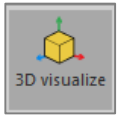
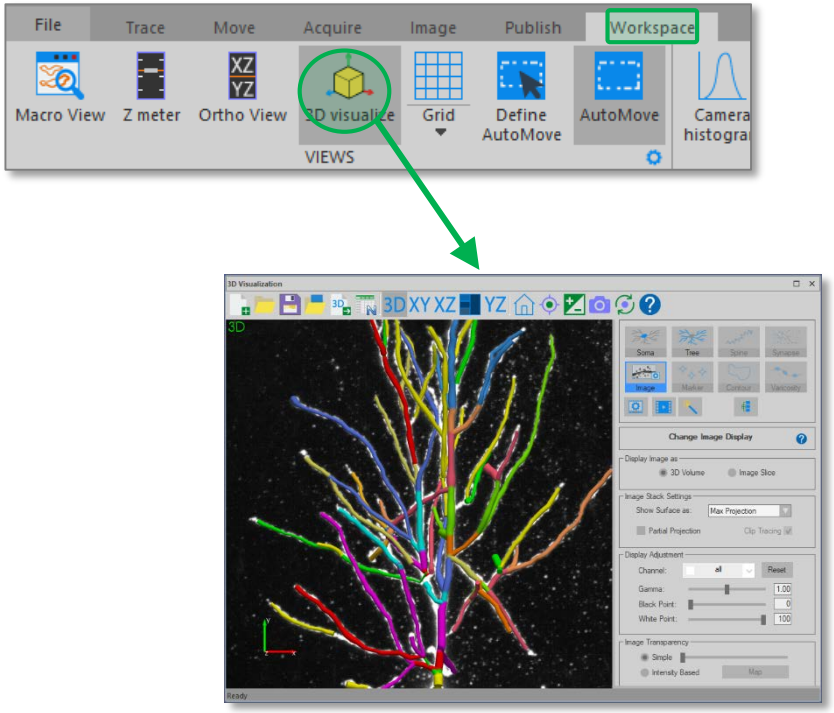
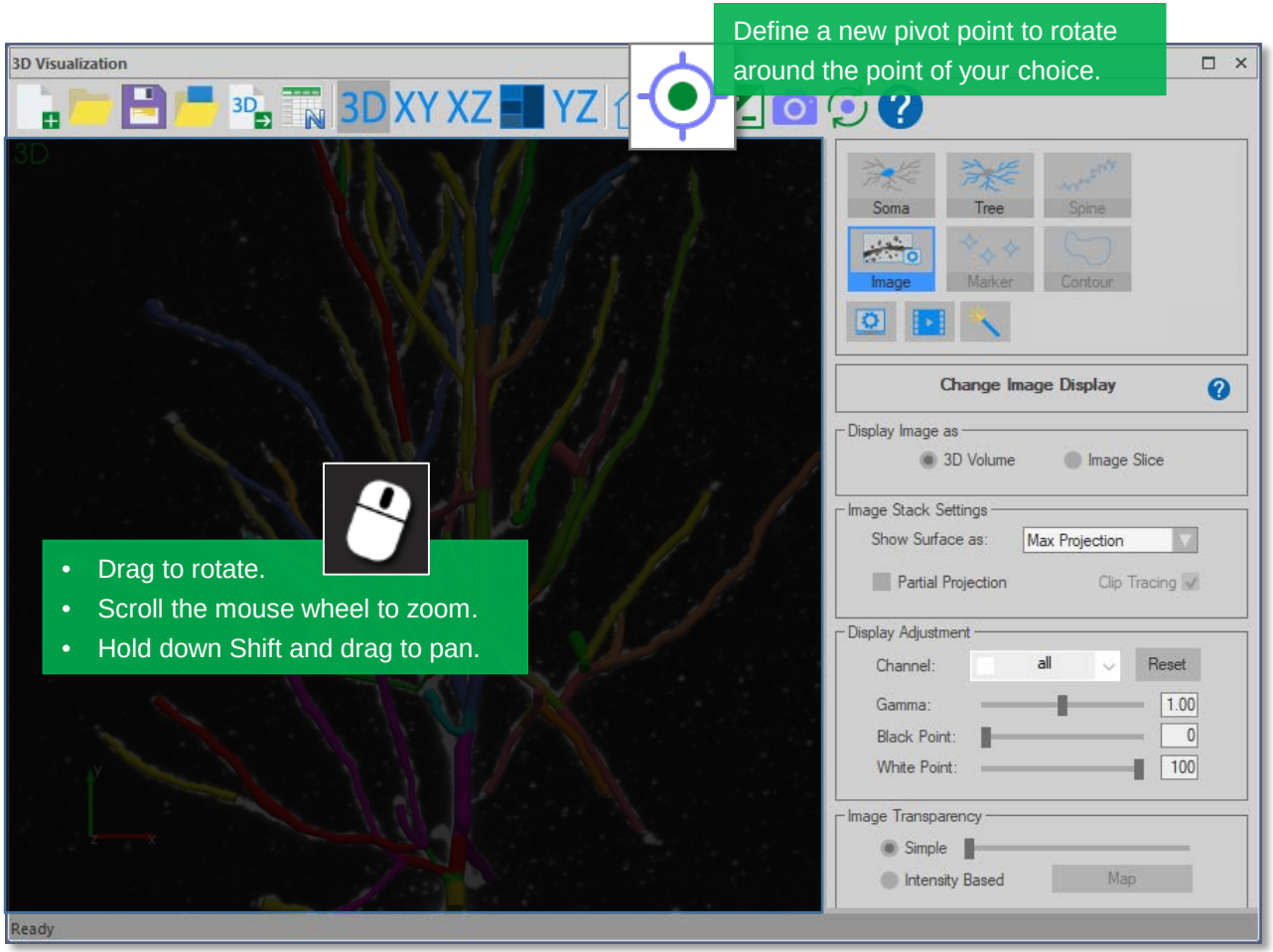
To open the 3D window, click the button 

