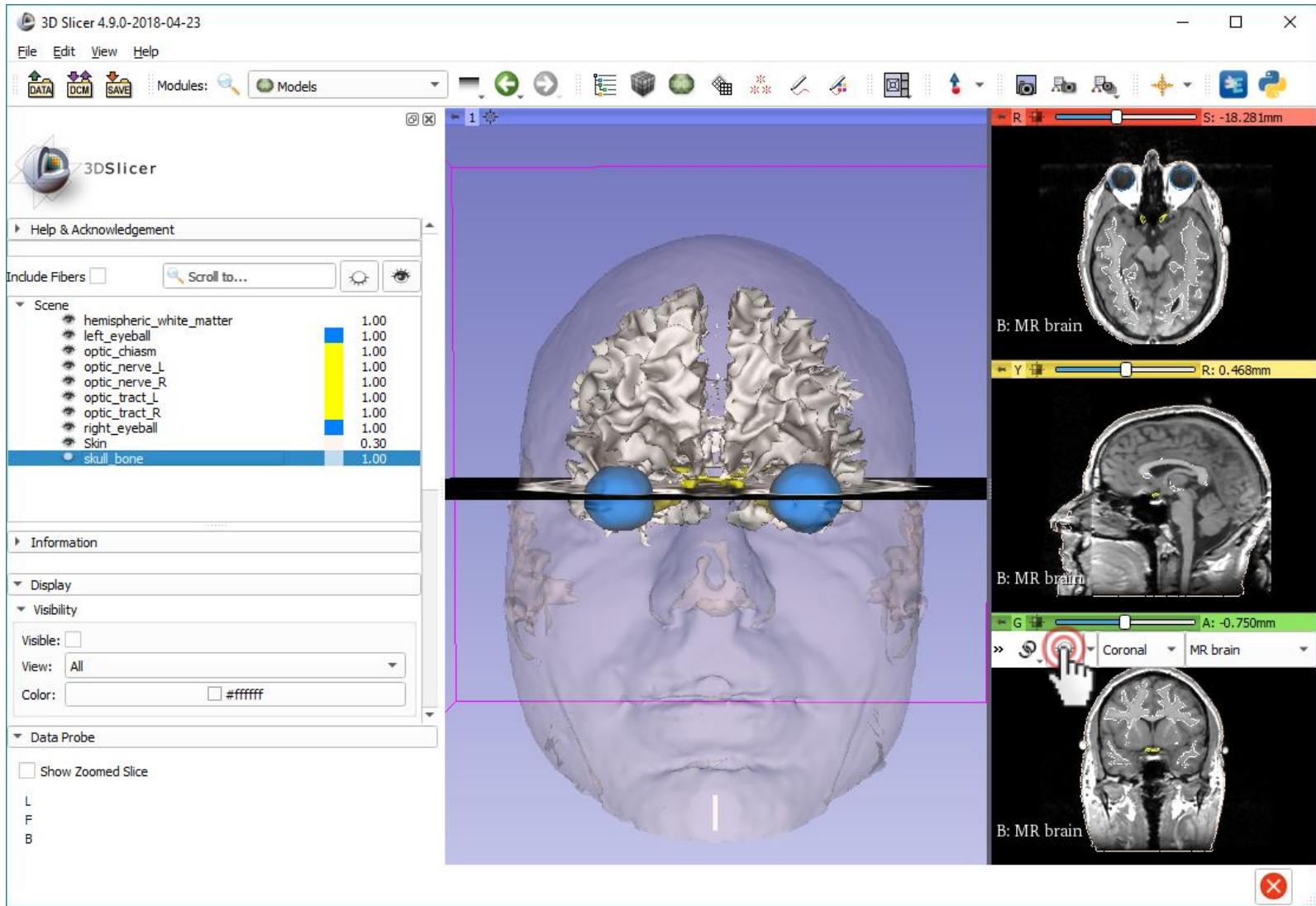
Change skin model opacity



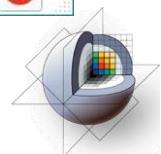
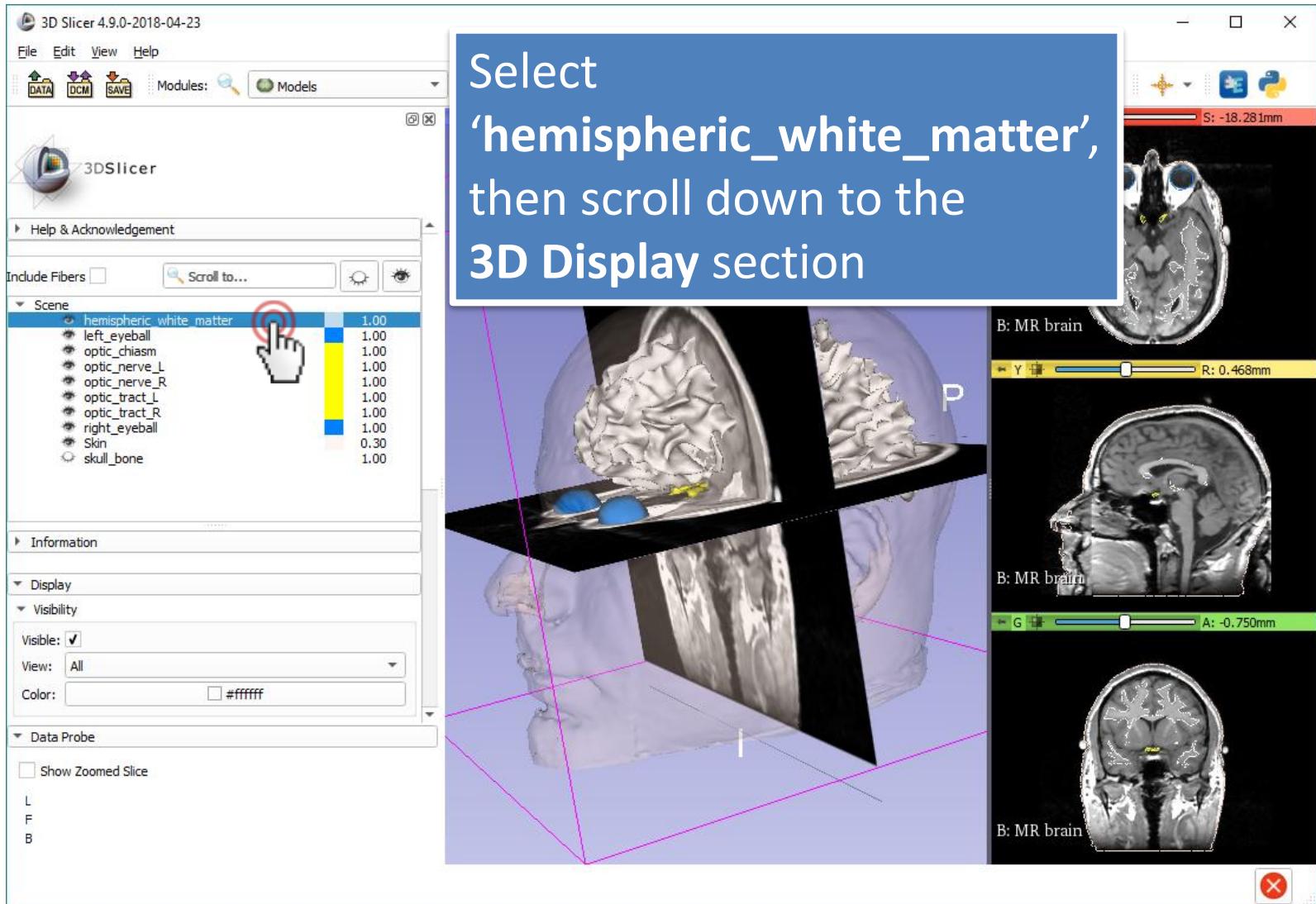
Hide skull model



