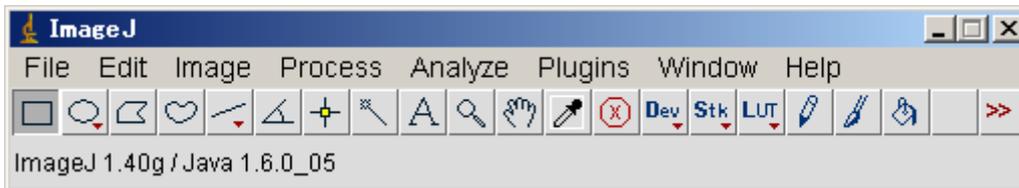


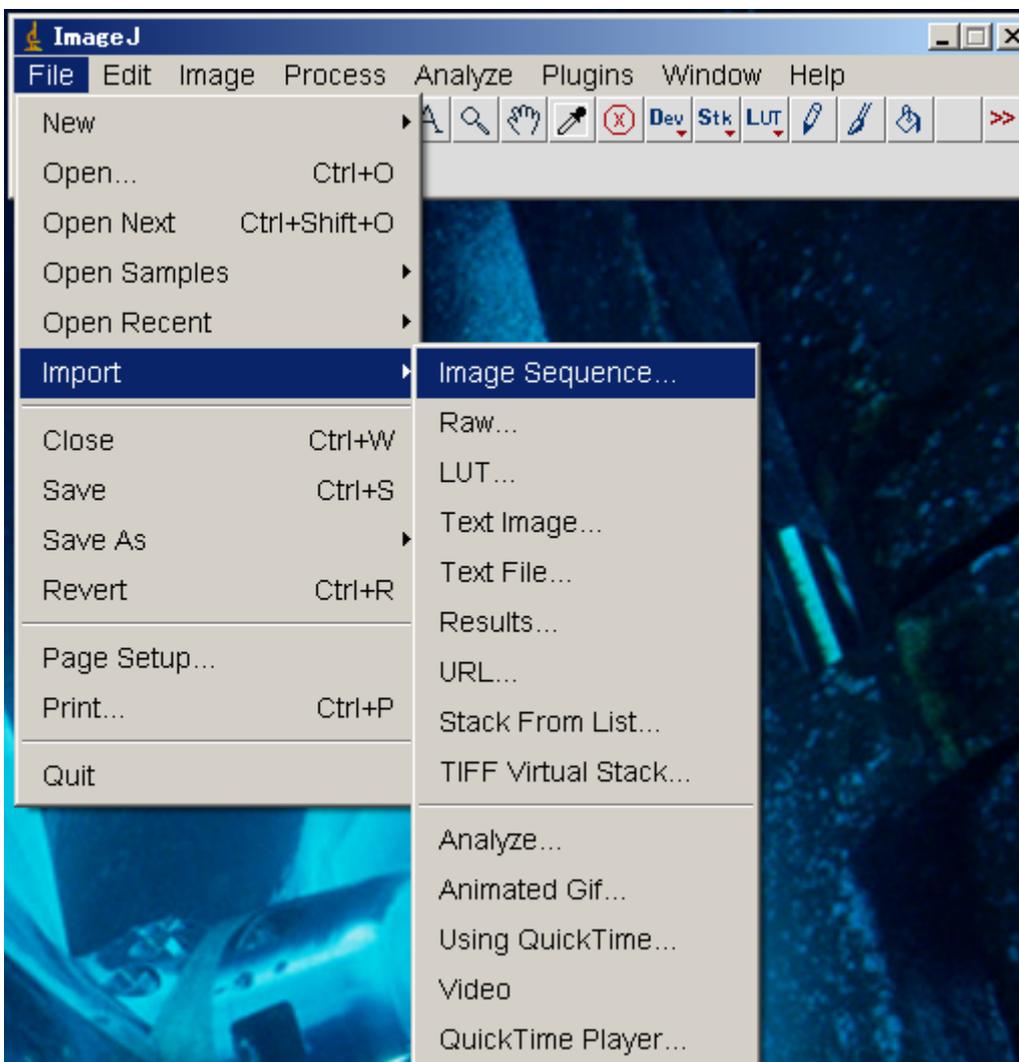
# How to make a 3D rendered image with ImageJ

