**Manual for ISE-MeshTools**

**ISE-MeshTools 0.9.6**

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*ISE-MeshTools* is a software designed by Renaud Lebrun, from the university of Montpellier II. ISE-MeshTools is a system for the processing and editing of series of 3D triangular meshes. The system provides a set of tools for editing, positioning, deforming, labeling, measuring and rendering sets of 3D meshes.   
  
Features include:

* Retrodeformation for un-deforming fossils/deformed specimens
* Point and curve primitives for placing the exact type of landmark points you're interested in
* Easy to use 3D interface for positioning and manipulating sets of surfaces and landmark primitives
* Mesh tagging, labeling and colouring (to allow for the creation of anatomy atlases)
* Mesh scalar computation and colouring (based upon curvature/thickness etc...)