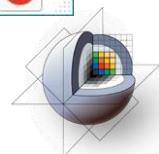
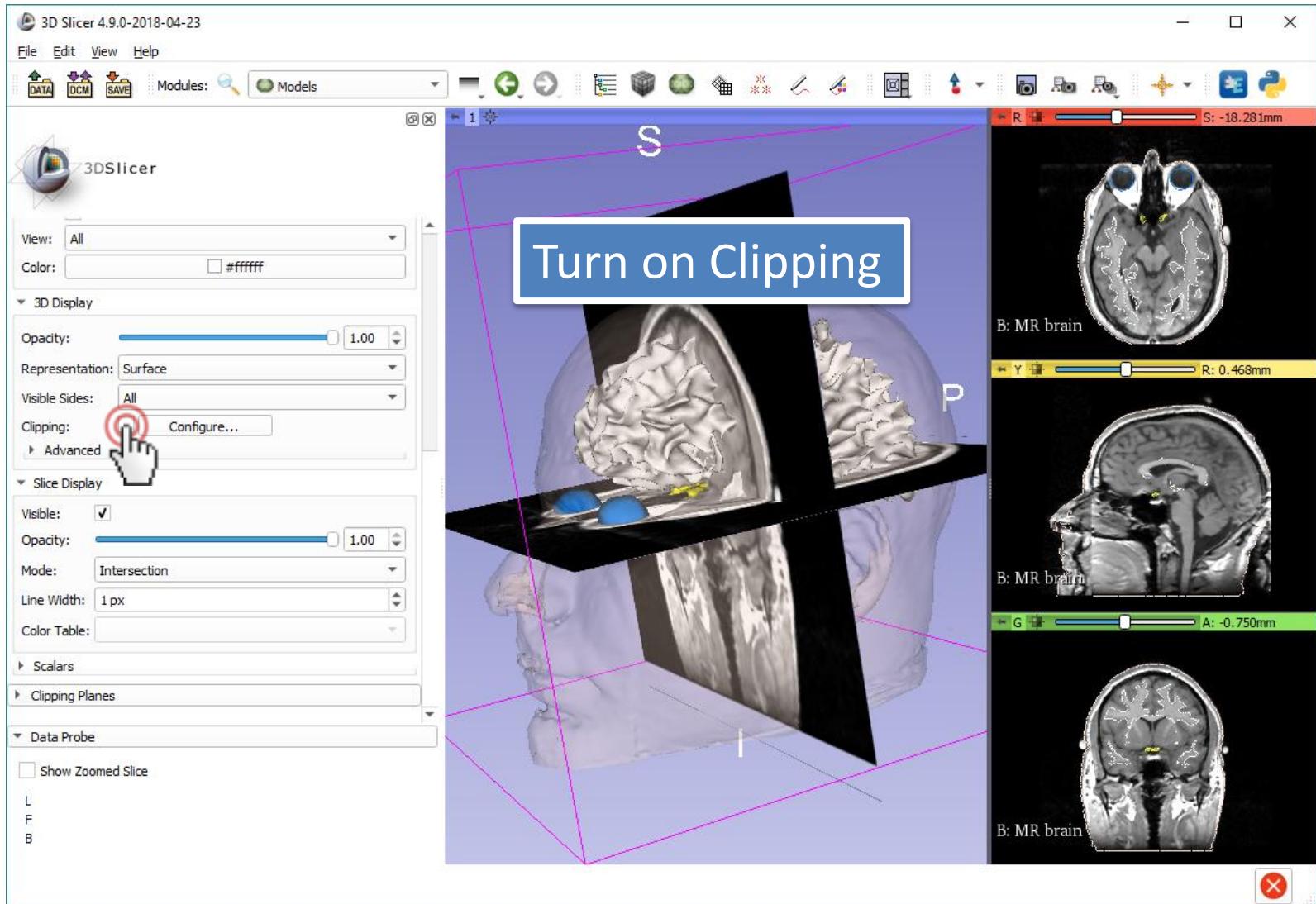
Show coronal slice in 3D



