

Slicer3 minute tutorial

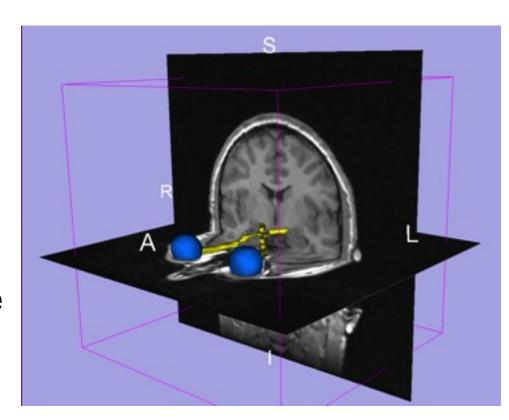
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Slicer3 minute tutorial

This tutorial is a short introduction to the advanced 3D visualization capabilities of the Slicer3 software for medical image analysis.





The Slicer3 software

- An end-user application for image analysis
- An open-source environment for software development
- A software platform that is both easy to use for clinical researchers and easy to extend for programmers





Download the material

Slicer3 is a multi-platform software running on Windows, Linux, and Mac OSX.

 Download and install the Slicer3.6 software from the Slicer web site

http://www.slicer.org/pages/Special:SlicerDownloads

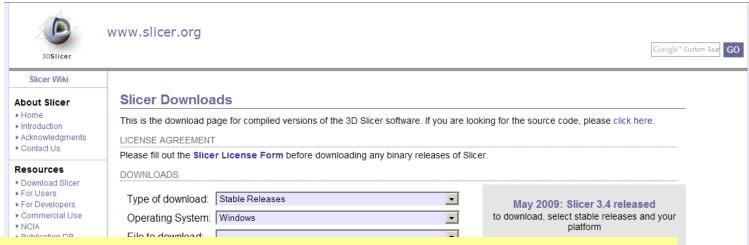


Disclaimer

It is the responsibility of the user of 3DSlicer to comply with both the terms

of the license and with the applicable laws, regulations and rules.





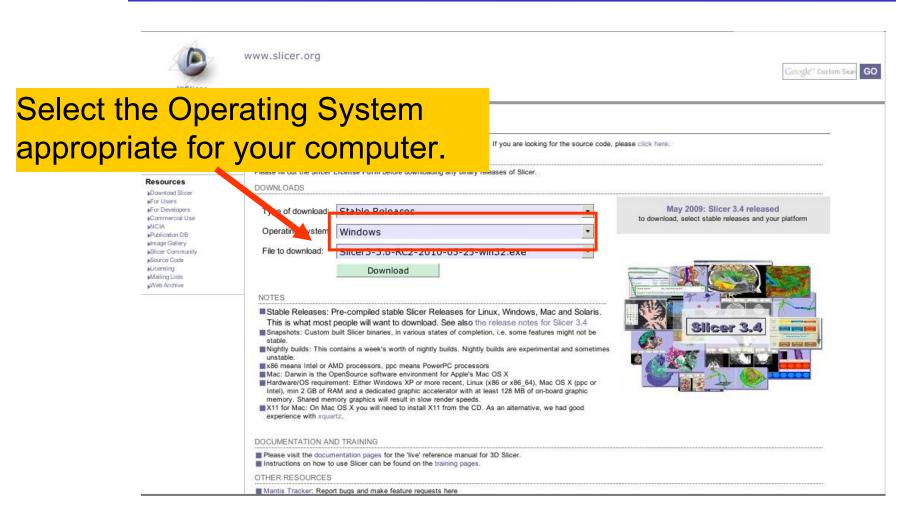
Slicer3 is under active development by the medical research community.

Frequent releases incorporating cutting-edge medical image analysis capabilities. This tutorial uses the current stable Slicer3.6 RC2 release version.