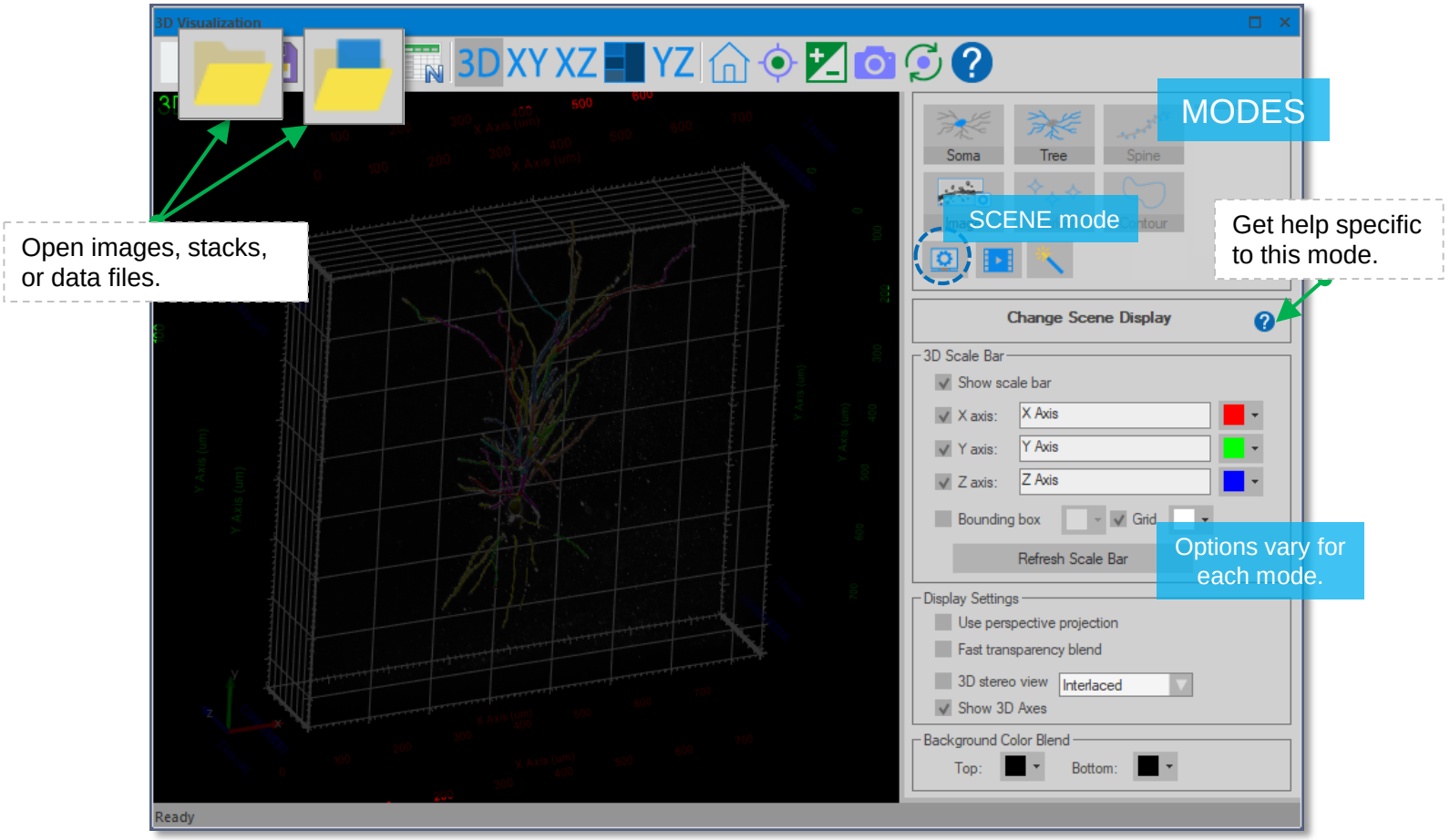
in the Trace or the Workspace ribbon.