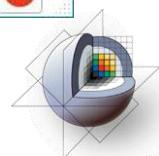
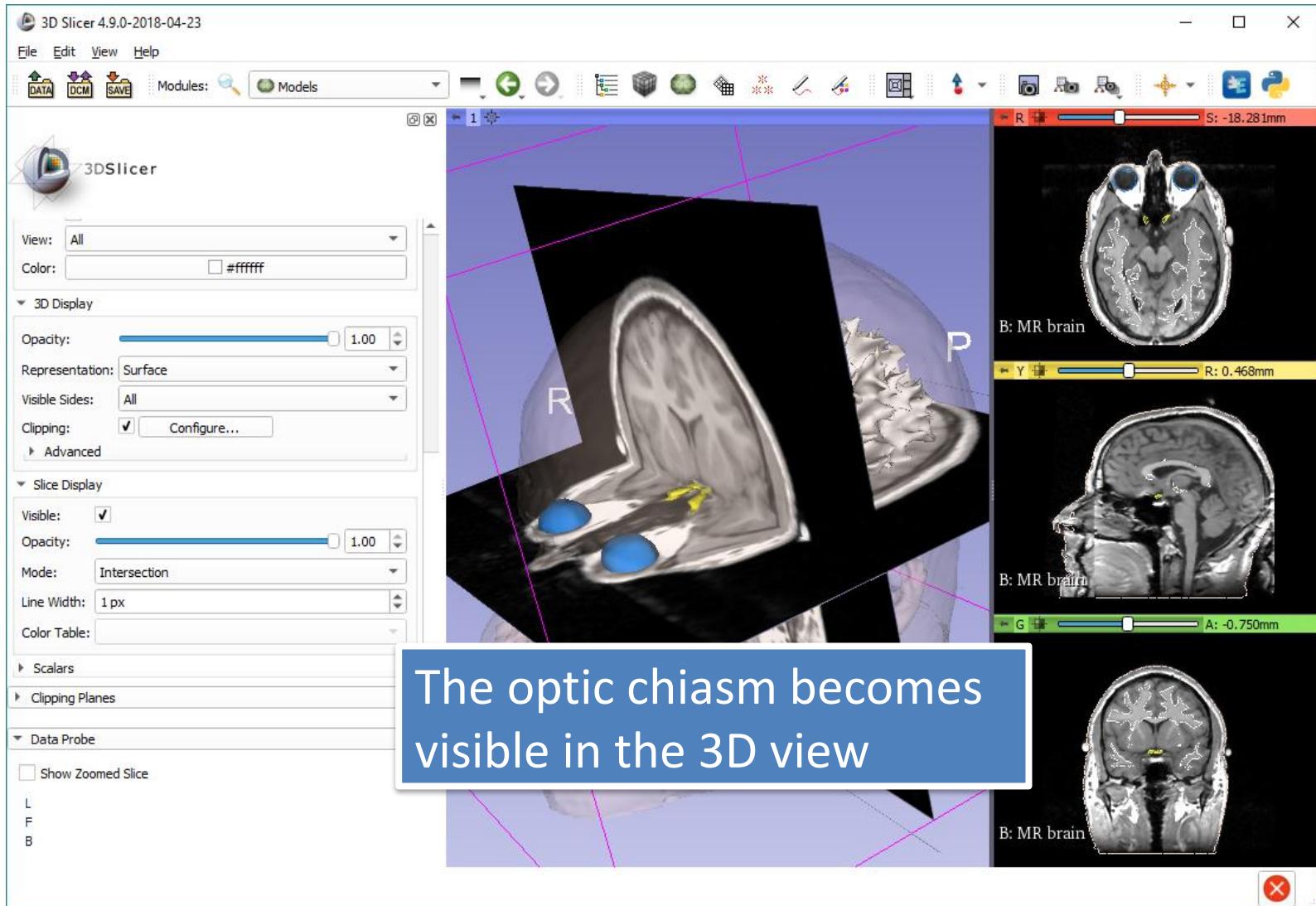
Model clipping



