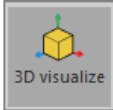
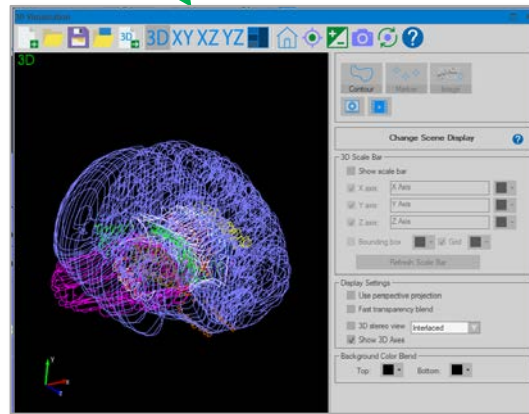
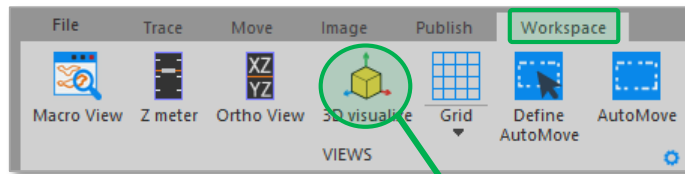


To open the 3D window, click the button  in the Trace or the Workspace ribbon.





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.

Define a new pivot point to rotate around the point of your choice.

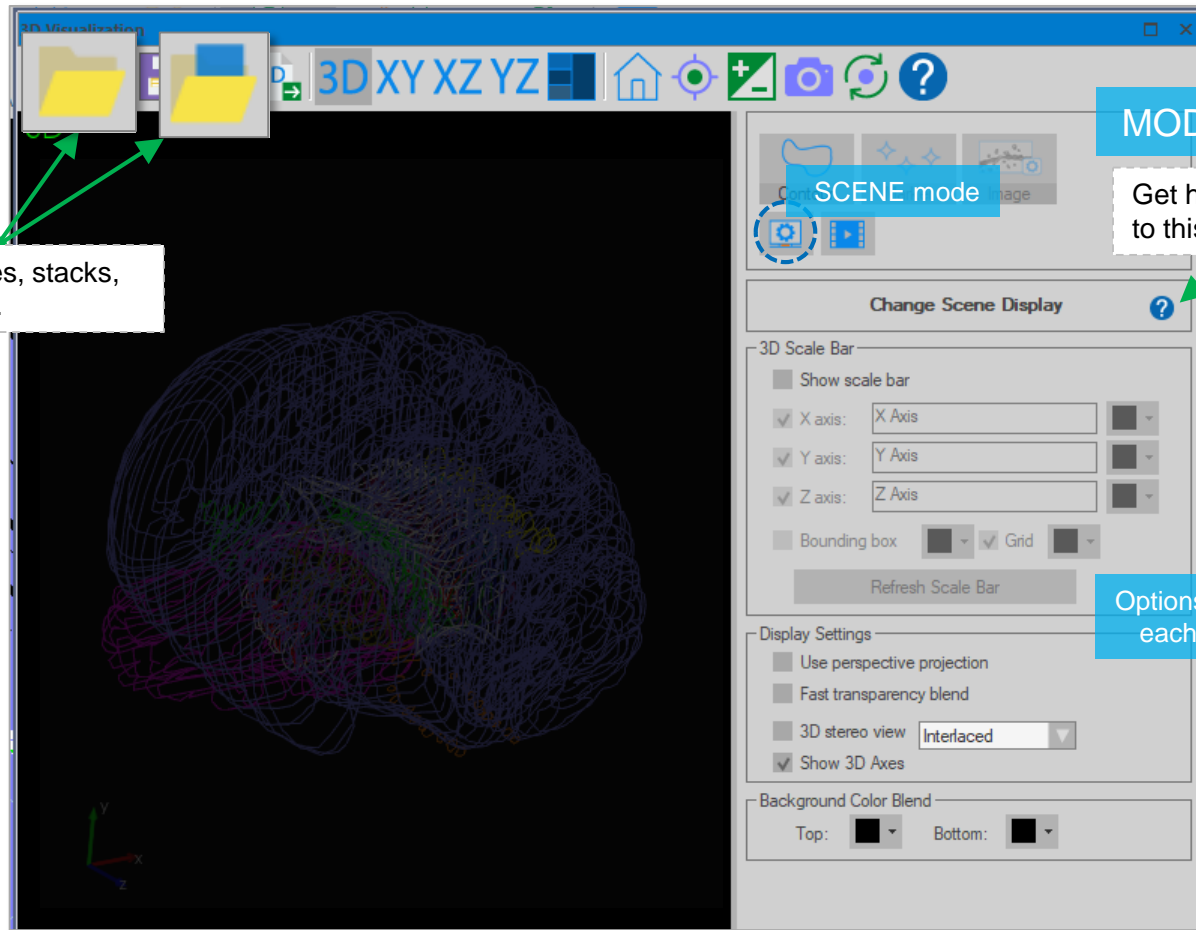
- Drag to rotate.
- Scroll the mouse wheel to zoom.
- Hold down Shift and drag to pan.

The screenshot shows the '3D Visualization' application window. The main view displays a 3D brain model with a wireframe overlay. A mouse icon is positioned over the brain model. The right-hand side of the interface contains a toolbar with icons for 'Contour', 'Marker', and 'Image', along with a 'Change Scene Display' section. Below this, there are settings for the '3D Scale Bar' (including 'Show scale bar', 'X axis', 'Y axis', 'Z axis', 'Bounding box', and 'Grid') and 'Display Settings' (including 'Use perspective projection', 'Fast transparency blend', '3D stereo view' set to 'Interlaced', and 'Show 3D Axes'). At the bottom, there are 'Background Color Blend' settings for 'Top' and 'Bottom' colors.



