

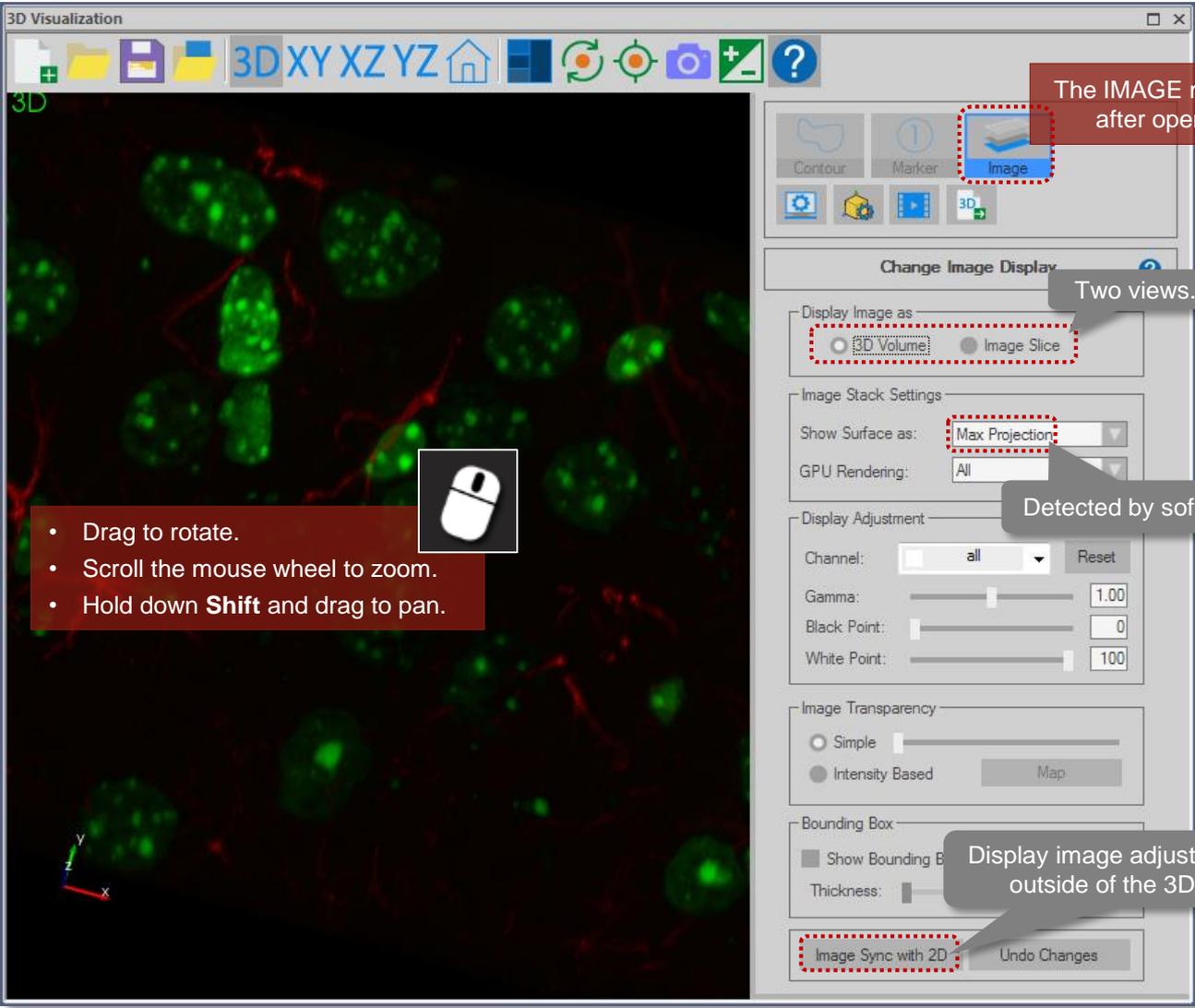
	Create a new data file.
	Open a tracing/data file.
	Save the data file.
	Open an image or image stack.
	Visualize in 3D.
	Visualize with the projection views.
	Return to the original (acquisition) orientation.
	Display 3D view & projection views on the same screen.
	Rotate clockwise or counter-clockwise within a plane.
	Set the pivot point.
	Take a snapshot
	Show/hide tracings

- If there is no file open, click the **Open Tracing** or the **Open Image** icon.