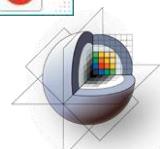
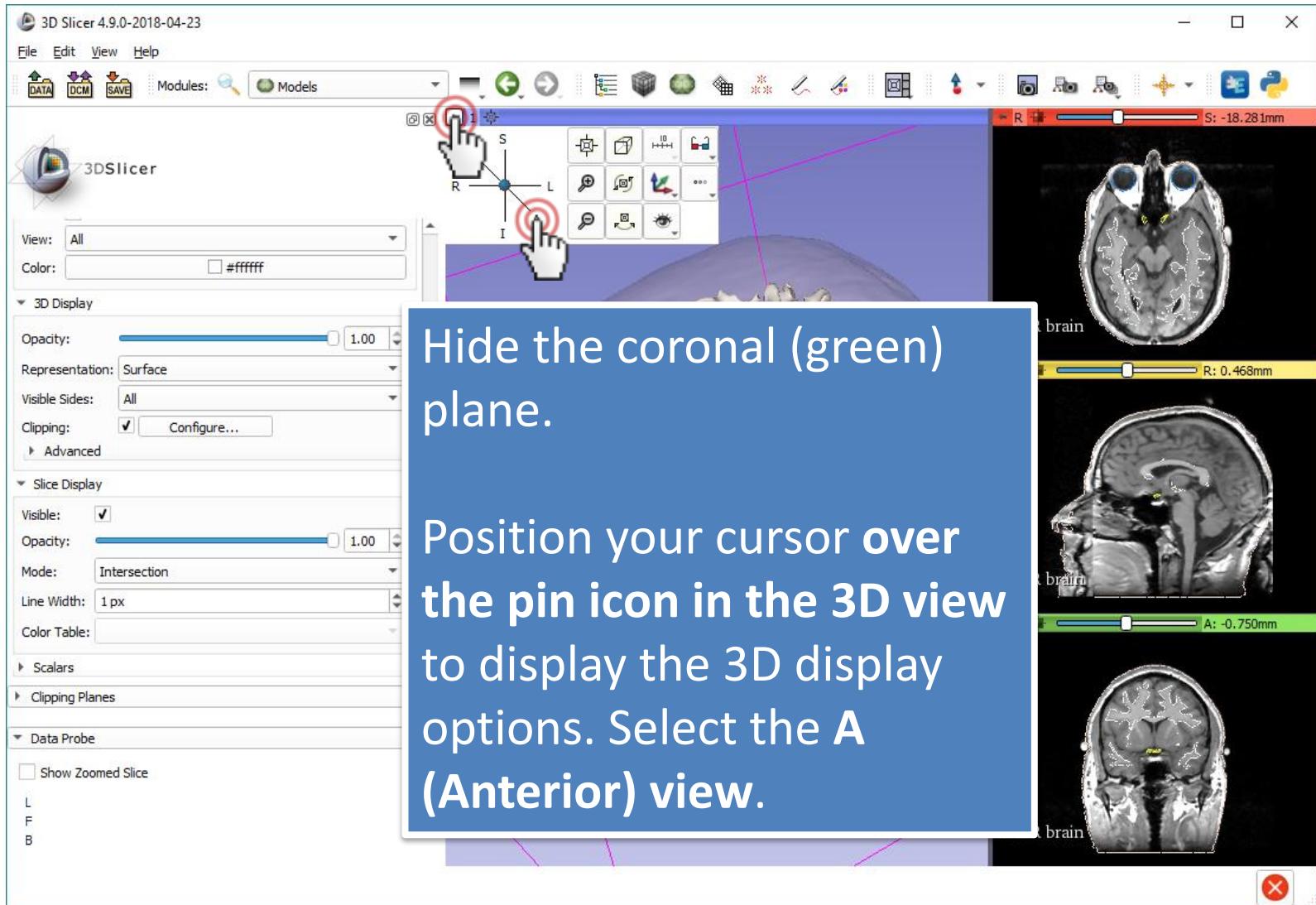
Model clipping