Use your mouse to navigate.
To use the pivot point, click the icon in the toolbar then click in the image to place the new pivot point. You can now rotate (by dragging the mouse) from your chosen point.



Use the SCENE mode to modify display settings such as the 3D scale bar or the background color.



Once your file is loaded, the **IMAGE** panel is displayed.

- For typical stacks, you have the option to view the stack as cross-sections (IMAGE SLICE) instead of 3D VOLUME.
- For images with very large Z spacing and small XY spacing, select SECTIONS.

Show surface as

Min projection
The image foreground is brighter than the structures (e.g., brightfield).

Max projection
The image background is darker than the structures (e.g., fluorescent & confocal).

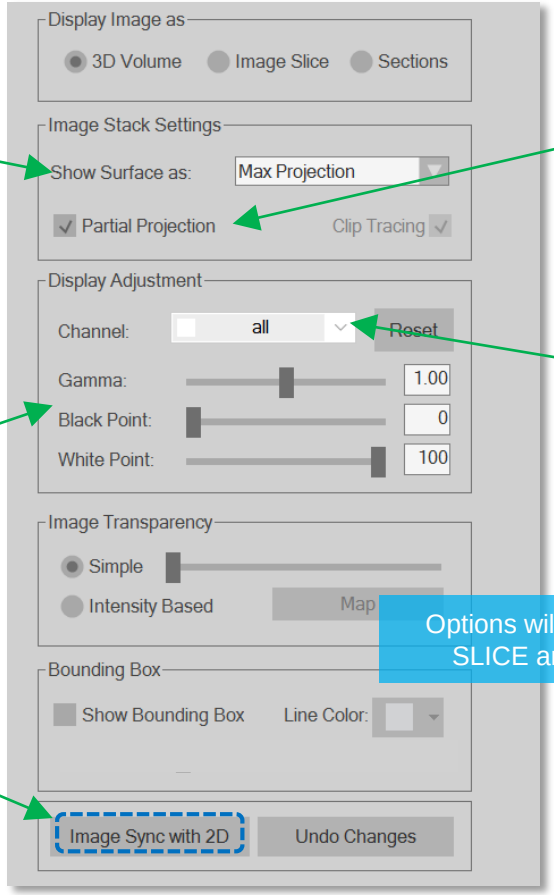
Alpha composite
Adds 3D depth and more detail.

