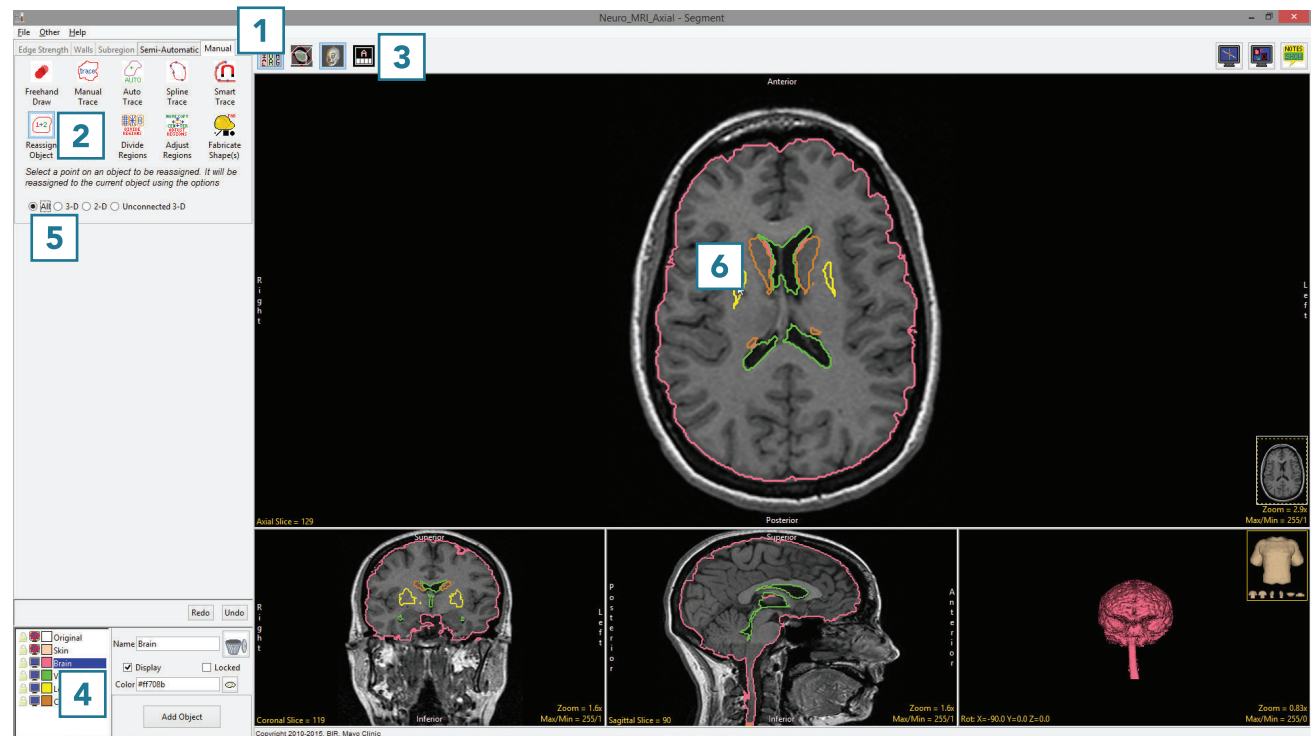# Reassign Object

The Reassign Object tool allows users to interactively reassign the voxels of one object to another object. First, select the object to which the voxels will be reassigned from the object control window. Then, select a reassignment type. Finally, to establish a seed pixel, click on the object to be reassigned. Object reassignment occurs immediately. Reassignment options are described in the table below:

