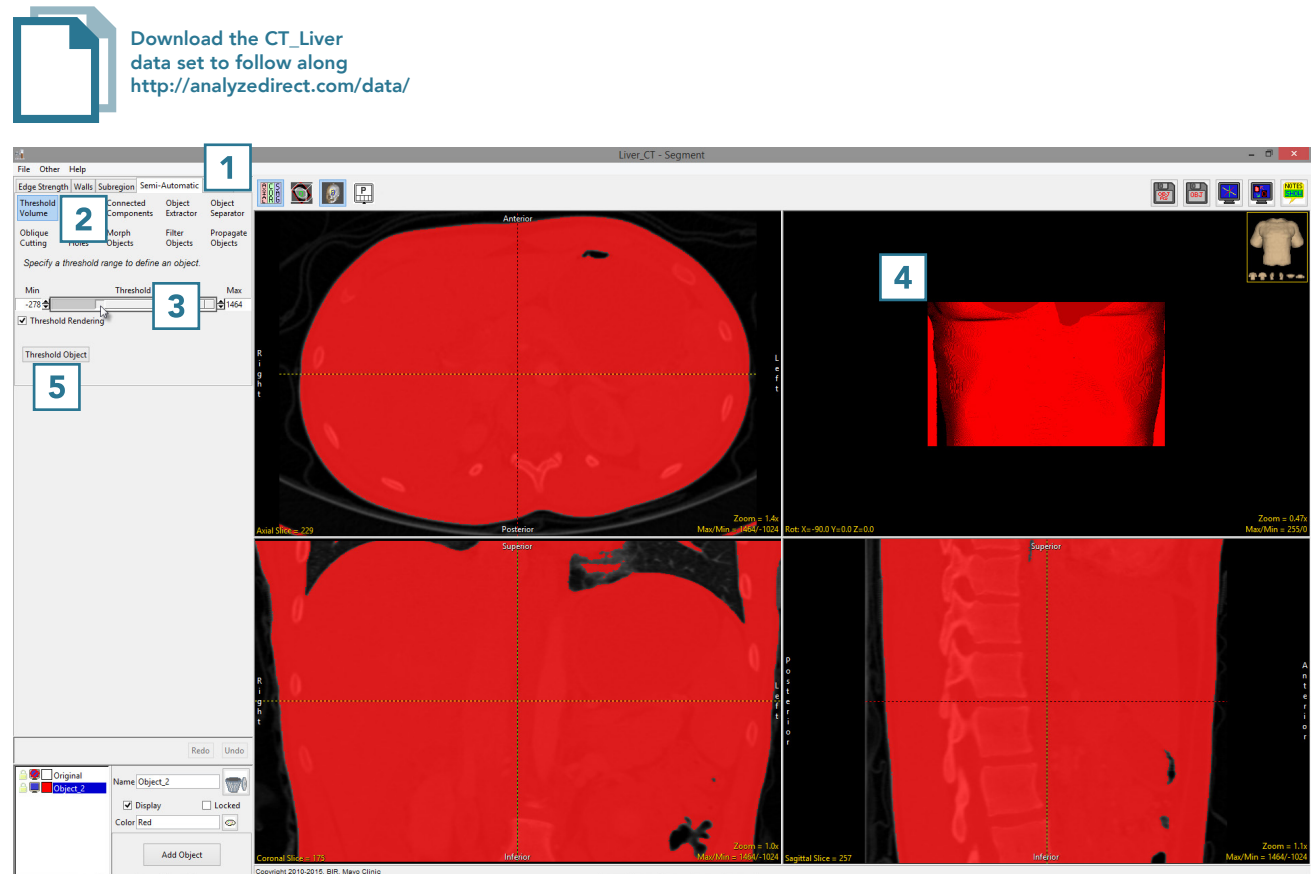# Threshold Volume

Threshold segmentation allows a range of voxels from the input volume to be assigned to an object. All voxels greater than or equal to the threshold minimum and less than or equal to the threshold maximum are assigned to the object.
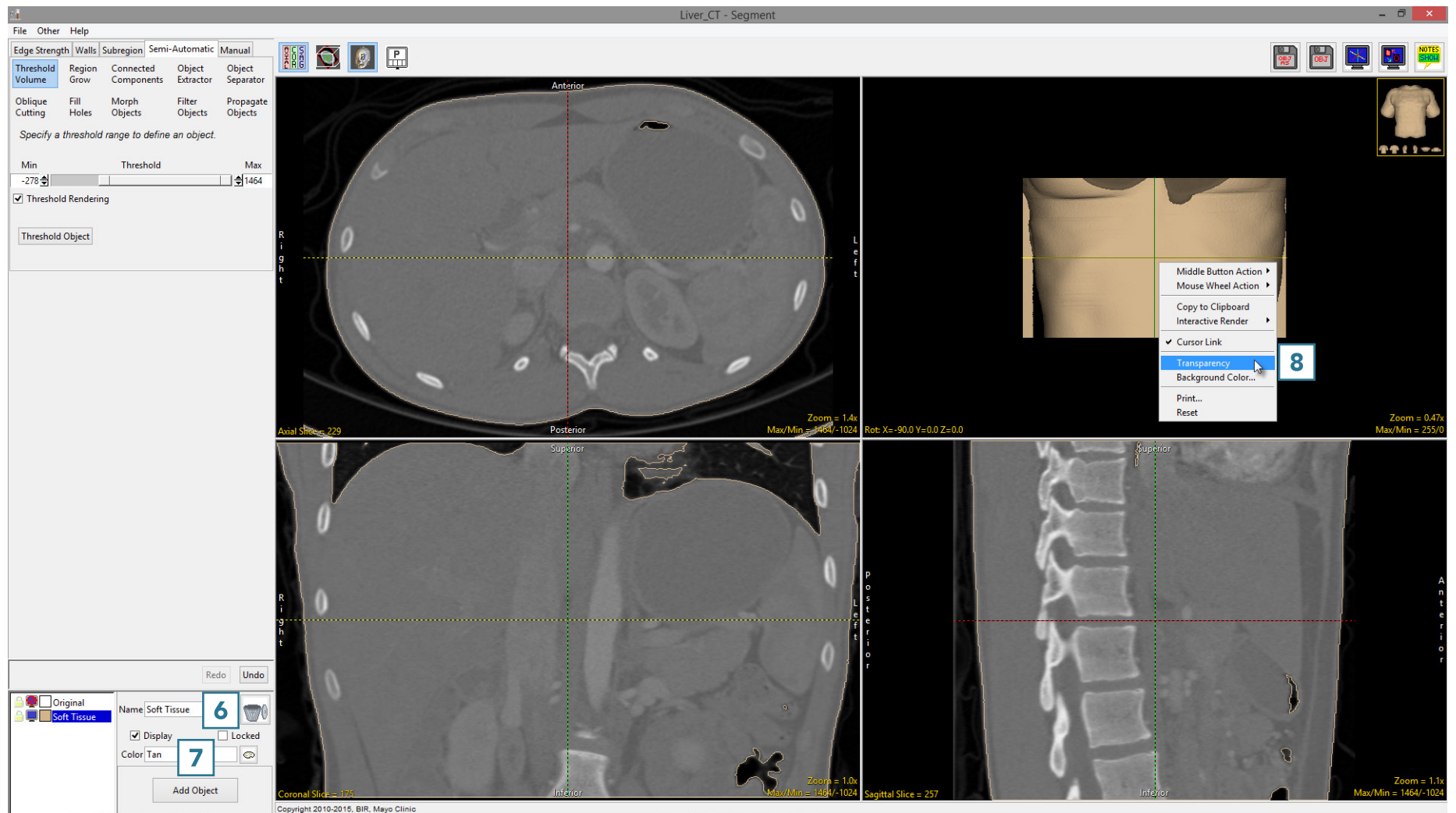
4. Threshold Volume and Segmentation

- Select a data set and open Segment.

- Select Semi-Automatic **1** and choose Threshold Volume. **2**

- Use the Threshold slider **3** to adjust the voxel intensity range, so that the soft tissue is displayed in the binary mask preview. This data set is scaled to Hounsfield Units (HU), so the grayscale intensities represent HU. This may be used to isolate tissue with a known HU range. **4**

- Click Threshold Object **5** to assign all selected voxels to the current object.

Download the CT_Liver data set to follow along
http://analyzedirect.com/data/

- Rename the object, **6** then change the color. **7**
- Right-click on the rendering and select Transparency. **8**

- Add a new object. **9**
- Update the name **10** and color. **11**
- Adjust the threshold range **12** so that the bone is displayed in the binary preview, then click Threshold Object. **13**
- Note that the rendering **14** will update to display both objects. The bone is now fixed to visible, as the rendering transparency is enabled. **8**
- Select File > Save Object Map to save your work.