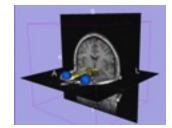
Select the Slicer3.6 release and click on Download. looking for the source code, please click here. Please fill out the Slicer License Form before downloading any binary releases of Slicer. Resources OWNLOADS **⊌**Download Slices »For Users May 2009: Slicer 3.4 released »For Developers download: Stable Releases ≱Commercial Use to download, select stable releases and your platform WNCIA Operating system: Windows ▶Publication DB ≱lmage Gallery File to download: Slicer3-3.6-RC2-2010-05-25-win32.exe Slicer Community **Source** Code **≱**Licensing Download Mailing Lists Web Archive NOTES Stable Releases: Pre-compiled stable Slicer Releases for Linux, Windows, Mac and Solaris. This is what most people will want to download. See also the release notes for Slicer 3.4 Snapshots: Custom built Slicer binaries, in various states of completion, i.e. some features might not be Nightly builds: This contains a week's worth of nightly builds. Nightly builds are experimental and sometimes unstable. x86 means Intel or AMD processors, ppc means PowerPC processors Mac: Darwin is the OpenSource software environment for Apple's Mac OS X ■ Hardware/OS requirement: Either Windows XP or more recent, Linux (x86 or x86_64), Mac OS X (ppc or Intel), min 2 GB of RAM and a dedicated graphic accelerator with at least 128 MB of on-board graphic memory. Shared memory graphics will result in slow render speeds. X11 for Mac: On Mac OS X you will need to install X11 from the CD. As an alternative, we had good experience with xquartz. DOCUMENTATION AND TRAINING Please visit the documentation pages for the 'live' reference manual for 3D Slicer. Instructions on how to use Slicer can be found on the training pages. OTHER RESOURCES Mantis Tracker: Report bugs and make feature requests here



Download the material

Slicer3 is a multi-platform software running on Windows, Linux, and Mac OSX.

Download the training dataset:
 Slicer3minuteDataset.zip



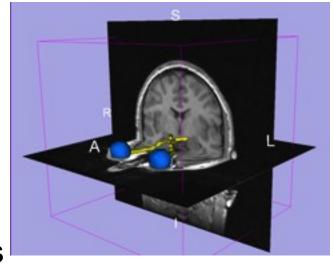
http://www.slicer.org/slicerWiki/index.php/Slicer3.6:Training



Tutorial Dataset

- The Slicer3minute dataset is composed of an MR scan of the brain and 3D surface reconstructions of anatomical structures.
- The data are part of the SPL Brain
 Atlas developed by Talos et al. The atlas is available at:







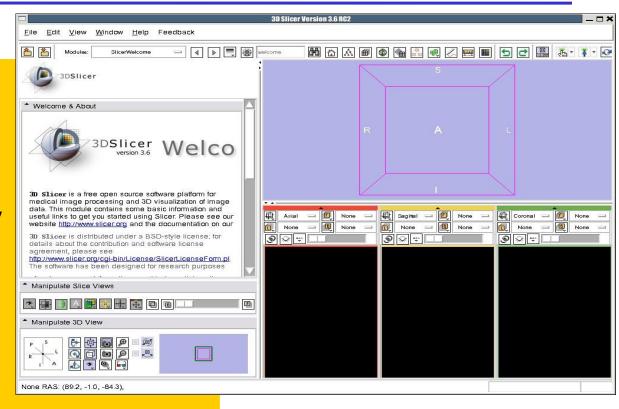
Start Slicer3

Linux/Mac users
Launch the Slicer3
executable located in
the Slicer3.6 directory

Windows users Select

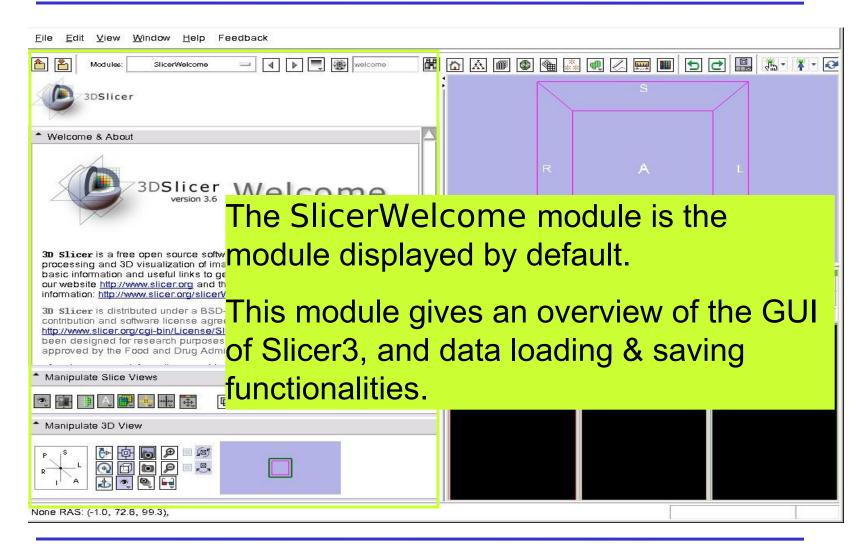
Start → All Programs