Reassignment Types

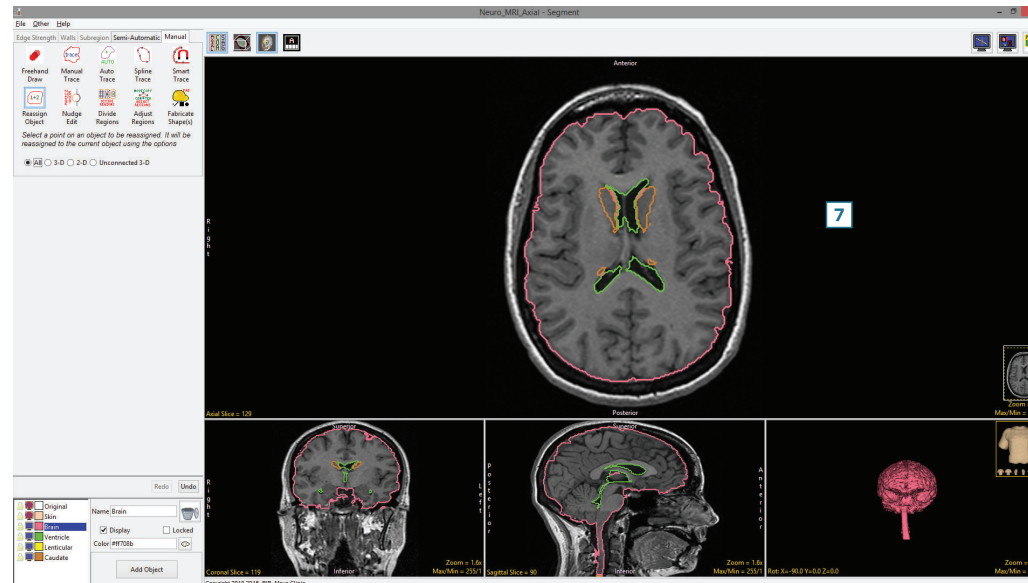| Reassignment Type	Action
All	All voxels in the selected object are reassigned to the current object
3D	All voxels in the selected object that are connected in 3D to the seed pixel are reassigned to the current object
2D	All voxels in the selected object that are connected in 2D to the seed pixel are reassigned to the current object
Unconnected 3D	All voxels in the selected object that are not connected in 3D to the seed pixel are reassigned to the current object

Reassigning Objects

Here we will reassign the voxels of one object to another object.

To follow along, download the data set MRI_3D_Head from analyzedirect.com/data and load into Analyze using Input/Output.

- Select the data set and open Segment.
- Use File > Load Object Map to load the corresponding object map.
- Select Manual [1] and choose Reassign Object [2].
- Set the primary display to axial [3] and move to axial slice 130.
- Switch the display of the Skin object off and switch on the display of the Lenticular and Caudate objects. Select the Brain object and change the Opacity level of the Brain to 2 [4].
- Set the reassignment type to All [5] and click on the yellow Lenticular object [6].
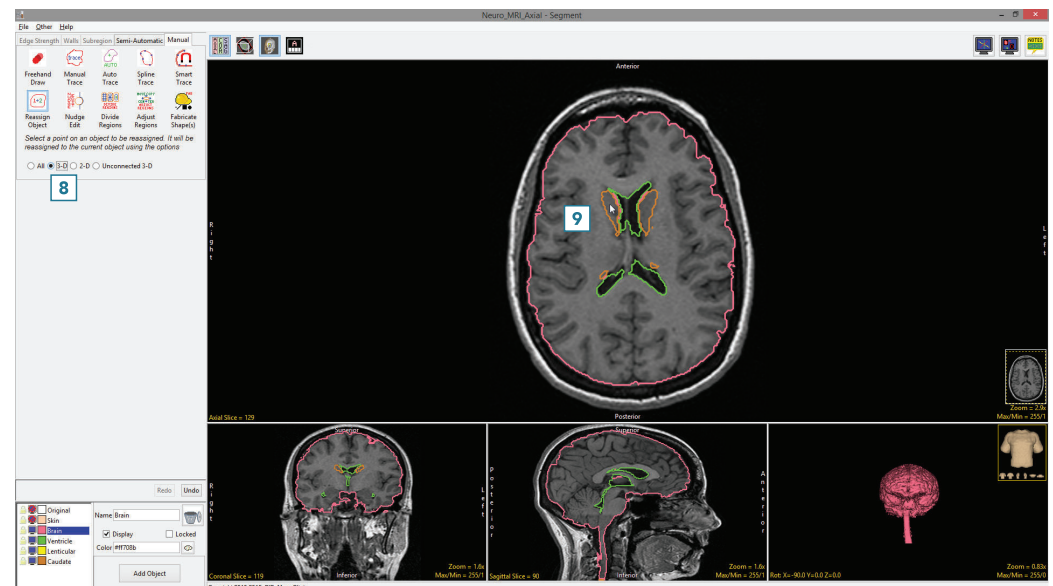
Reassigning Objects (continued)

