

Display Rendering Types

Volume Compositing (continued)

Right Click Options (continued)

- Edit: Opens the Tissue Map tool. Double-clicking on the Tissue Map text will also open this tool.

The Tissue Map tool - provides an interface to allow users to create or edit tissue maps by choosing color and opacity (alpha) values for tissue maps. The tool consists of: 1) The parameters area, 2) the colorbar, 3) the parameter display, 4) the tissue list, and 5) the image map.



Display Rendering Types

Volume Compositing (continued)

The Tissue Map tool (continued)

(1) The Parameters Area: The parameters area allows users to assign color and opacity values to ranges of voxels based on intensity.

- To set a range of voxels for the tissue map use the Start/End and Min/Max controls.
- To assign a color to each parameter use the color assignment drop-down menu or click on the color selector next to the drop-down menu.
- To adjust the selected tissue opacity level use the opacity drop-down menu.

(2) The Colorbar: Displays the tissue maps color bar.

(3) The Parameter Display: Displays an interactive graphical representation of the tissue map parameters over a plot of the image histogram.

(4) The Tissue List: Displays the current tissues within the tissue map. • To add a tissue, click the '+' key. To remove a tissue, select a tissue and then click the '-' key.

(5) The Image Map: The image map area previews the tissue map parameters on the current 2D image.