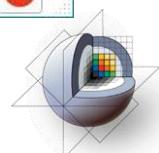
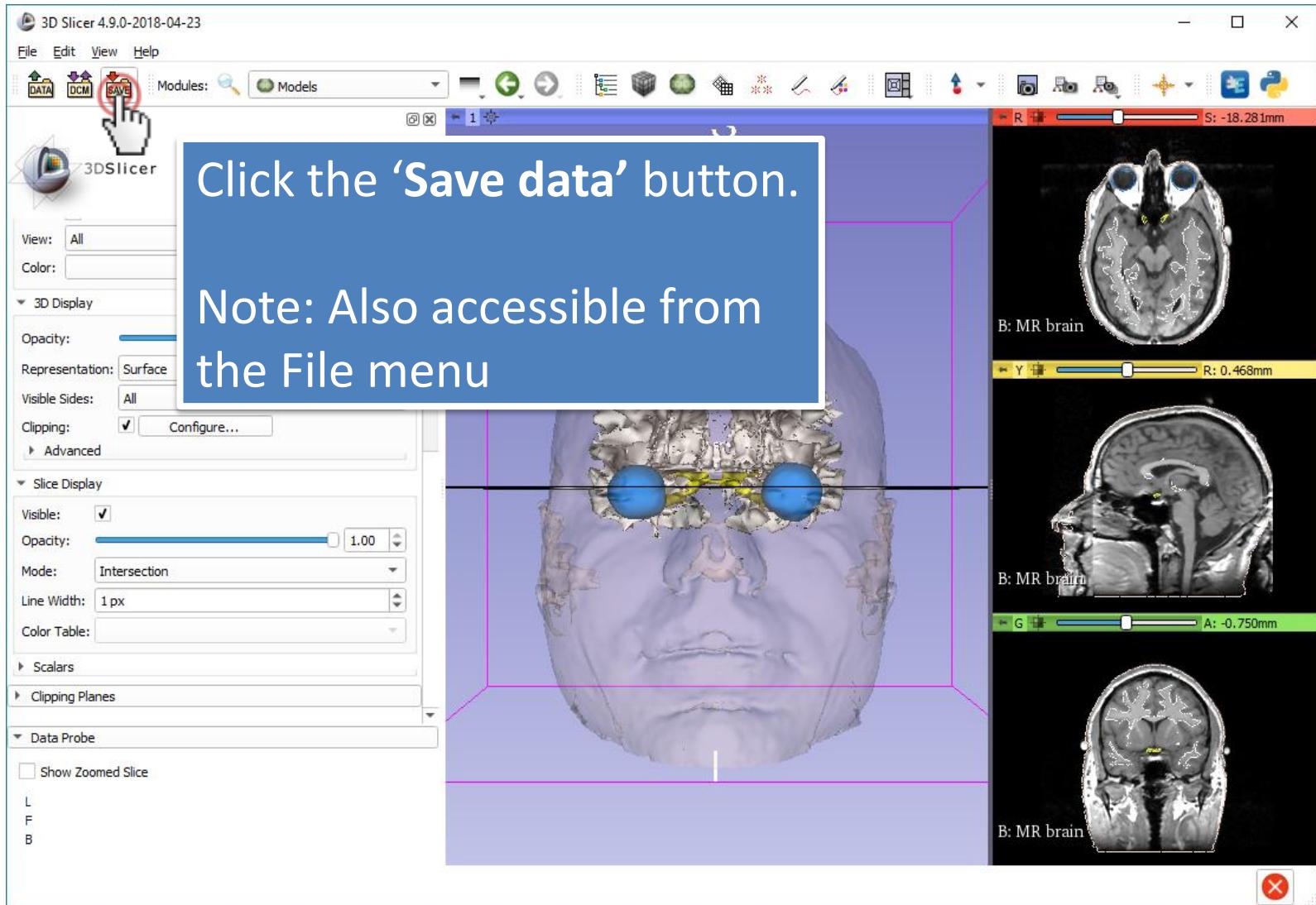
Model clipping