- Note that all the voxels of the Lenticular object have been reassigned to the Brain object [7].
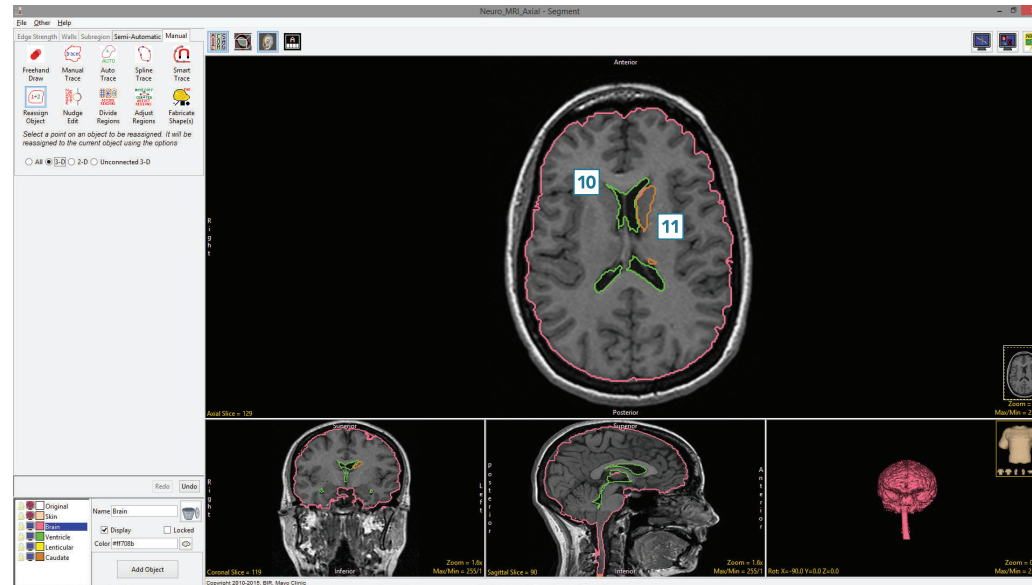

- Set the reassignment type to 3D [8] and click on the brown Caudate object on the right side of the brain [9].
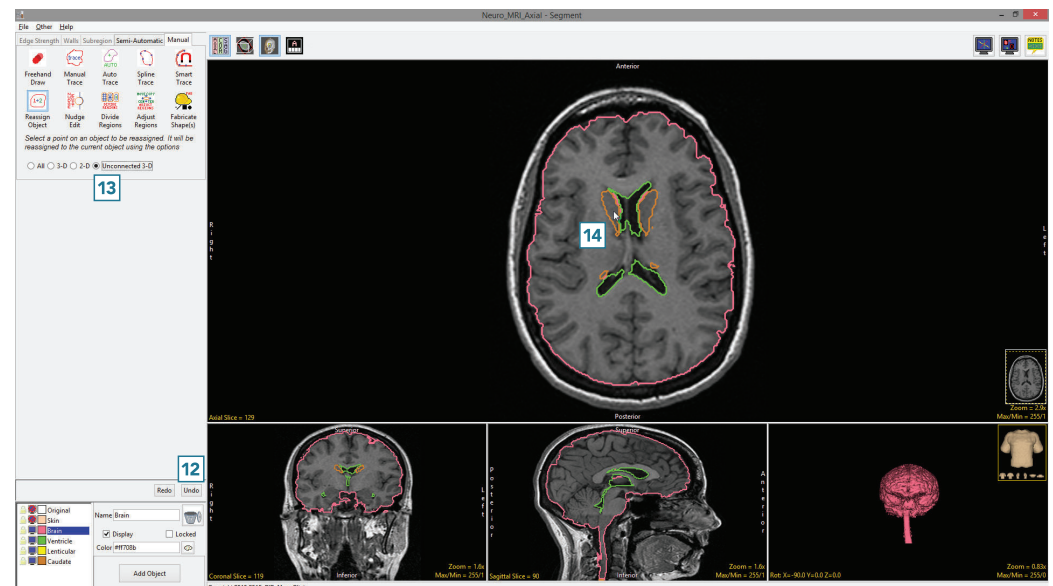
Reassigning Objects (continued)