The screenshot shows the '3D Visualization' window with a 3D grid and data points. Callouts provide the following information:

- Open images, stacks, or data files.**: Points to the file management icons in the top toolbar.
- Modes**: A red box highlights the mode selection area.
- Opens in SCENE mode.**: Points to the 'SCENE' mode icon.
- Get help specific to this mode.**: Points to a help icon in the 'Change Scene Display' section.
- Options vary for each mode.**: A red dashed box highlights the '3D Axes' and '3D Scale Bar' settings.
- Visible once a file is open.**: Points to the 'Show 3D Axes' and 'Show scale bar' checkboxes.
- Check if you have a 3D monitor.**: Points to the '3D stereo view' dropdown menu.

Once your file is loaded, the **IMAGE** panel is displayed. If you loaded a stack, you can now rotate to visualize in 3D. You also have the option to view the stack as cross-sections (**IMAGE SLICE**) instead of 3D.



- Drag to rotate.
- Scroll the mouse wheel to zoom.
- Hold down **Shift** and drag to pan.

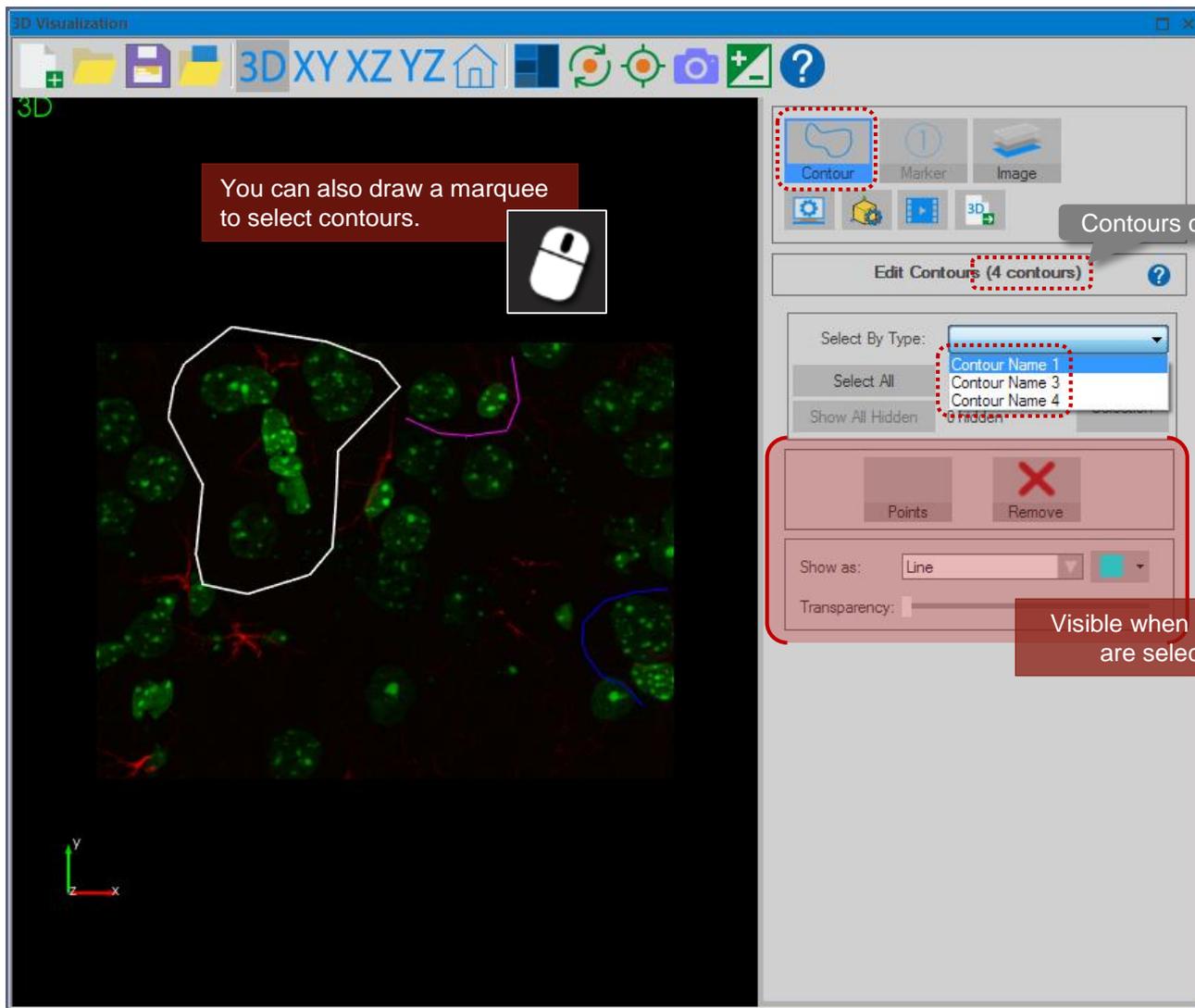
The IMAGE mode is active after opening a file.