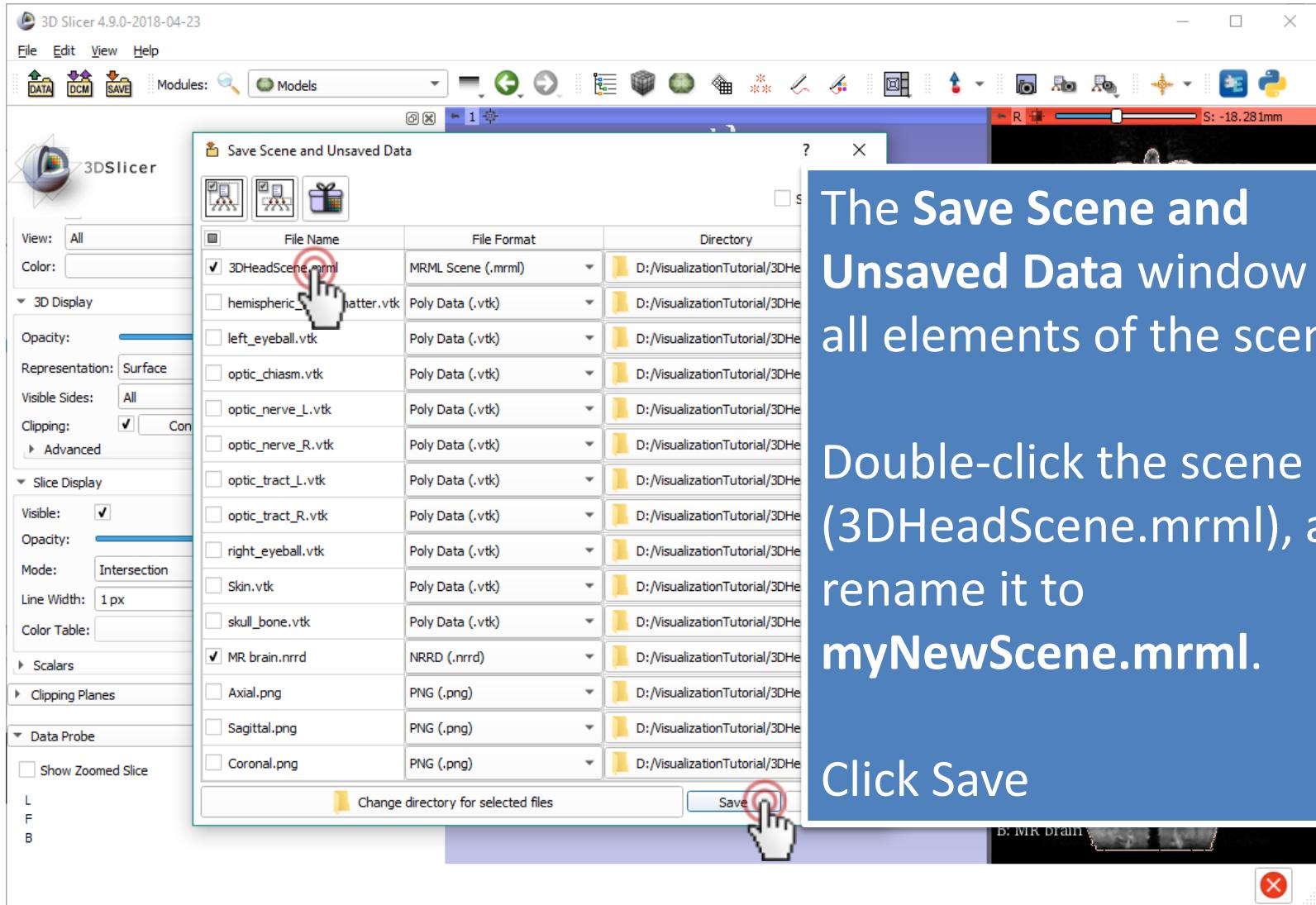
3D display options



Save the scene



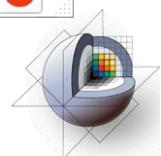
Save the scene