→ Slicer3 3.6-RC2 2010-05-25→Slicer3

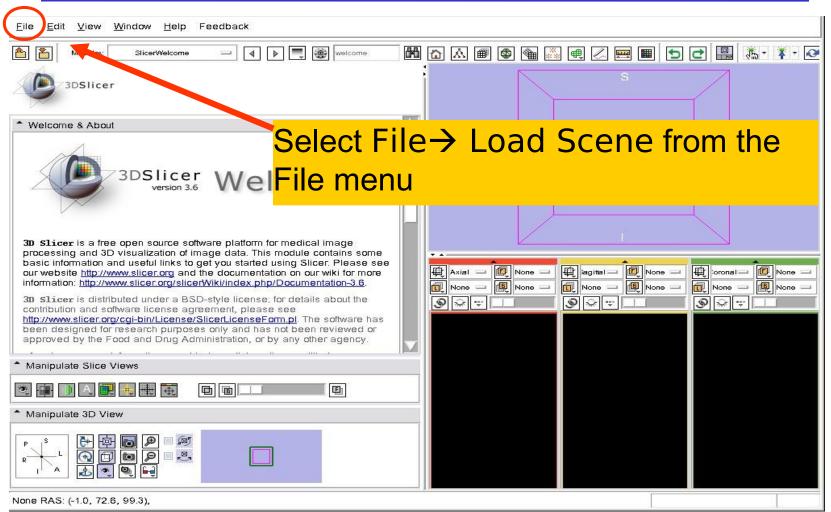




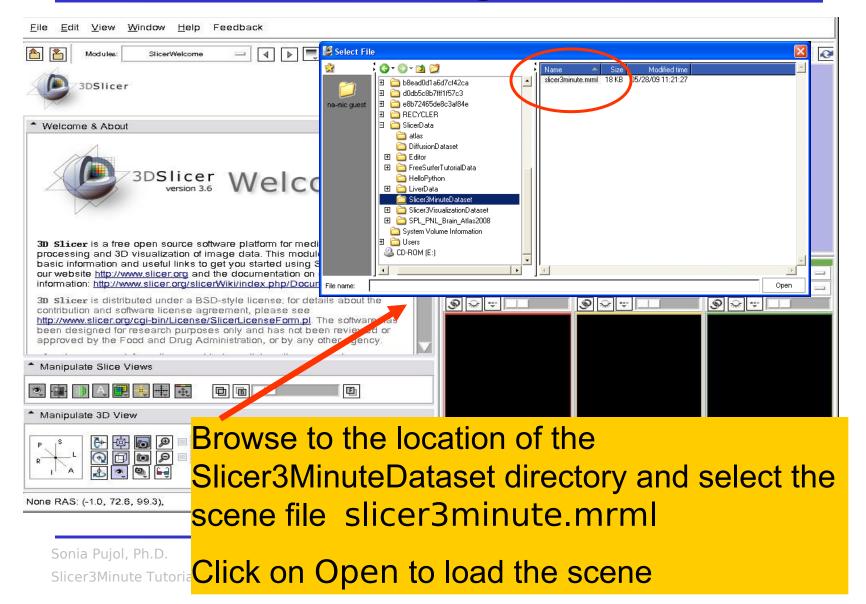
Slicer Welcome



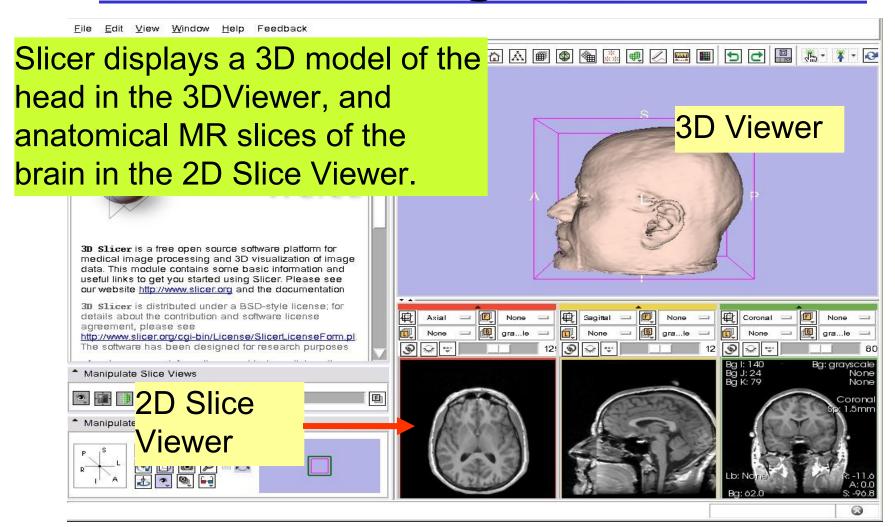




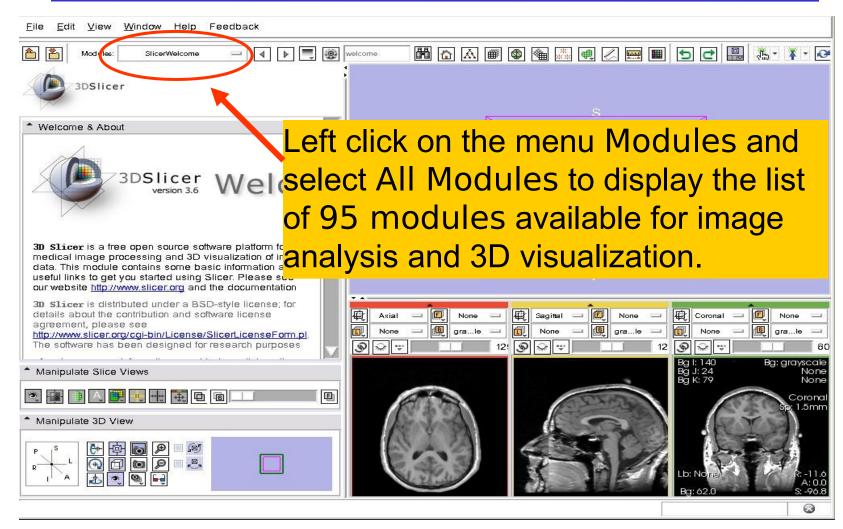




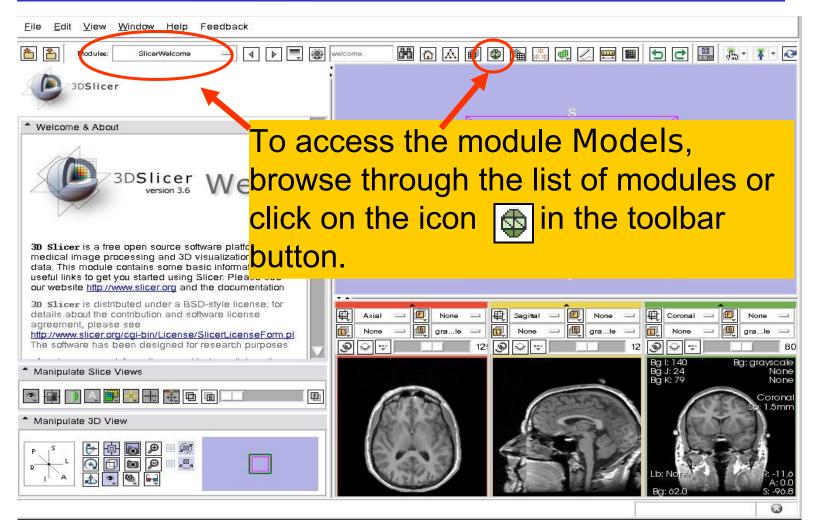