Two views.

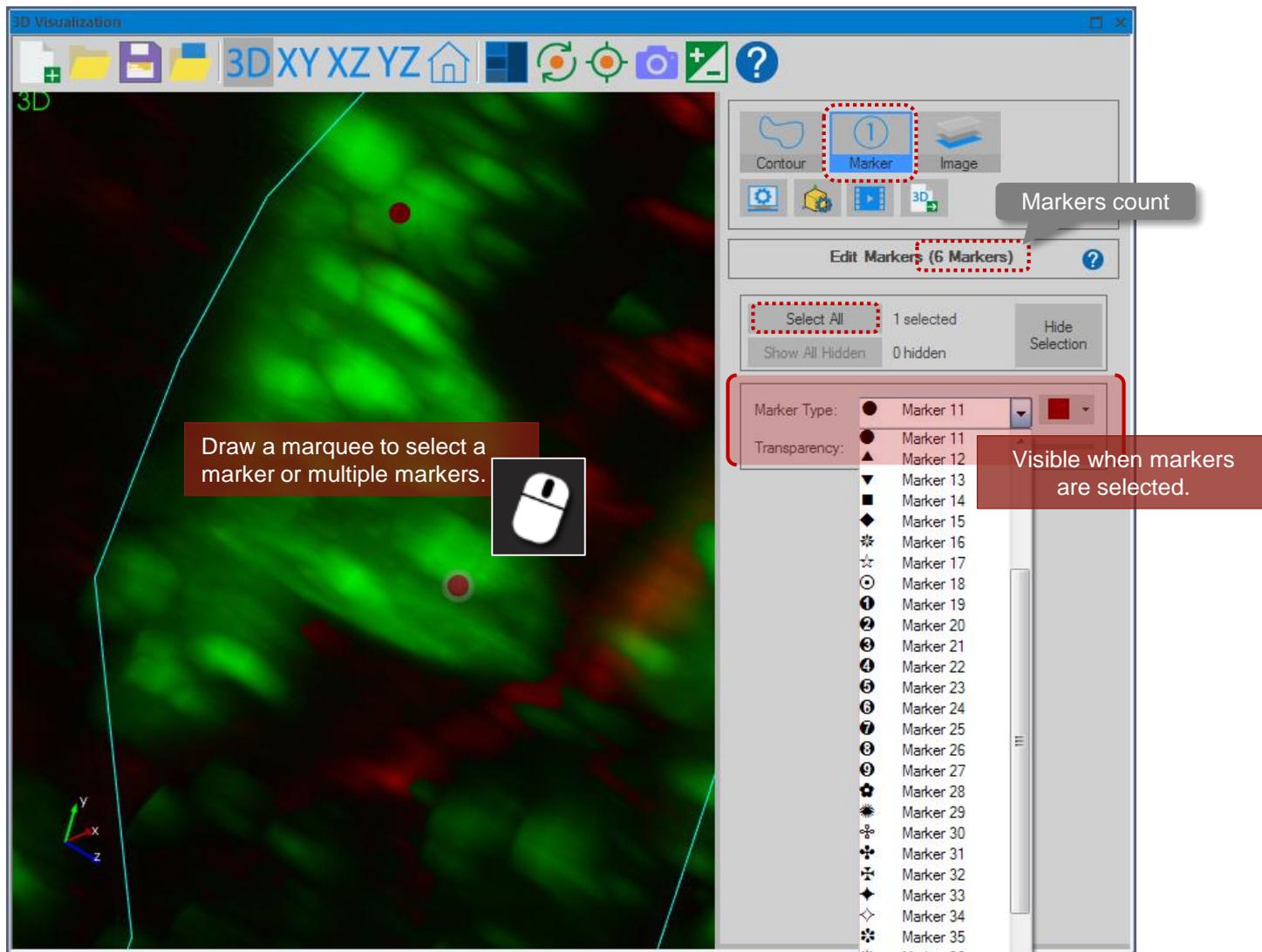
Detected by software.

Display image adjustments made outside of the 3D window.

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



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



Easily create video clips (mp4 format).

The screenshot displays the '3D Visualization' software interface. The main window shows a 3D model of a cell with green and red structures. The interface includes a toolbar with icons for Contour, Marker, Image, and a 'Create Movies' section. The 'Create Movies' section has a 'Start Recording' button and a 'Speed' slider. A callout points to the rotation angle control, stating 'Slide to define an angle for rotation.' Another callout points to the 'Speed' slider, stating 'Set the auto-rotation speed.'

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