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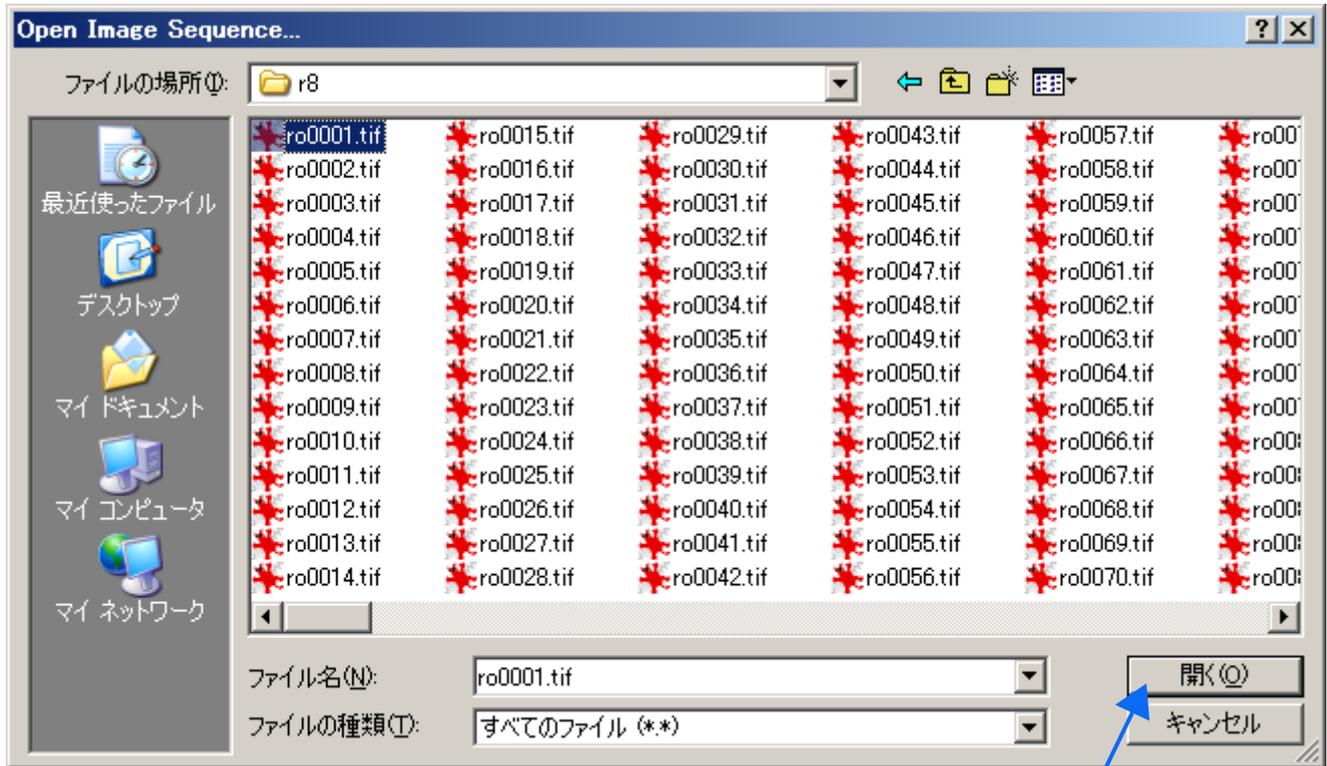
1. Start "ImageJ" ← The ImageJ should be a newest version.