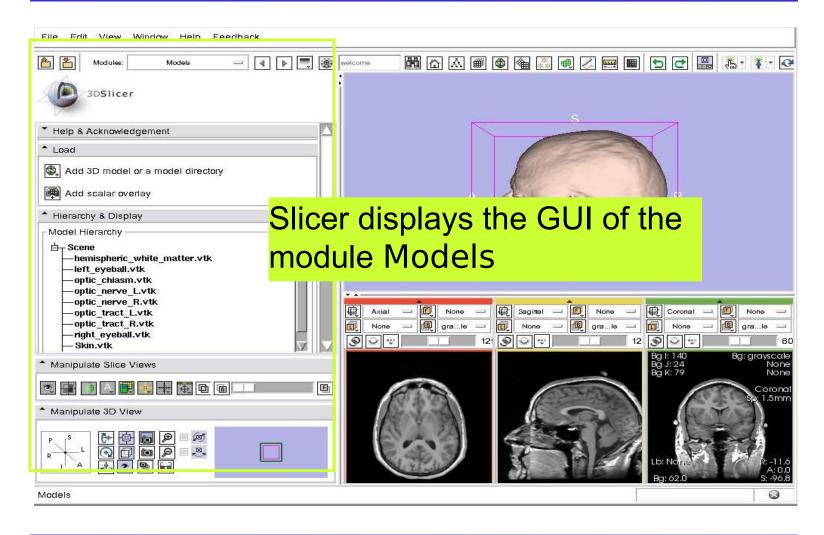




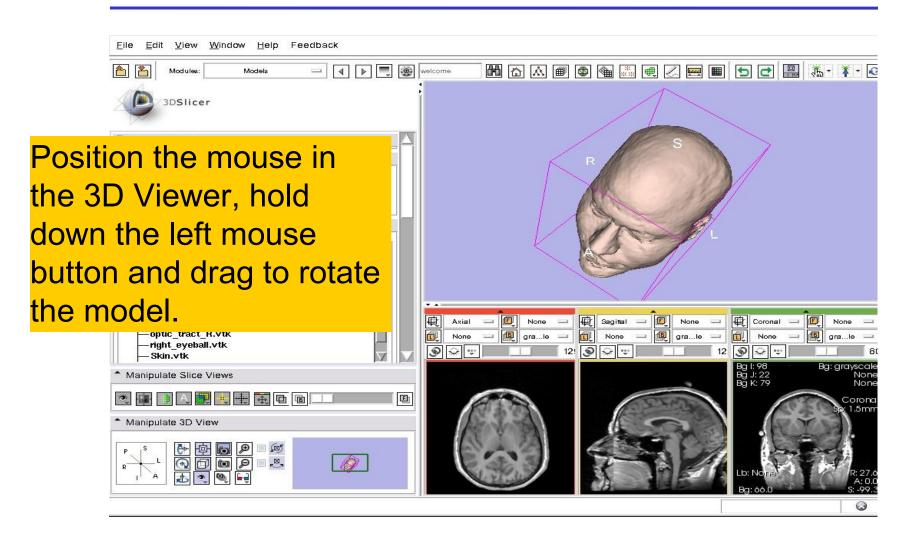




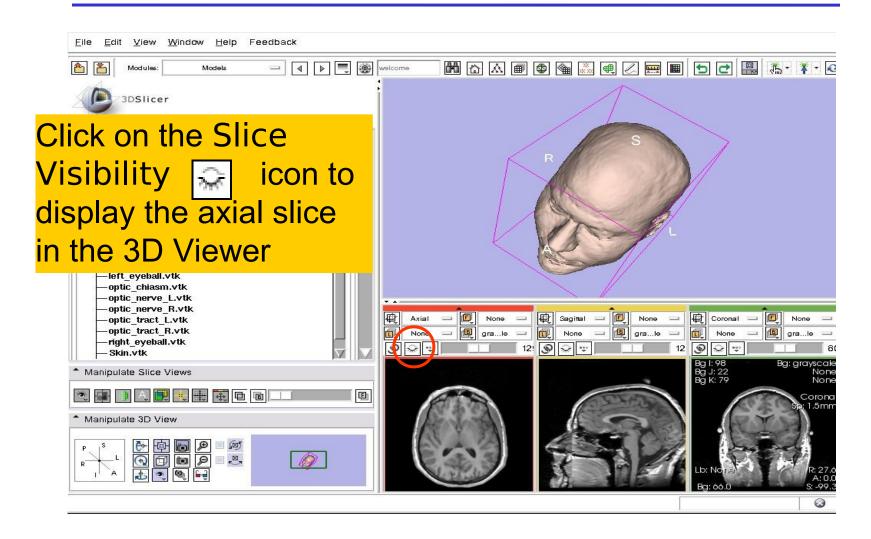




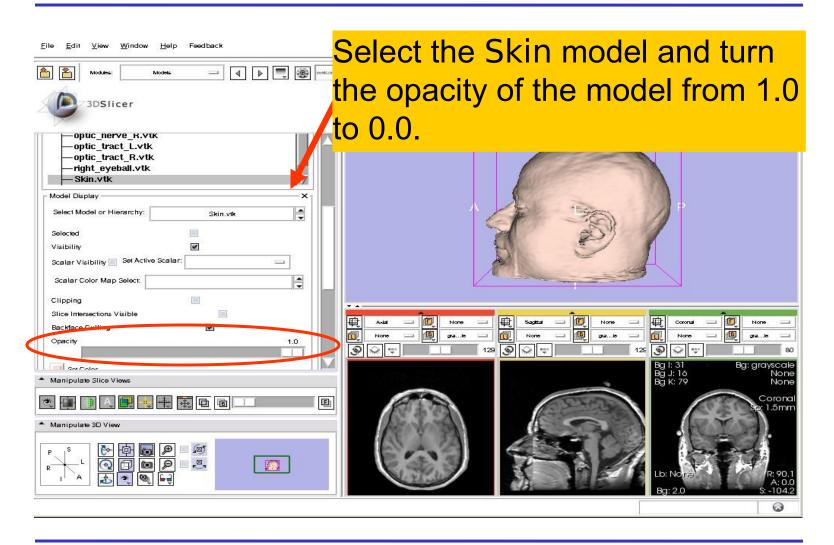








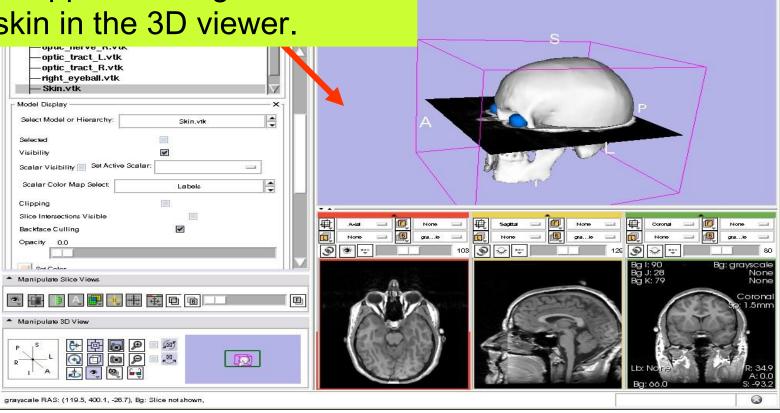




