



Morph Objects

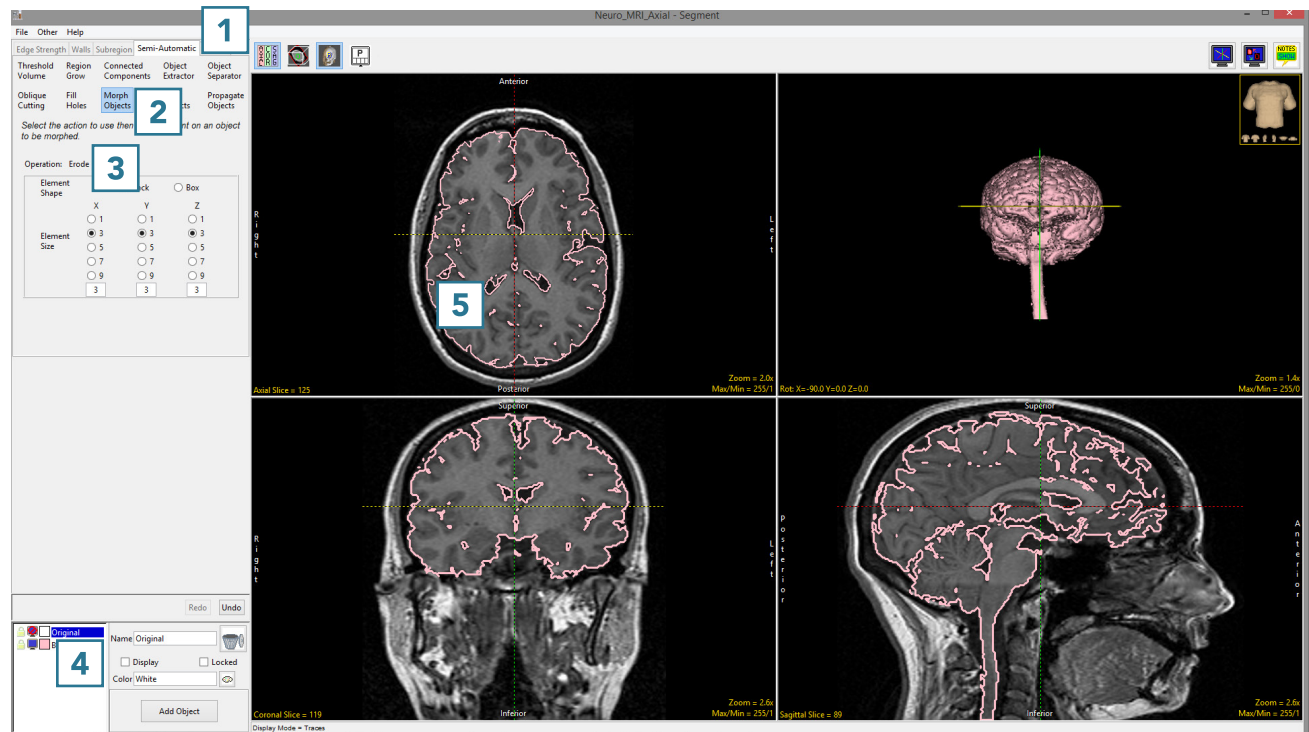
The Morph Objects option allows users to apply rudimentary morphological operations to objects. The operations available are dilate, erode, open and close. Additional morphological operations are accessible from the [Morphology](#) tool in Process.

15. Using Morphological Operations to Improve Segmentation

- Select a data set and open Segment.
- Select Semi-Automatic **1** and choose Object Extractor.
- Click on the image data to set a seed point.
- Adjust the minimum and maximum threshold values to define the structure and select Extract Object.
- Once the object is segmented, rename and update the color.
- Choose Morph Object **2** and set Operation to Erode. **3**
- Leave the element size set to 3 X 3 X 3.
- Set the target object to Original. **4** This will specify that any eroded voxels will be reassigned to the Original object.
- Now click on the brain **5** to initiate the erosion.