• Note that the all the voxels of the Caudate object connected to the seed pixel have been reassigned to the Brain object [10]. As the left caudate nucleus is not connected to the right caudate nucleus, that part of the object remains [11].
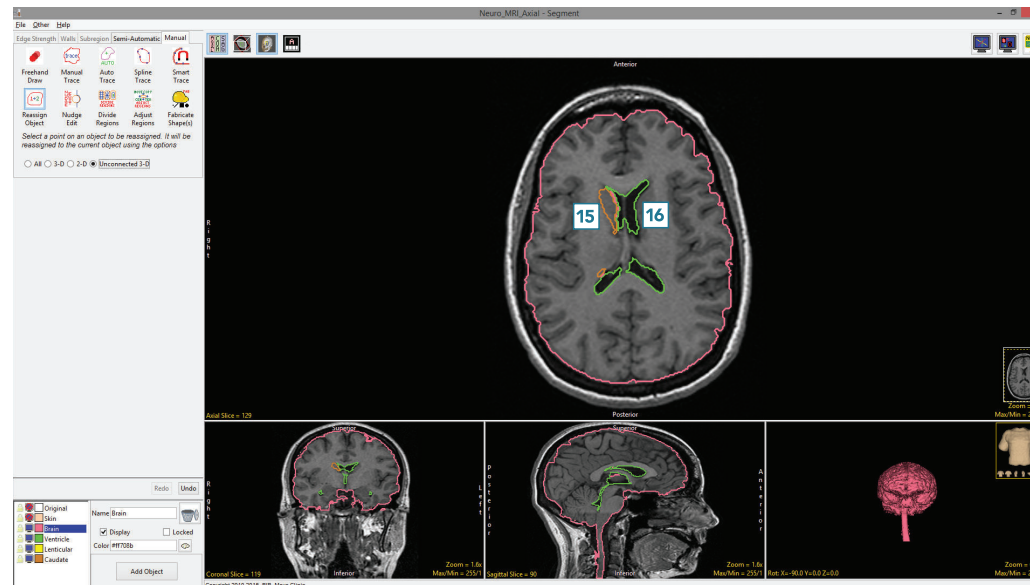

• Click Undo [12] and set the reassignment type to Unconnected 3-D [13].
• Click on the brown Caudate object on the right side of the brain [14].

Reassigning Objects (continued)

- Note that this time, all the voxels assigned to the Caudate object connected to the seed pixel have been kept [15] while those unconnected voxels representing the left caudate nucleus have been reassigned to the Brain object [16].

- Note that for the All, 3D and Unconnected 3D reassignment types, seed points can be set on the 3D rendering.

  - Set the reassignment type to 2D [17] and click on the anterior section of the green Ventricle object [18].
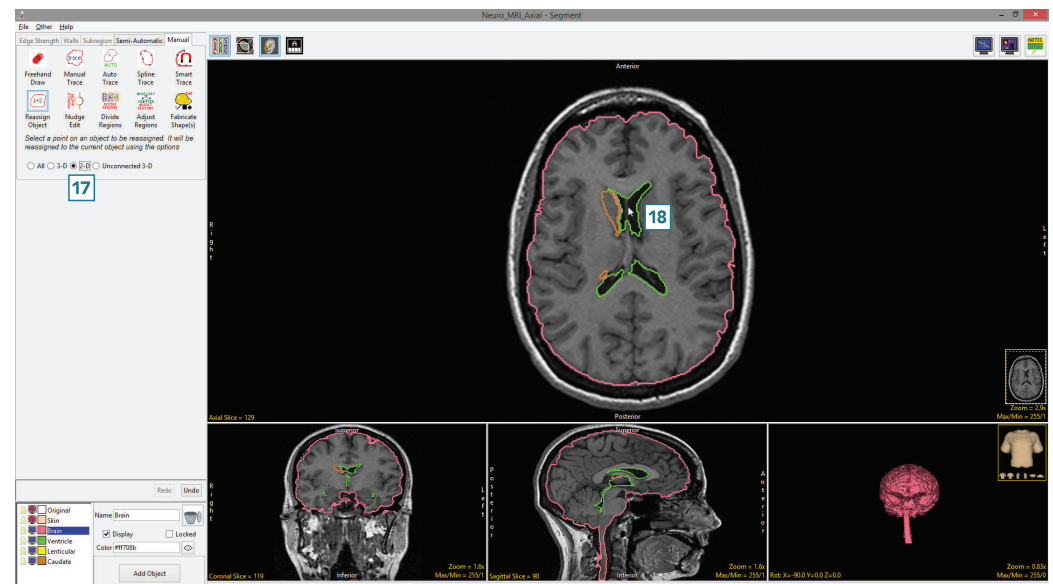
Reassigning Objects (continued)

The voxels assigned to the Ventricle object, which are connected to the seed pixel only on this 2D slice have been reassigned to the Brain object [19].