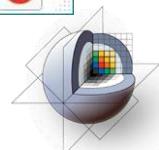
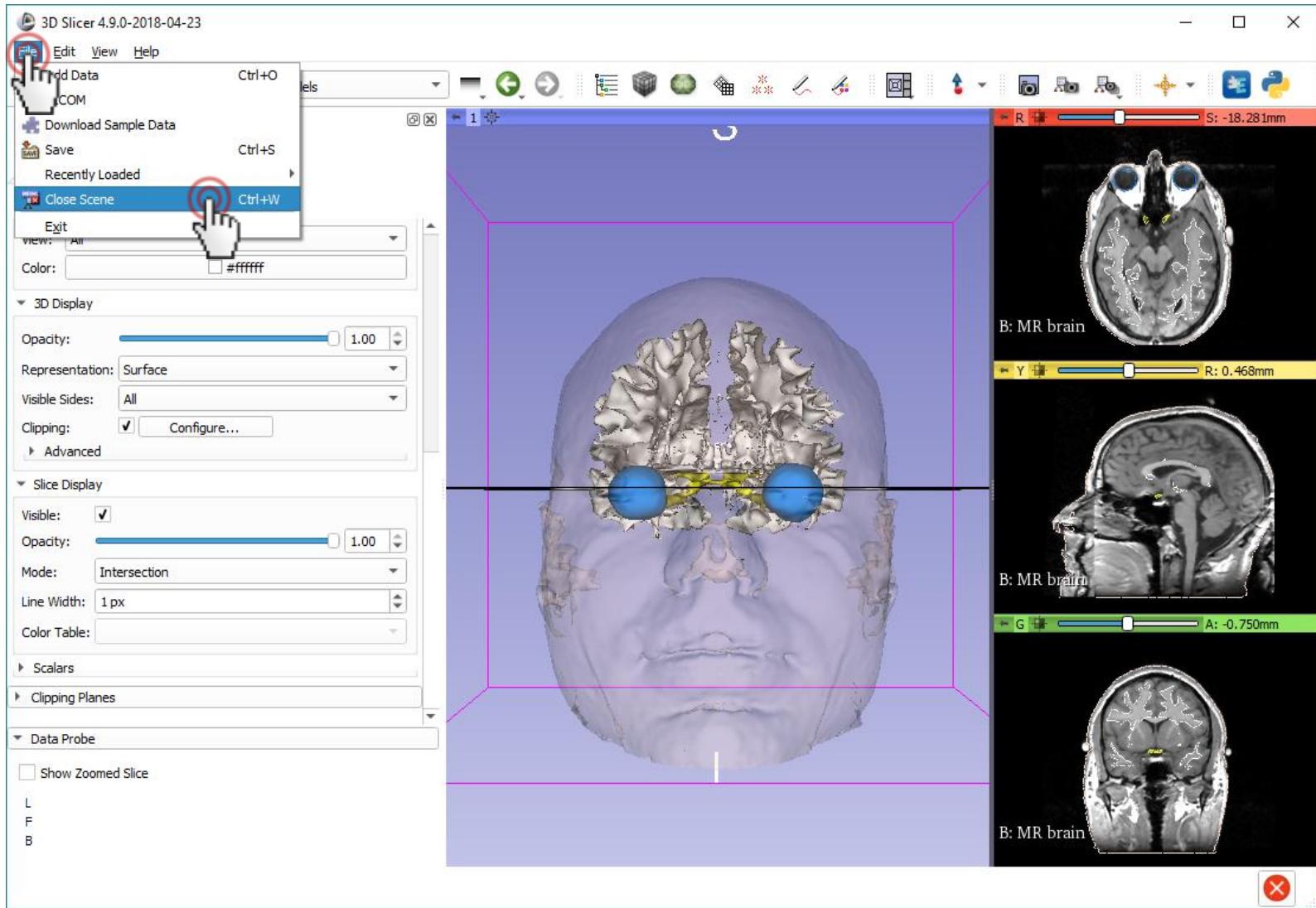
The **Save Scene and Unsaved Data** window lists all elements of the scene.