Gamma/black point/white point

Enhance 3D display only.
Adjustments are not saved.

Image sync with 2D

Apply changes made via Image Adjustments in the 2D window (typically for multichannel images).



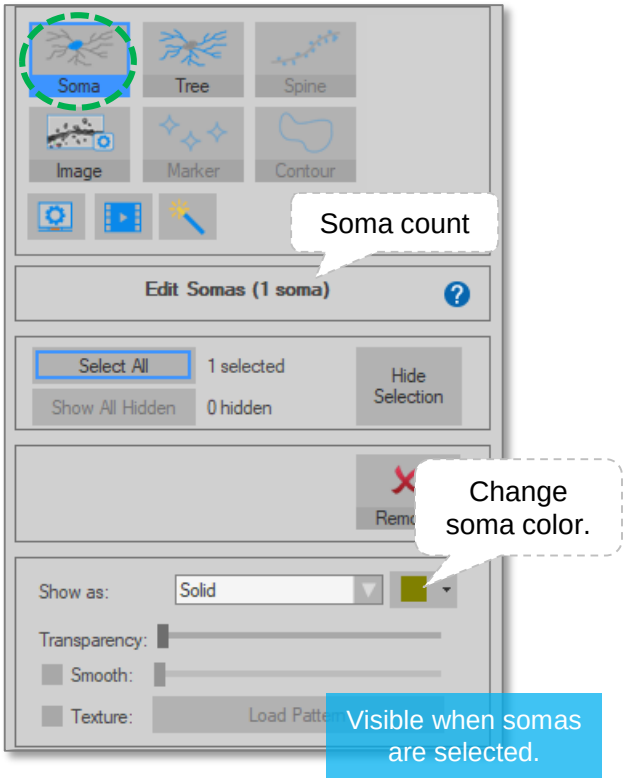
Partial projection

Display a subset of the data in X,Y or Z.

