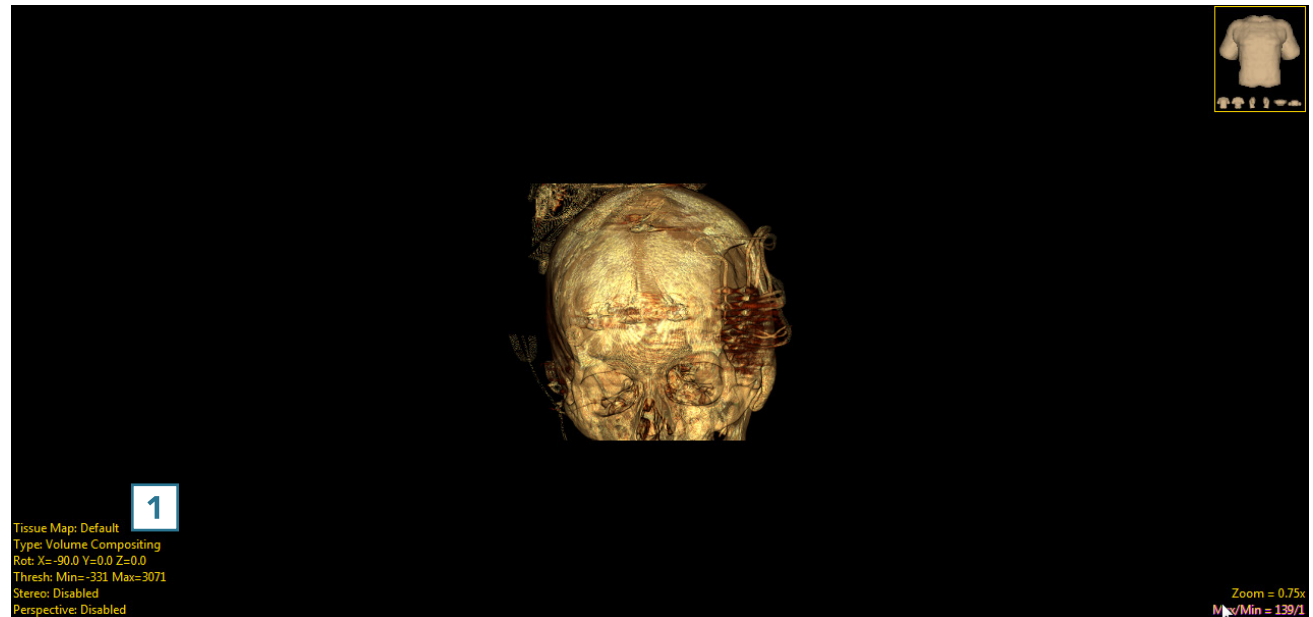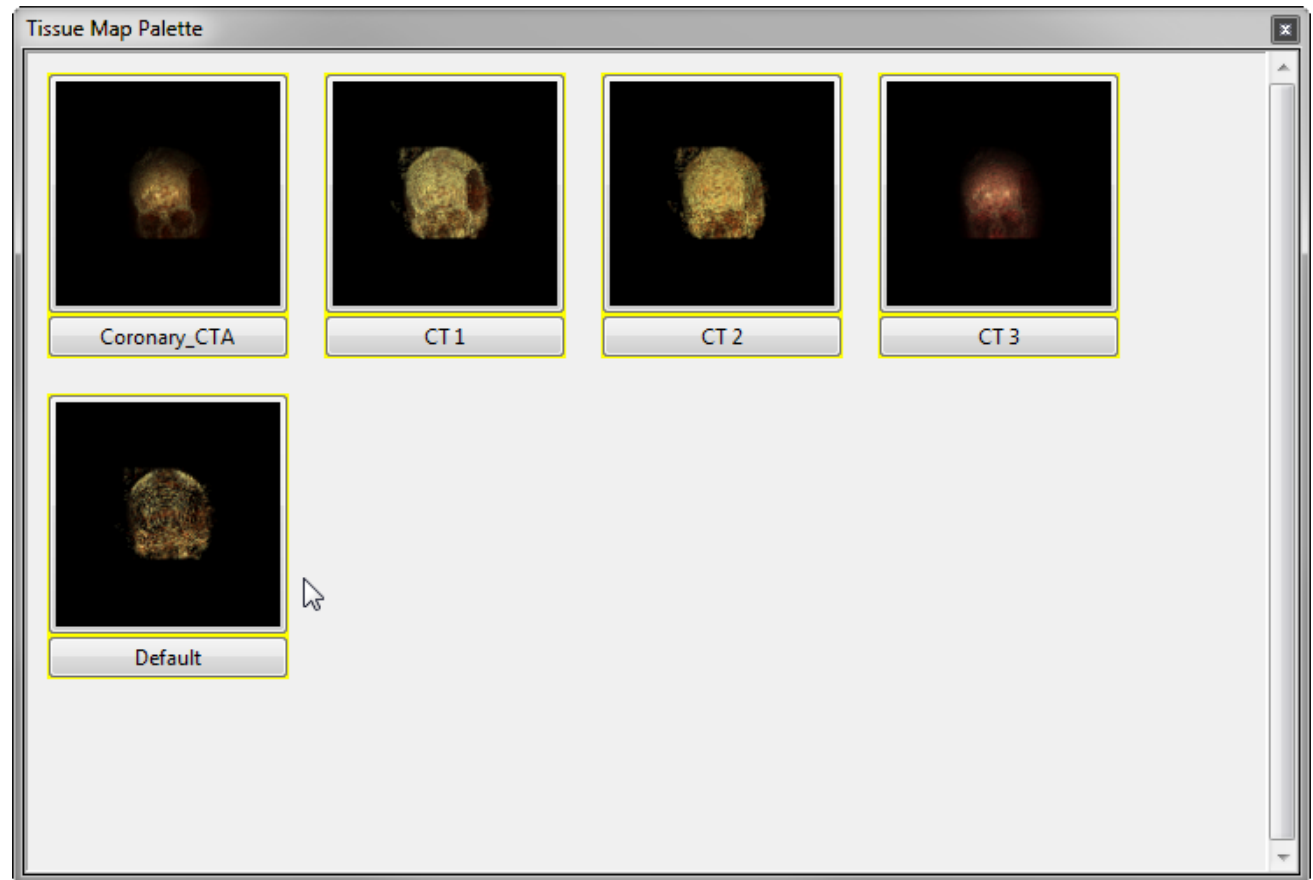# 1. Tissue Maps

