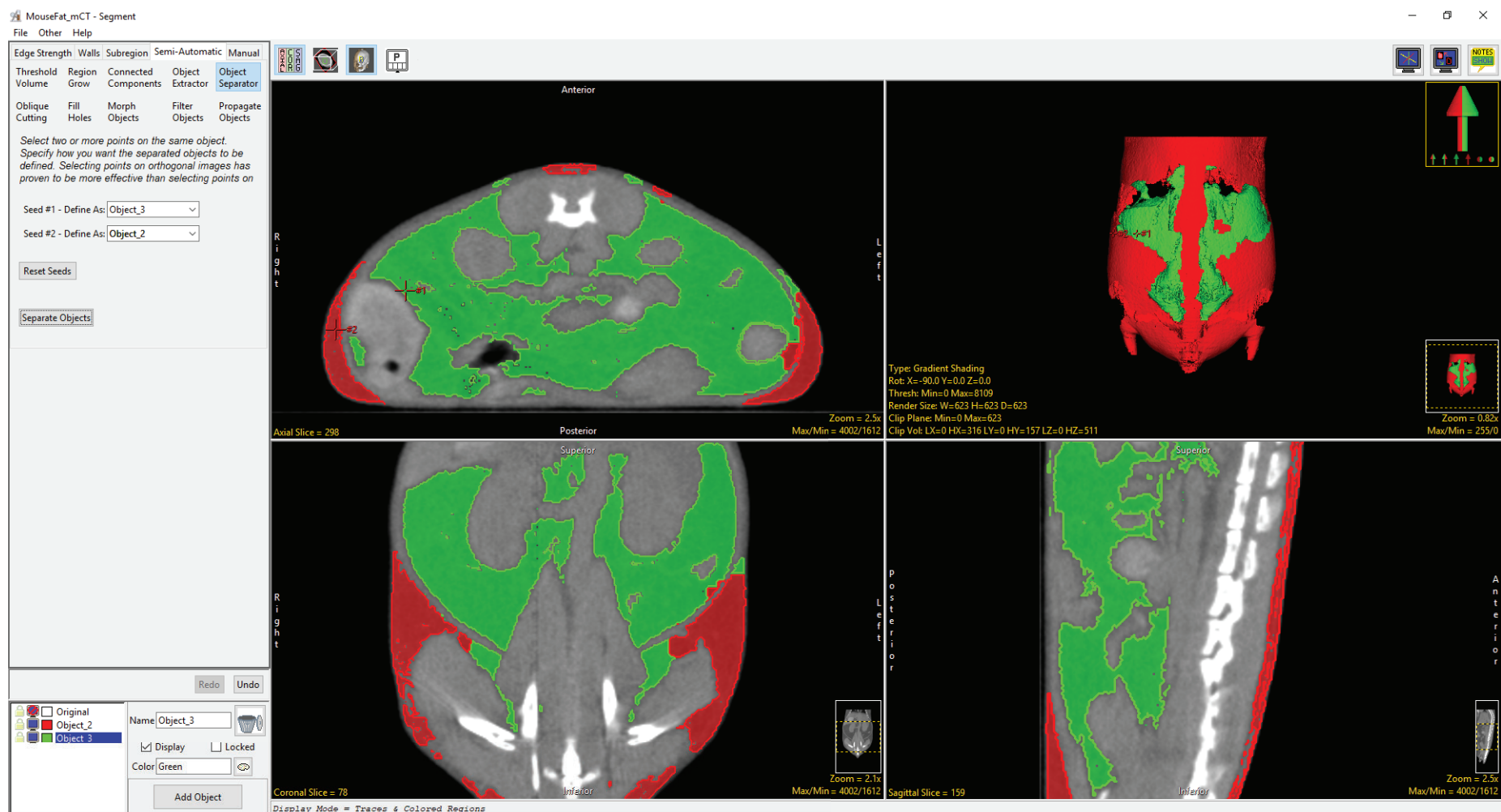




Object Separator

The Object Separator tool uses morphologic erosion to break connections between objects based on user-defined seed points to specify objects to separate. The purpose of the tool is to break objects into two or more objects. The tool requires a minimum of two seed points to be set.





Object Separator Options

The following Object Separator Options are available:

Seed #1 – Define As: This option is enabled when the first seed point location is set. By default this option is set to Current Object, that is the object currently selected in the object control window. Selecting the drop-down menu allows users to choose from; Current Object, Not Changed (the object that the seed voxel is already assigned to), New, and then any objects in the object list.

Seed #2 – Define As: This option is enabled when the second seed point location is set. By default this option is set to Not Changes, that is the object the seed point voxel is currently assigned to. Selecting the drop-down menu allows users to choose from; Current Object, Not Changed, New, and then any objects in the object list.

Reset Seeds: Deletes all defined seed points.