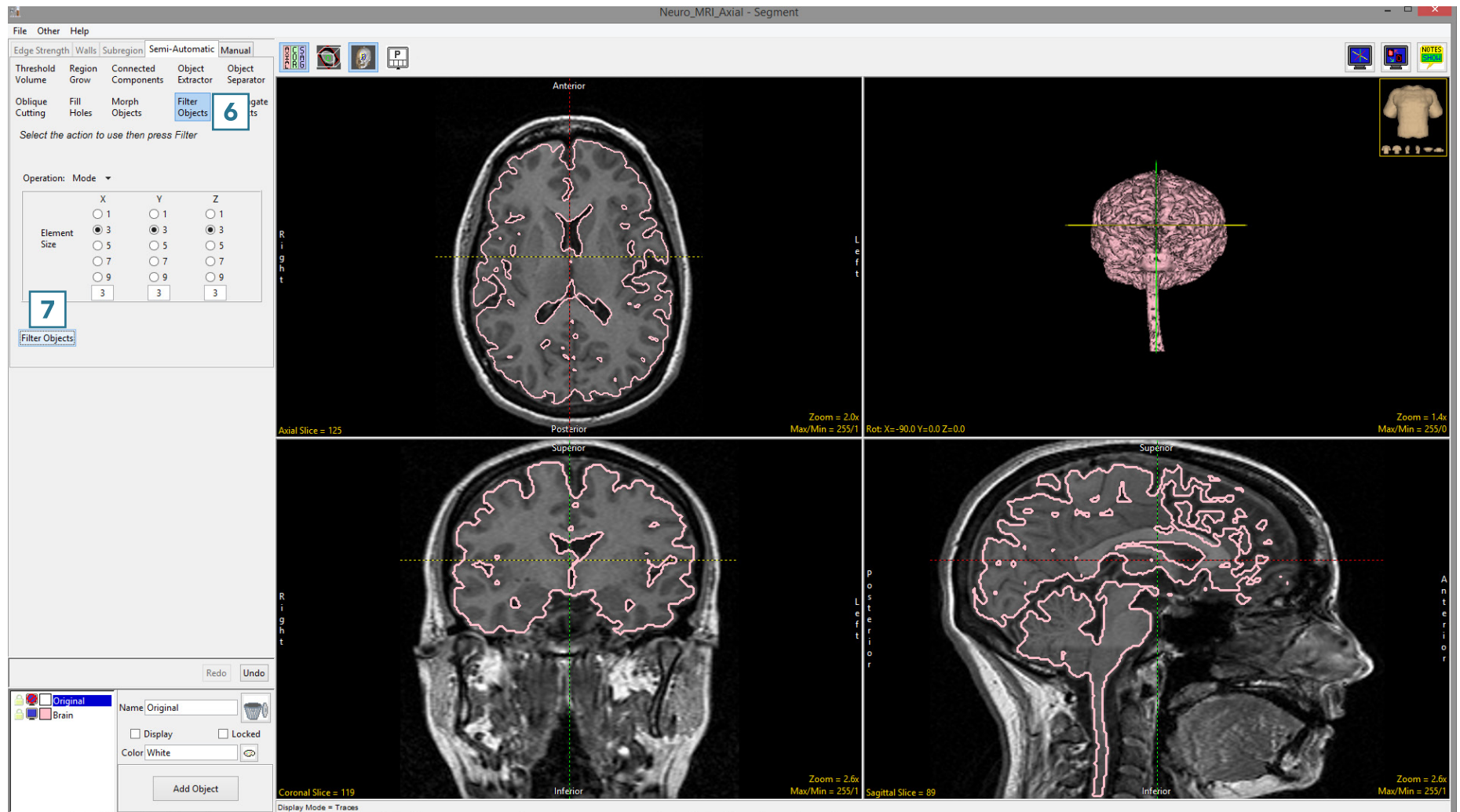


Download the MRI_3D_Head data set to follow along
<http://analyzedirect.com/data/>