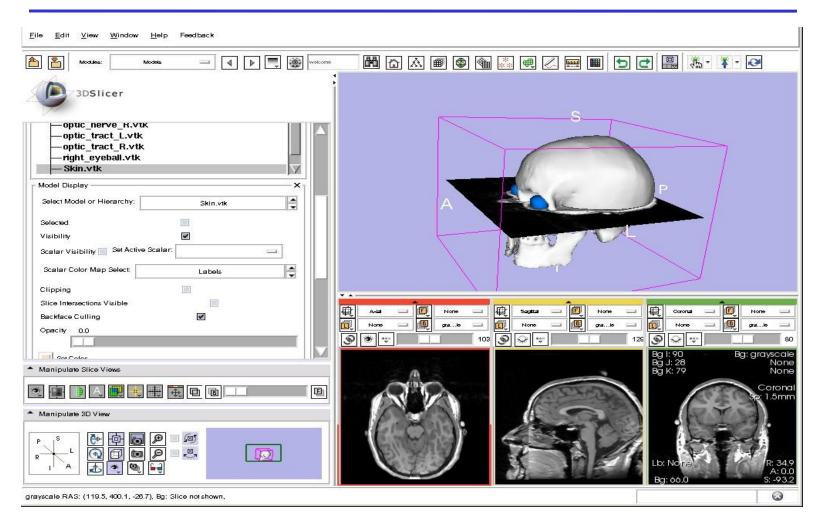


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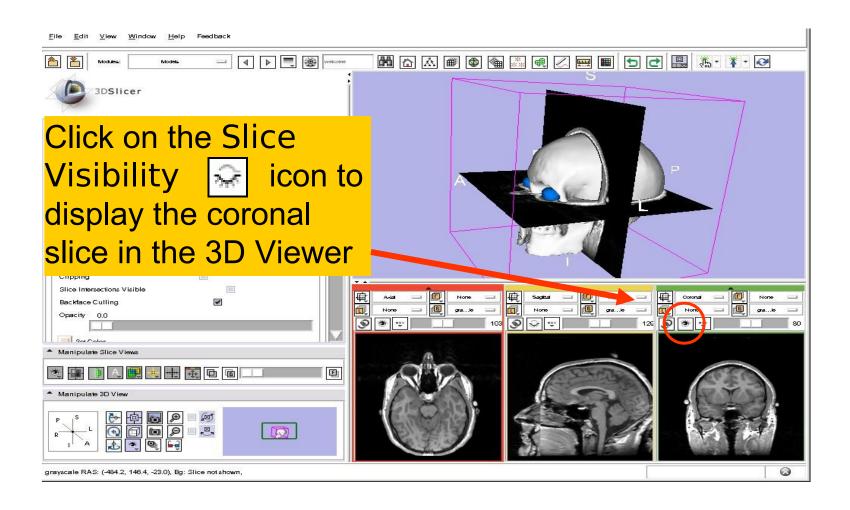
The model of the skull bone and eyeballs appear through the model of the skin in the 3D viewer.