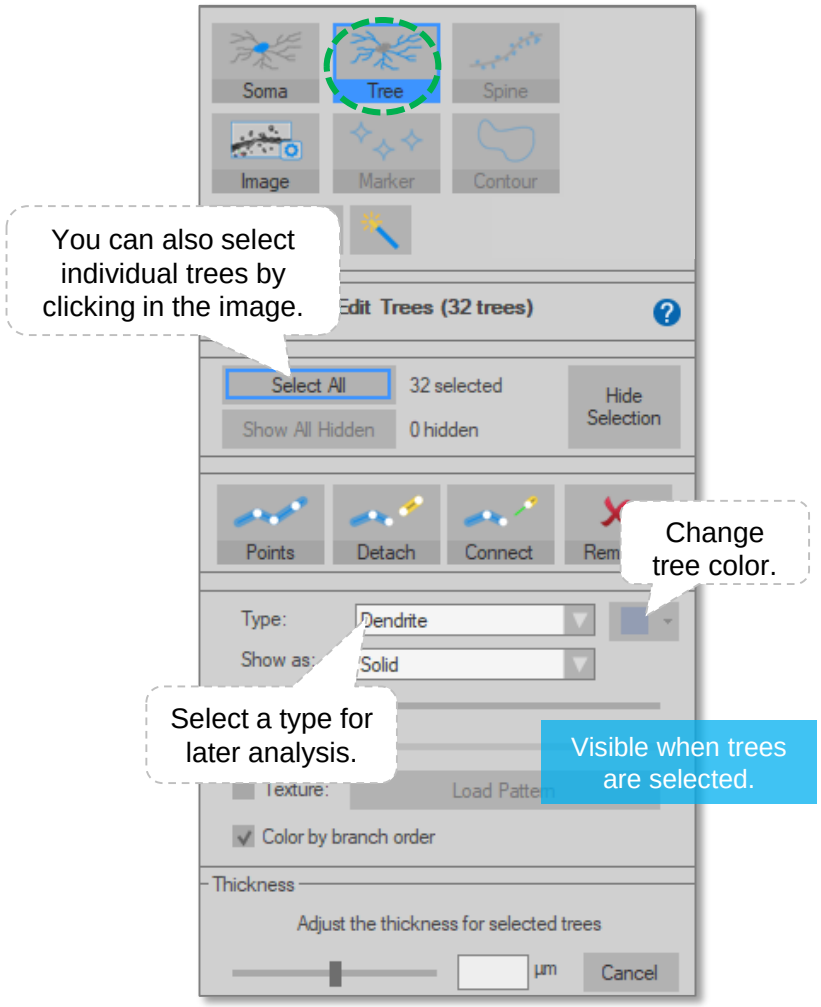
Channel

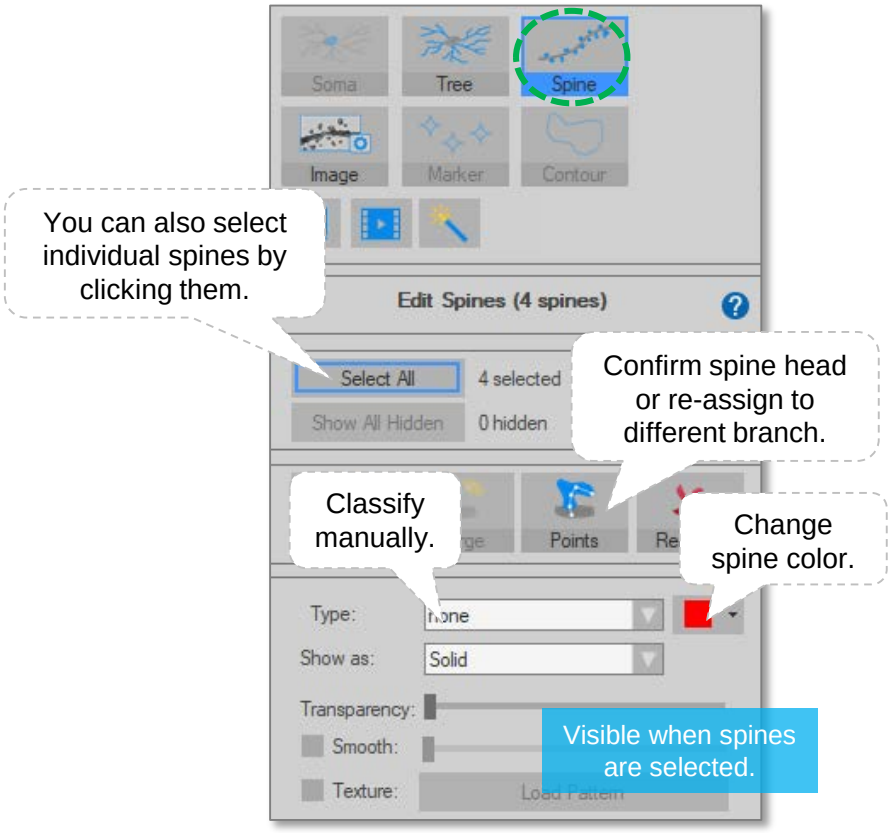
Apply the adjustments to a single channel in a multichannel image.
Adjustments are not saved.

Options will vary for IMAGE SLICE and SECTIONS


Soma
Tree
Spine
Image
Marker
Contour
Soma count
Edit Somas (1 soma)
Select All
1 selected
Show All Hidden
0 hidden
Hide Selection
Change soma color.
Show as:
Solid
Transparency:
Smooth:
Texture:
Visible when somas are selected.

