How to make a 3D rendered image with ImageJ

30 May 2008
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1. Start "ImageJ" <- The ImageJ should be a newest version.

2. Open CT images as a "sequence".
The CT images, must be adjusted their contrast by rec_norm or tif_h2o, should be made as small as possible by cutting, should be gather in a new directory. <- The directory contains no other files.
Select “ro0001.tif”

“Open”

Usually you can leave the parameters.

Press
3. Reading files

![ImageJ software interface](image.png)

Progress bar

4. Read sequence images.

![Sequence of images](image.png)

You can change the layer by this bar.

5. Sometimes you have to adjust the contrast.

![ImageJ software interface](image.png)

You can use the 'Brightness/Contrast' option under the 'Adjust' menu to change the contrast.
6. B&C window

When you see the saturated area, you have to adjust contrast manually.

7. Open “Volume viewer”
8. Converting to 3D stack.

9. Volume viewer is started.

changing scale

changing appearance (color table)
10. Get 3D image

Scale was set at 0.5.

changing appearance to “Volume II”

Adjusting these values properly.
You can get 3D rendered image.