# Manual Tools for 3D Editing

Some of the manual tools have the capability to be used to edit objects in 3D. This is achieved by drawing directly on the 3D rendering.

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

## 34. 2D Manual Trace Editing of Object Maps

- Select CT_Foot and open Segment.
- Set the primary display to Render. **1**
- Select Semi-Automatic **2** and choose Threshold Volume. **3**
- Set a Threshold range **4** to isolate the bones of both feet and click Threshold Object. **5**
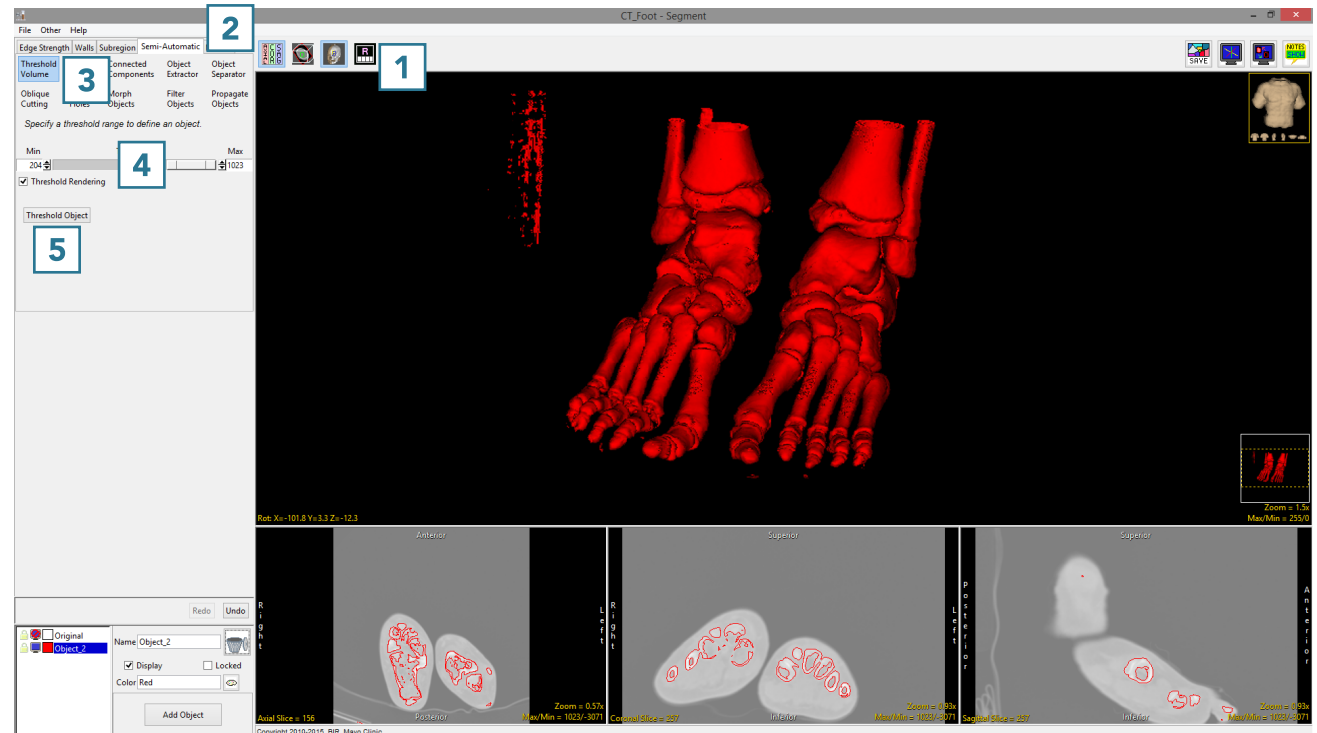
- Select Manual  6  and choose Manual Trace.  7

- Add a new object.  8

- Move the cursor to the Rendering and trace around the right foot.  9

- Complete the trace and release the left mouse button. All voxels not assigned to the Original object within the trace will be assigned to the selected object. **10**