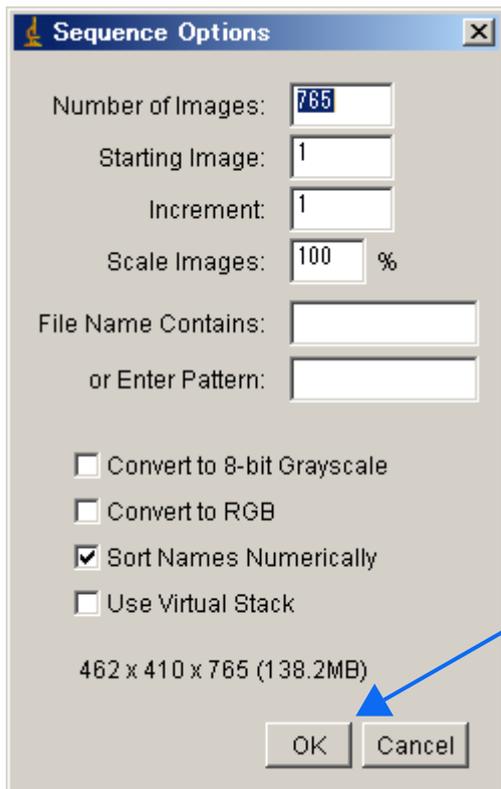
2. Open CT images as a "sequence".  
The CT images,  
must be adjusted their contrast by `rec_norm` or `tif_h2o`,  
should be made as small as possible by cutting,  
should be gather in a new directory. ← The directory contains no other files.



Select "ro0001.tif"



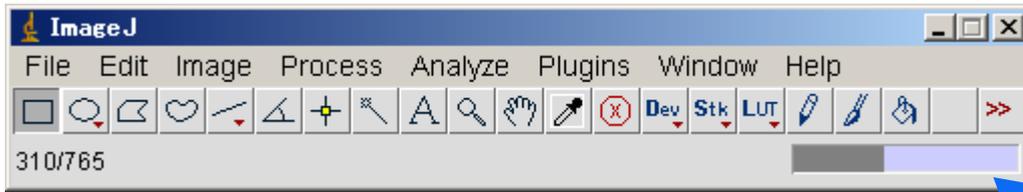
Usually you can leave the parameters.



"Open"