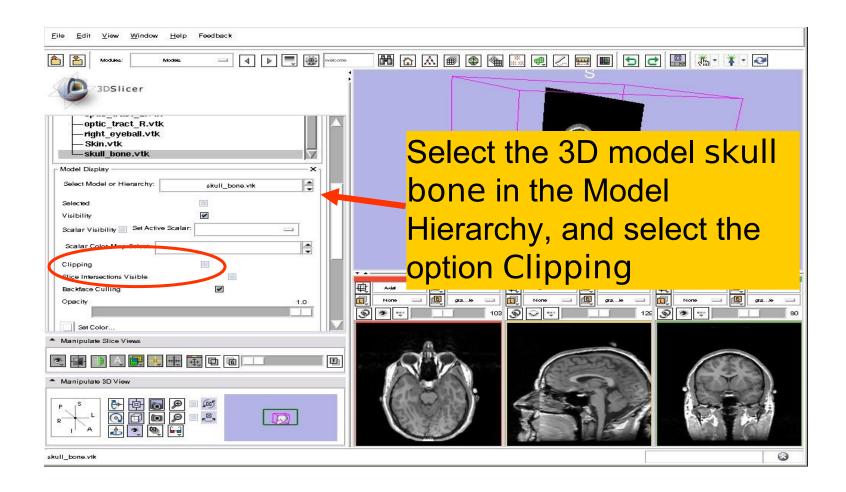




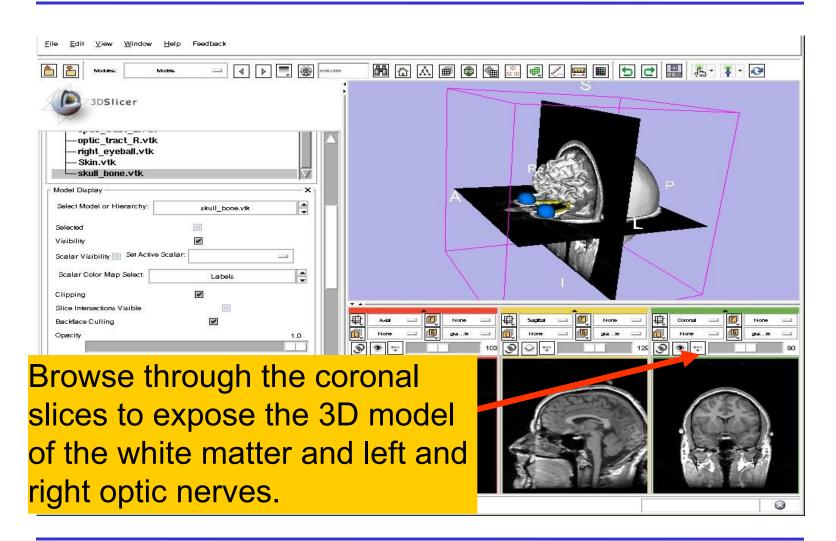






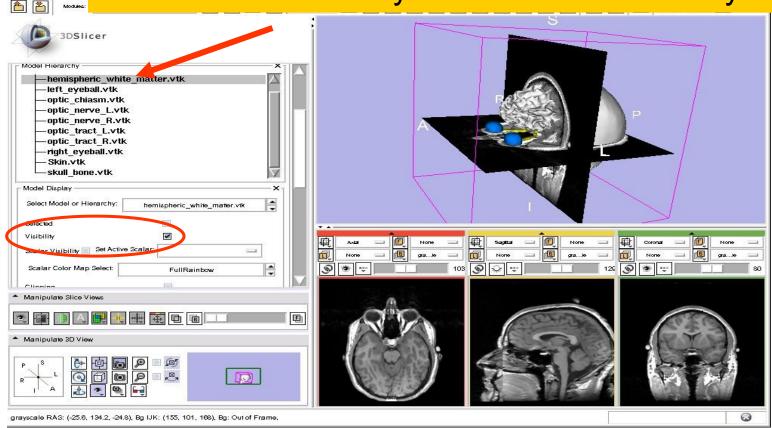




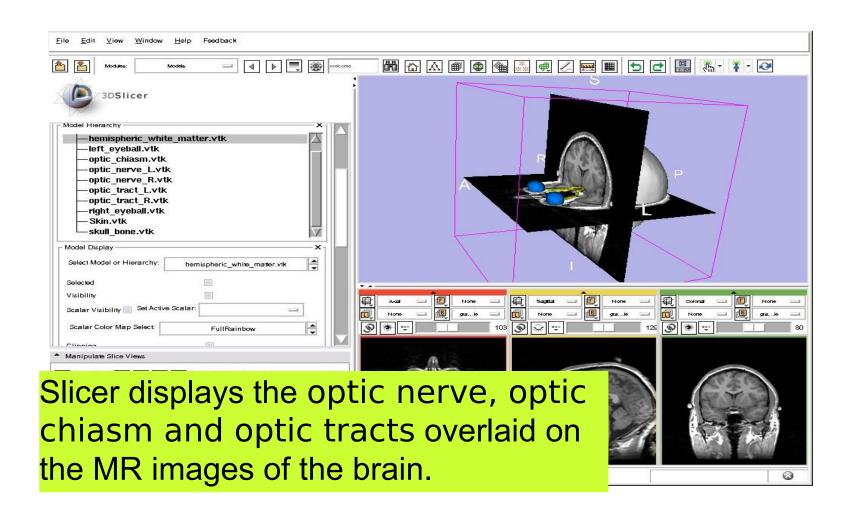




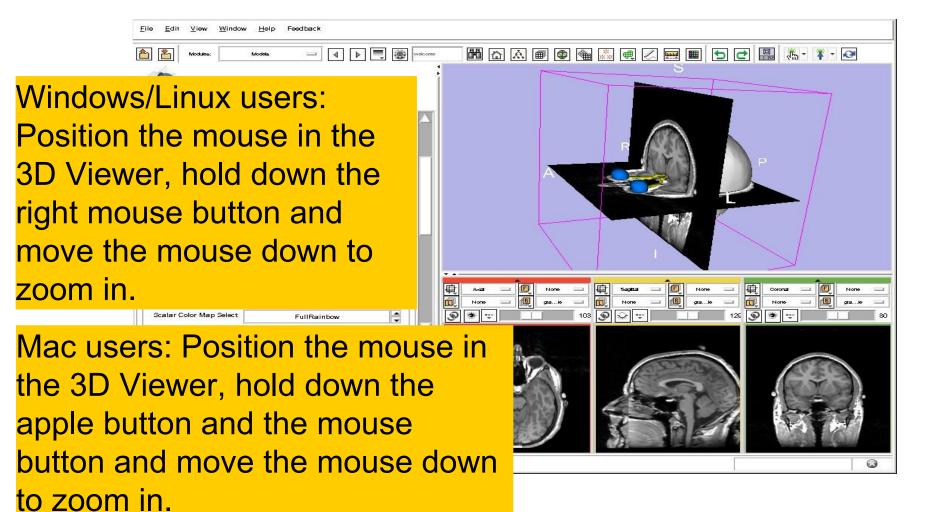
Select the hemispheric white matter model in the Model Hierarchy and turn off its visibility.



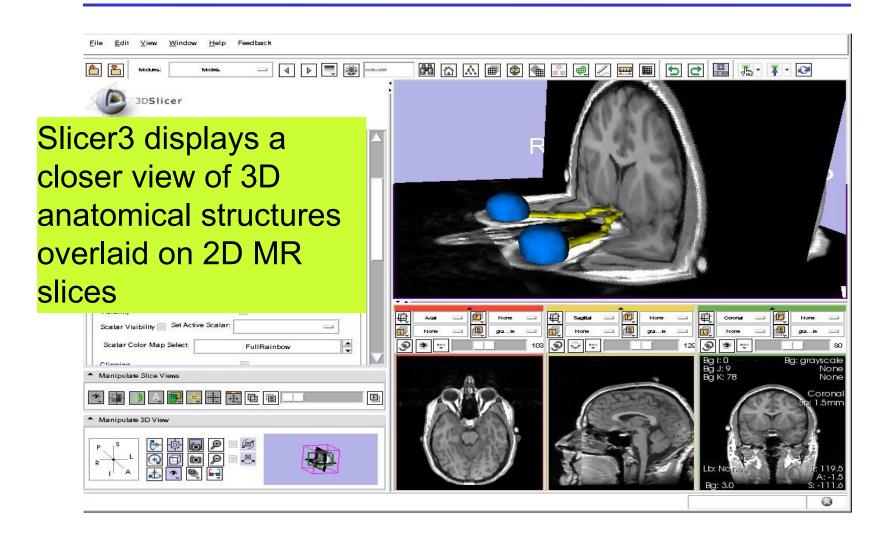








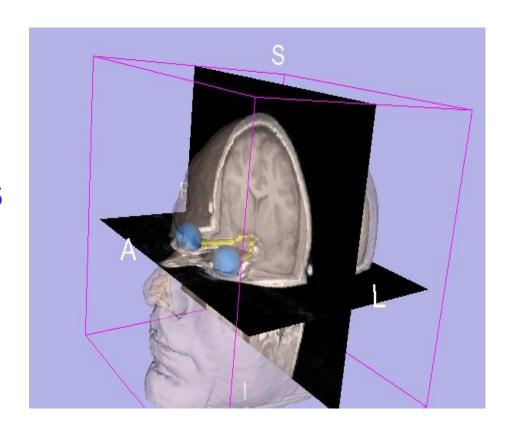






Slicer3 minute tutorial

- Slicer3 is an open-source software for image analysis and 3D visualization
- Slicer3 core functionalities, 95
 available modules and built-in
 libraries represent more than
 2.8 million lines of code
- Slicer3 is a multi-institution effort to share the latest advances in image analysis with the scientific and clinical community.



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Acknowledgments



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Neuroimage Analysis Center

NIH P41RR013218