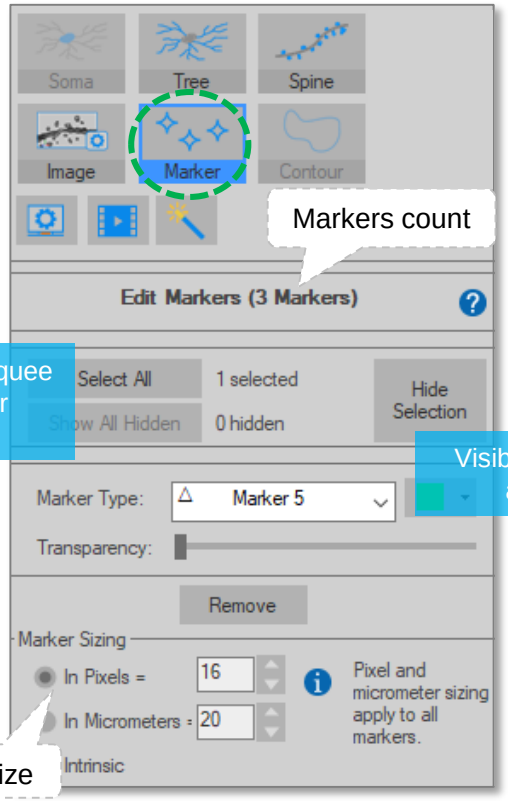
Use the **Edit Trees** panel to connect or detach branches, or to specify tree types for later analysis (trees have been traced in 2D).




You can also select individual spines by clicking them.
Soma
Tree
Spine
Image
Marker
Contour
Edit Spines (4 spines)
Select All
4 selected
Show All Hidden
0 hidden
Confirm spine head or re-assign to different branch.
Classify manually.
Points
Change spine color.
Type:
Show as:
Solid
Transparency:
Smooth:
Texture:
Visible when spines are selected.

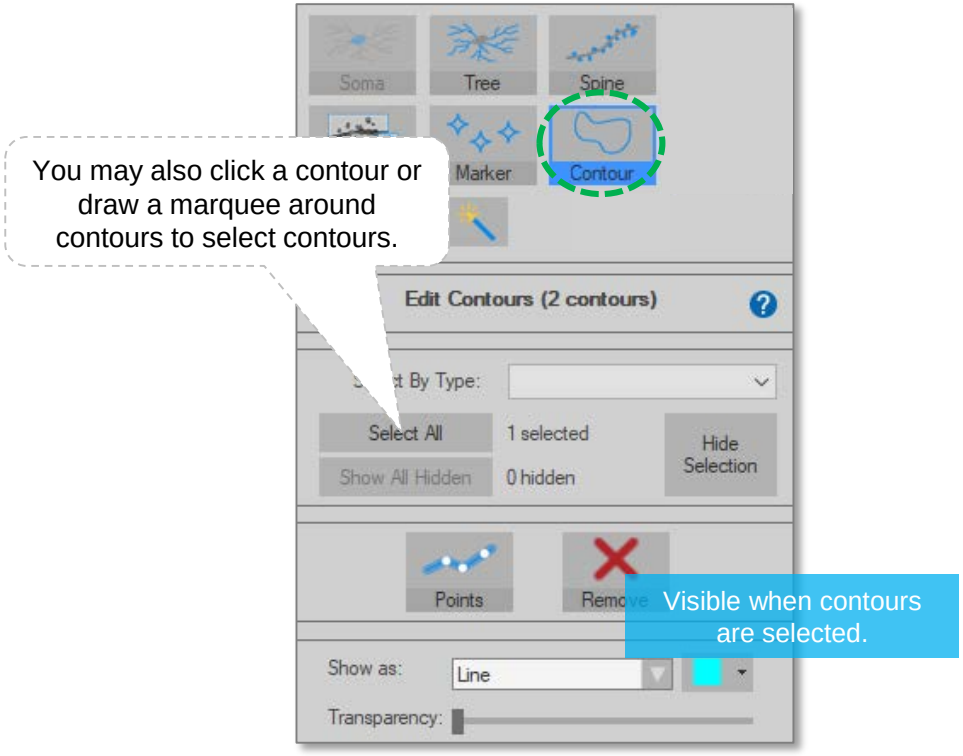
You can edit markers in the 3D window, but markers must be placed in the 2D window.

You may also draw a marquee to select one marker or multiple markers.