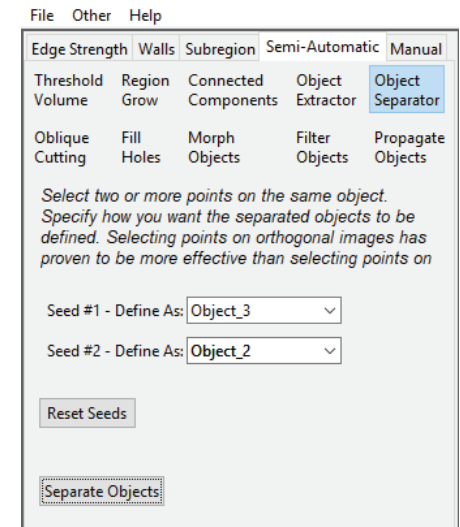
Separate Objects: Begins the Object Separator process.

Seed point right click options: Right clicking on a seed point provides the following options:

Style: The style options allows users to change the of the seed point. Select from Dot, Crosshair (default), Arrow, and Diamond.

- **Label:** The label options allows user to enable and disable labels for seed points. Select from None (default), Number (extremely useful when setting multiple seeds), and Tag.
- **Shadow:** Allows users to enable (default) or disable the shadow effect for the seed.

Delete: Deletes selected seed point.



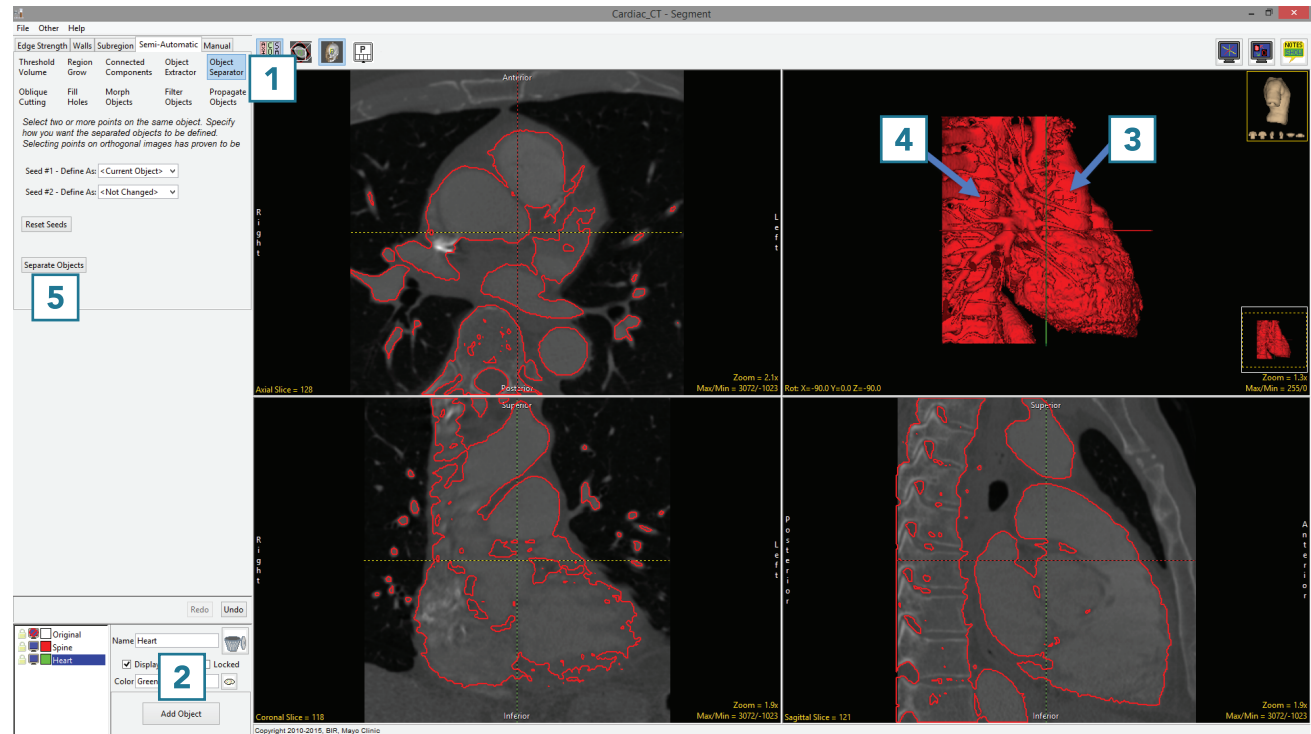


Separating Objects

Here we will use Object Separator to disconnect objects in a dataset.

To follow along, download the data set CT_Heart from analyzedirect.com/data and load into Analyze using Input/Output.

- Select the data set and open Segment.
- Select Semi-Automatic and choose Region Grow.
- Click on the image data to set a seed point. The seed point should be in the object you would like to isolate.
- Set the Threshold Min/Max values to define the object and then click Connect Object.
- The structure will be isolated.
- Rotate the rendering to view the objects to disconnect.
- Select Object Separator [1] and click Add Object [2].
- Set a seed point on the first structure [3] and add a seed point to the second structure [4].
Object separator usually works best when the seed points are set in the orthogonal images.
- Click Separate Objects [5].





Separating Objects (continued)

- The structures will be disconnected and assigned to different objects [6].
- Save your work by selecting File > Save Object Map.