Each rendering type will have specific visual attributes and some will have additional type-specific controls. For example, the following exercise uses the Volume Compositing Render type with a tissue map.

- In the render pane, right-click the yellow Type text and select Volume Compositing.
- The render type will be changed and the data will be displayed using a default tissue map.
- Click the yellow Max/Min text and use the cursor to adjust the intensities, if necessary.
- Right-clicking on the yellow Tissue Map text 1 will provide a menu that contains several options.

Tissue Map: Default
Type: Volume Compositing
Rot: X=-90.0 Y=0.0 Z=0.0
Thresh: Min=-331 Max=3071
Stereo: Disabled
Perspective: Disabled

Zoom = 0.75x
Max/Min = 139/1

Select Palette

A number of existing tissue maps can be quickly selected using System Tissue Maps. Alternatively, selecting Palette will return a window with thumbnail previews of each tissue.

Customized tissue maps can be generated using the Edit option within the options panel. A Tissue Map tool will open that provides four control points to manipulate which voxel values are mapped to specific colors and to adjust opacity.

- Start: 1 The starting voxel value within the volume mapped to a specific color (chosen from the color drop-down menu).
- Min: 2 The minimum voxel value within the volume that will be mapped to a specific color.
- Max: 3 The maximum voxel value within the volume that will be mapped to a specific color.
- End: 4 The ending voxel value within the volume mapped to a specific color.
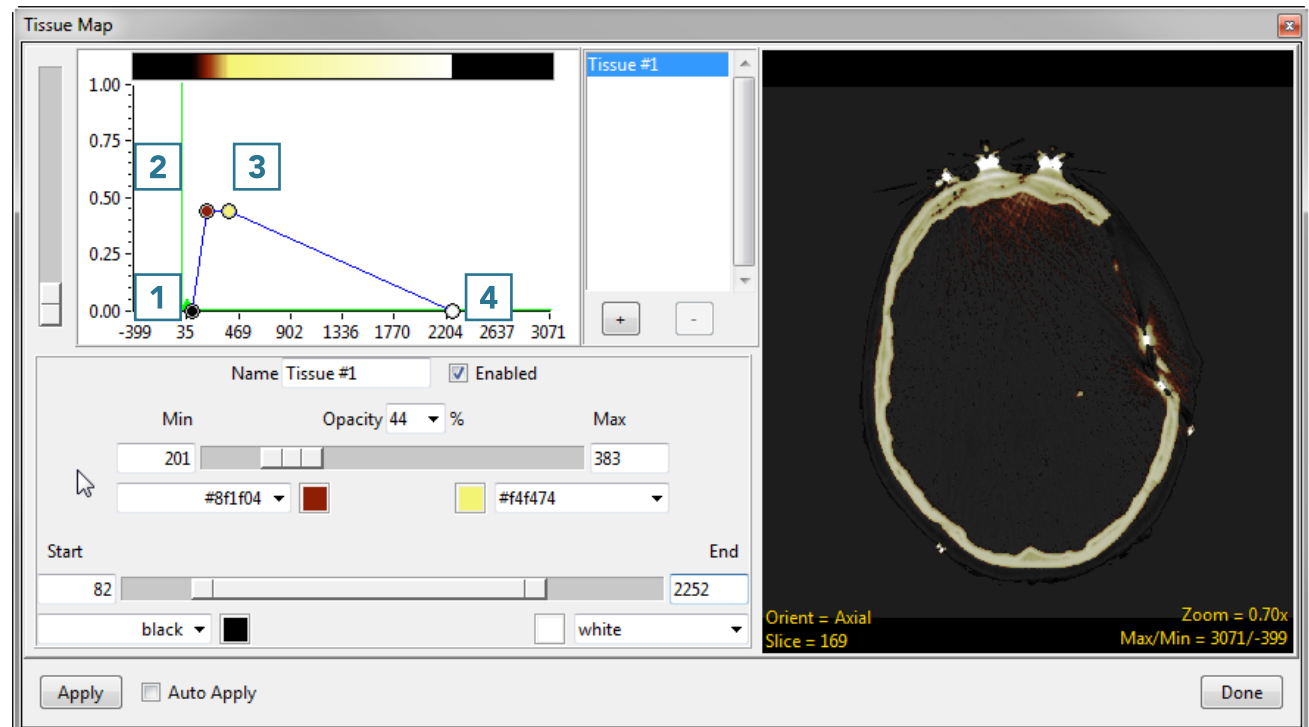
Additional tissues can be added by clicking the + button. Once you are satisfied with the tissue map, click Apply. The tissue map can be saved by right-clicking within the point graph and then selecting Save Tissue Map.

Tissue Map: CT 1
Type: Volume Compositing
Rot: X=-90.0 Y=0.0 Z=0.0
Thresh: Min=-331 Max=3071
Stereo: Disabled
Perspective: Disabled

Zoom = 0.73x
Max/Min = 149/0