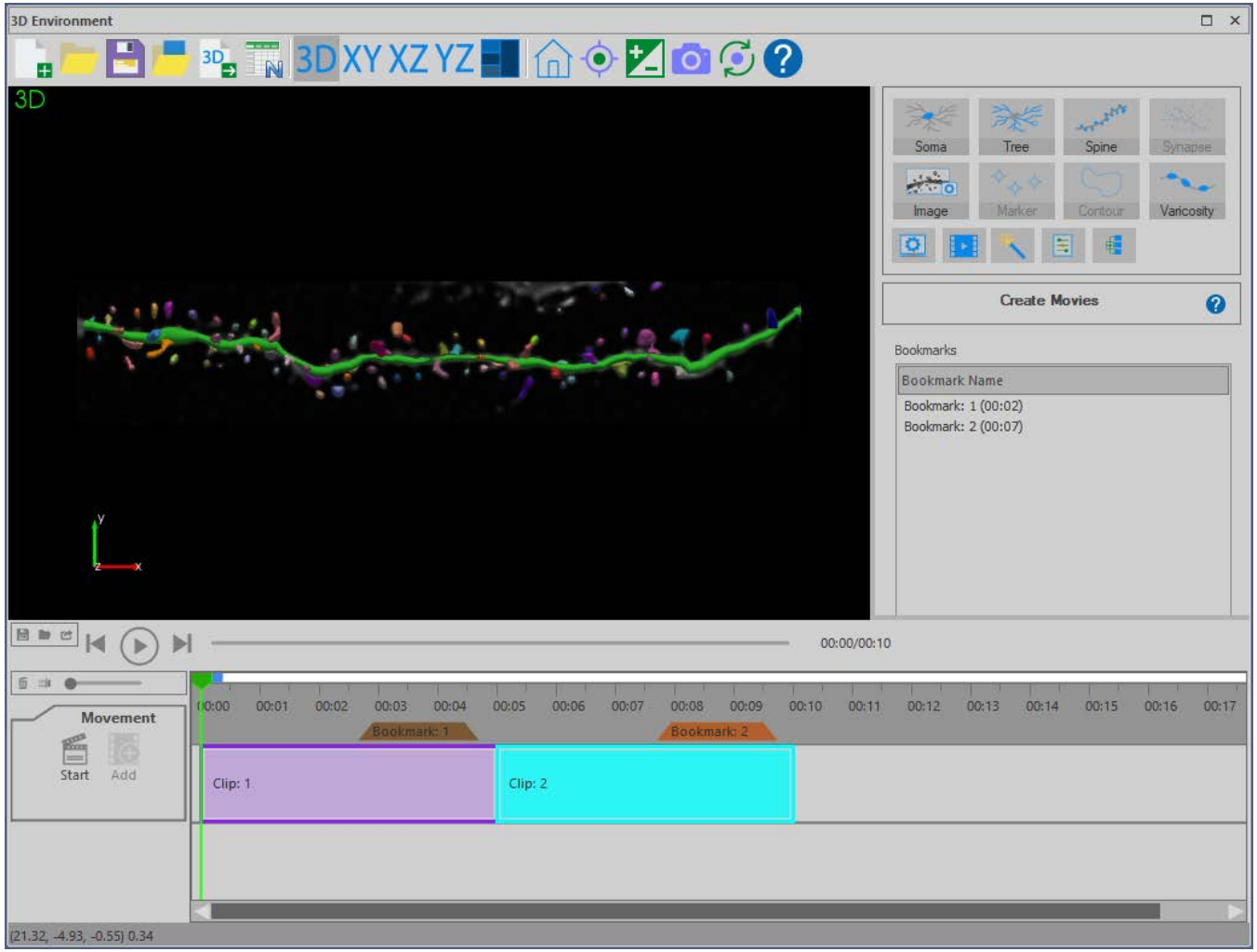


Visible when markers are selected.

You can edit contours in the 3D window, but contours must be drawn in the 2D window.



Easily create video clips (mp4 format).



Export to a third-party 3D rendering program (.stl, .obj, .wrl) .