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

Open images, stacks, or data files.



MODES

SCENE mode

Get help specific to this mode.

Options vary for each mode.



You can view the **IMAGE** panel when an image is open.

- 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).

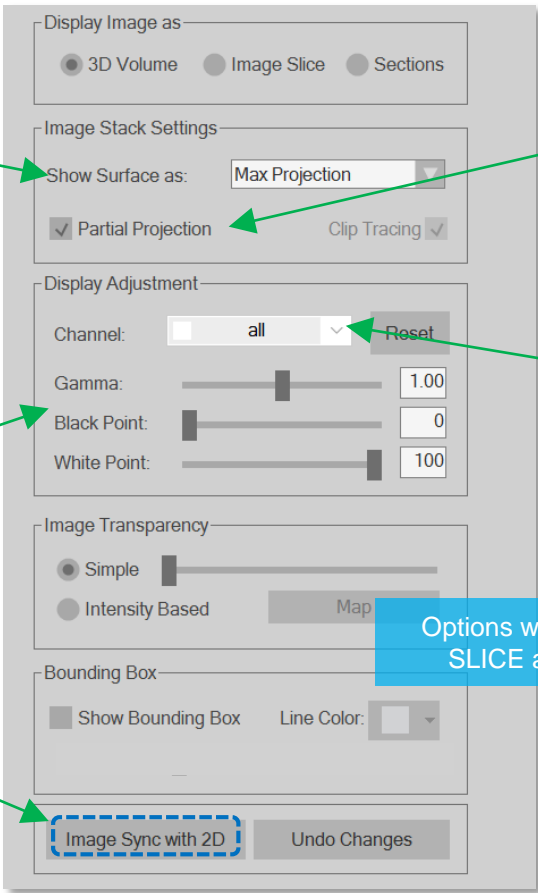
Alpha composite
Adds 3D depth and more detail.

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



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.

A screenshot of the 'Edit Markers' panel in a software interface. The panel has a title bar 'Edit Markers (3 Markers)'. Below the title bar, there are three buttons: 'Select All', '3 selected', and 'Hide Selection'. Below these are two more buttons: 'Show All Hidden' and '0 hidden'. The main area contains a 'Marker Type' dropdown menu set to 'Marker 3' with a pink color swatch. Below that is a 'Transparency' slider. A 'Remove' button is at the bottom. The 'Marker Sizing' section has three radio buttons: 'In Pixels = 16', 'In Micrometers = 20', and '0'. An information icon and text 'Pixel and micrometer sizing apply to all markers.' are to the right of the 'In Micrometers' option. A dashed box highlights the 'Marker' button in the top toolbar, and a speech bubble points to it with the text 'Markers count'. A blue callout box points to the 'Transparency' slider with the text 'Visible when markers are selected.' A dashed box points to the 'In Micrometers' option with the text 'Resize'.

Markers count

Visible when markers are selected.

Resize



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

You may also click a contour or draw a marquee around contours to select contours.

The image shows a software interface for editing markers. At the top, there are three tabs: "Contour", "Marker", and "Image". The "Marker" tab is selected and highlighted in blue. Below the tabs are several icons, including a gear, a play button, and a grey square. A dashed green circle highlights the "Contour" tab. Below the tabs is a section titled "Edit Markers (3 Markers)" with a question mark icon. Underneath, there are buttons for "Select All" (with "3 selected" next to it), "Show All Hidden" (with "0 hidden" next to it), and "Hide Selection". Below these buttons, there is a "Marker Type:" dropdown menu set to "Marker 3" with a pink square next to it. Below that is a "Transparency:" slider. At the bottom, there is a "Marker Sizing" section with three radio buttons: "In Pixels = 16", "In Micrometers = 20", and "0". A blue callout box with white text points to the "In Pixels" option, stating "Visible when contours are selected." To the right of the "In Micrometers" option, there is a small blue circle with a white "1" and the text "Pixel and micrometer sizing apply to all markers."



Easily create video clips (mp4 format).

The screenshot displays the '3D Visualization' software interface. At the top, a toolbar includes icons for file operations, a '3D' mode selector, a '3D XYZYZ' coordinate system, a home button, a camera, a zoom control, a video camera icon (highlighted with a green dashed circle), and a help icon. The main 3D view shows a brain model with a complex, multi-colored wireframe overlay. A 3D coordinate system (x, y, z) is visible in the bottom-left corner of the 3D view. To the right of the 3D view, there are buttons for 'Contour', 'Marker', and 'Image', and a 'Create Movies' button. Below these is a 'Bookmarks' section with a table:

Bookmark Name
Bookmark: 1 (00:03)
Bookmark: 2 (00:07)

At the bottom, a video timeline is shown with a playhead at 00:00. The timeline has two clips: 'Clip: 1' (purple) from 00:00 to 00:04 and 'Clip: 2' (cyan) from 00:04 to 00:09. Two bookmarks are marked on the timeline: 'Bookmark: 1' at 00:03 and 'Bookmark: 2' at 00:07. A 'Movement' panel on the left has 'Start' and 'Add' buttons. The bottom status bar shows coordinates: (21.32, -4.93, -0.55) 0.34.



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