Double-click the scene (3DHeadScene.mrml), and rename it to **myNewScene.mrml**.

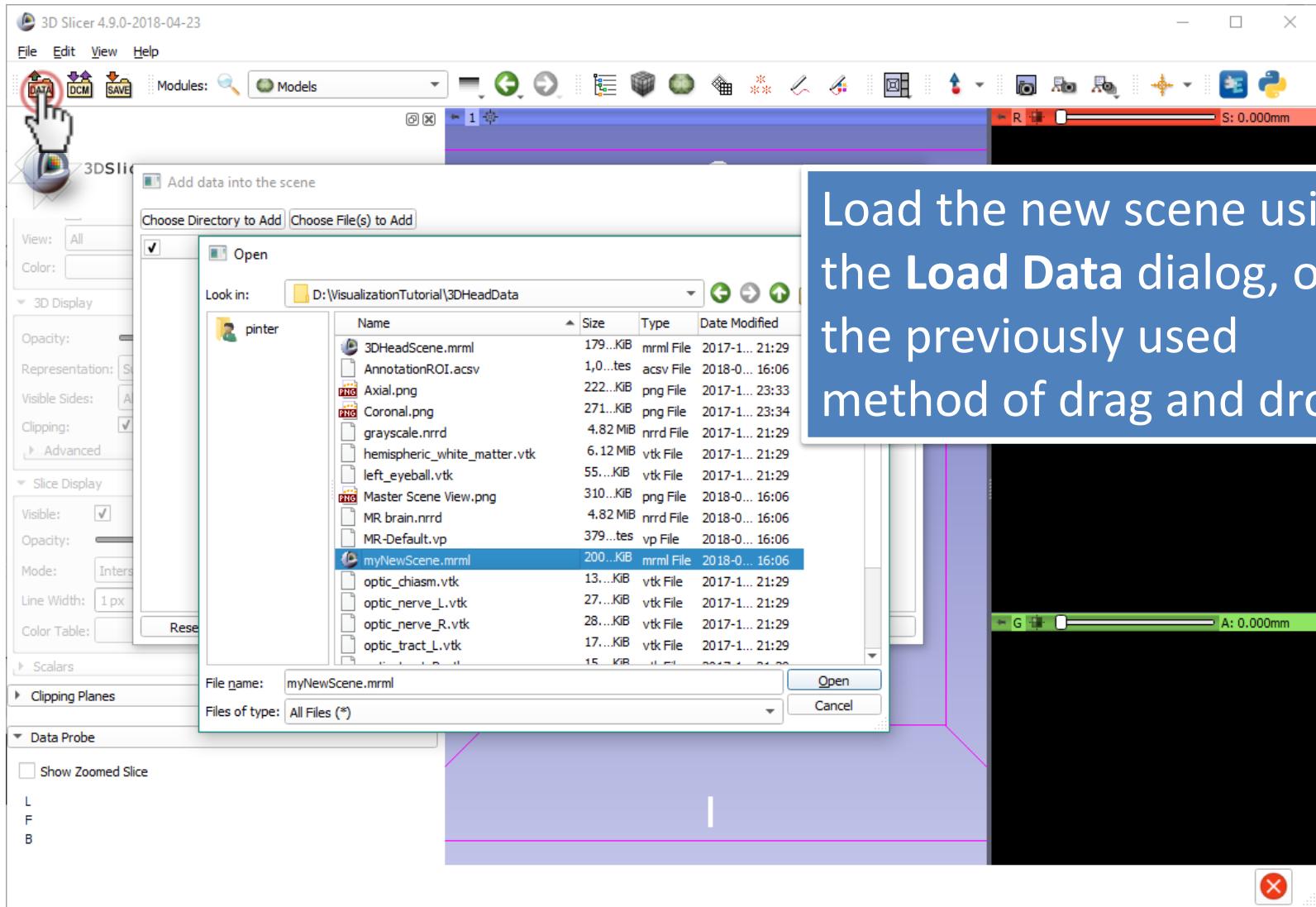
Click Save



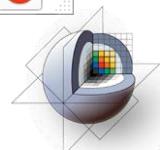
Close the scene



Load your scene



Load the new scene using the **Load Data** dialog, or the previously used method of drag and drop.



Thanks for participating!