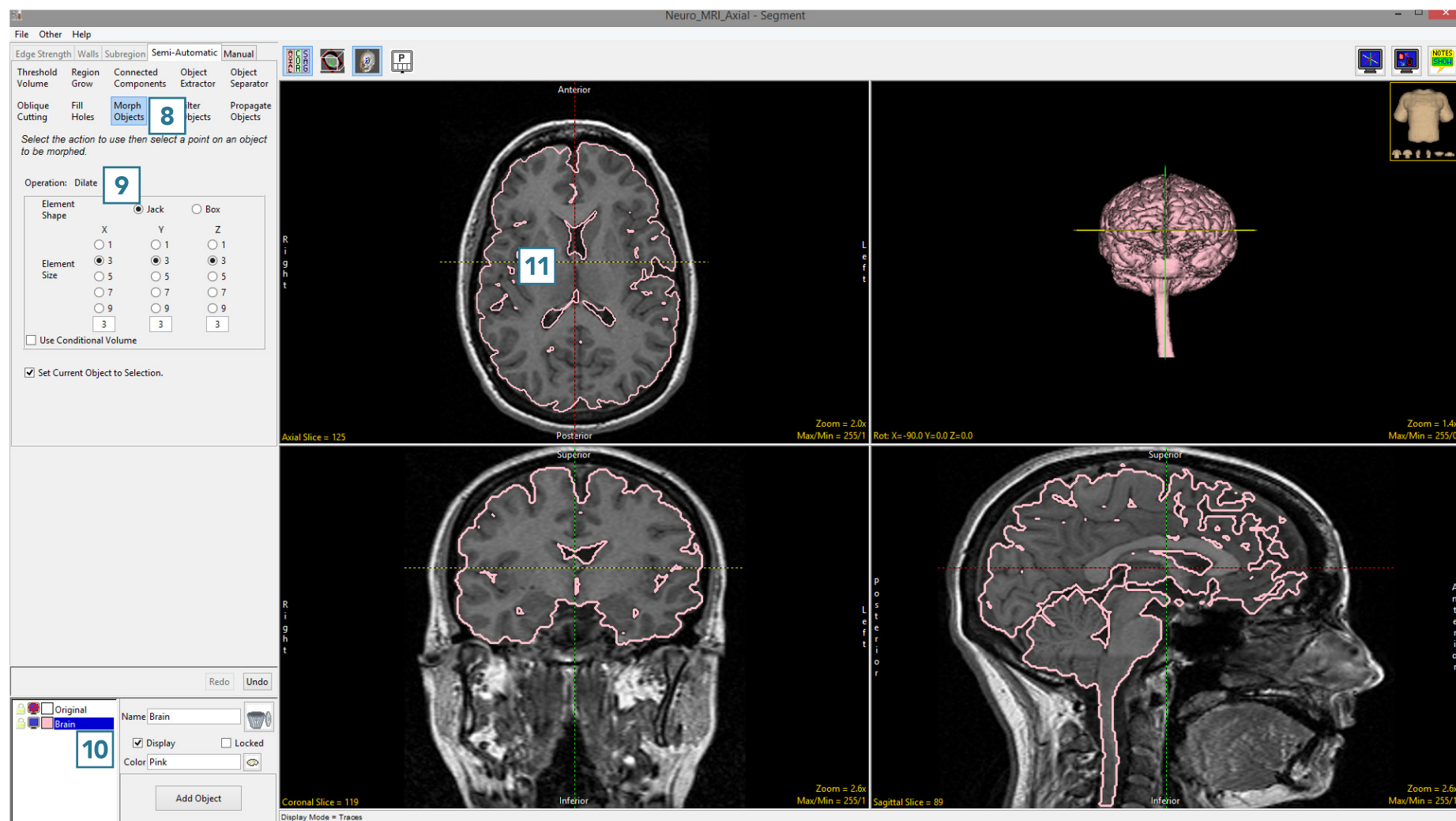


- Select Filter Objects **6** and apply a 3 X 3 X 3 Mode filter to the brain by clicking Filter Objects. **7**





- Select Morph Objects **8** and set the Operation to Dilate. **9**
- Select the Brain object **10** and click on the brain. **11**





Note the difference between the pre **12** and post **13** processed brain objects.