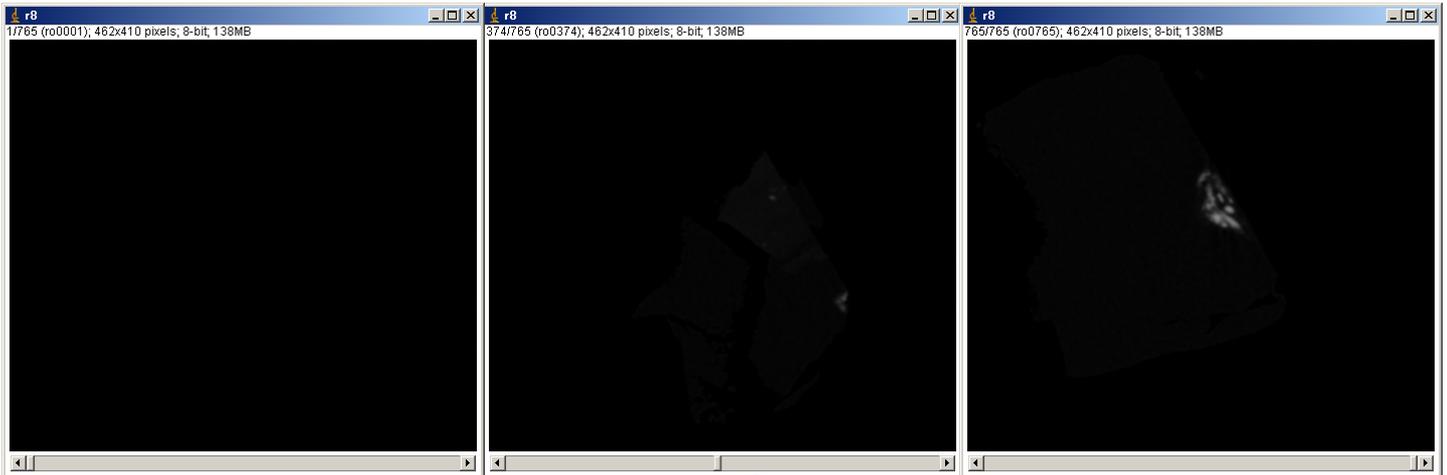
Press

### 3. Reading files



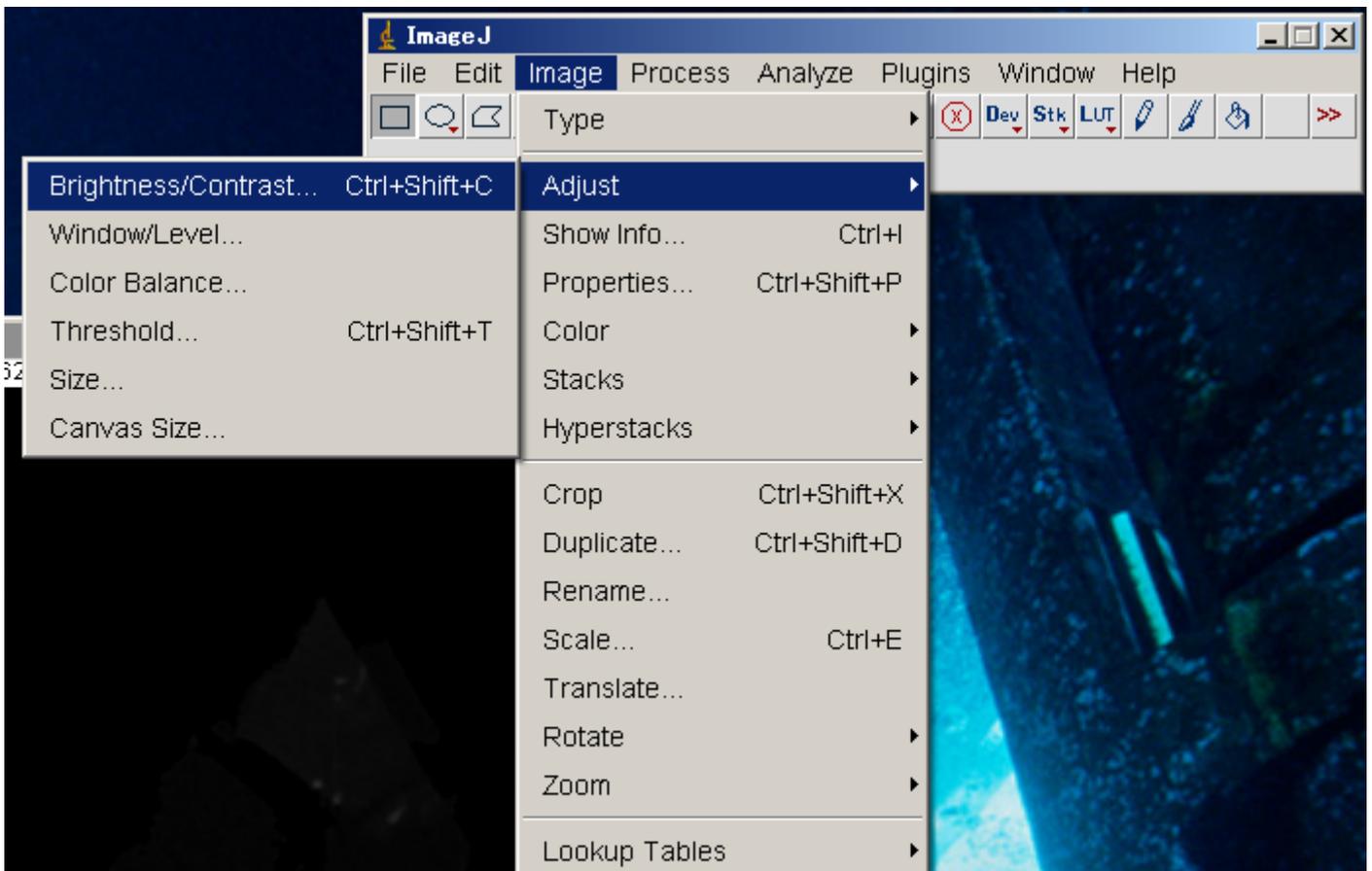
Progress bar

### 4. Read sequence images.

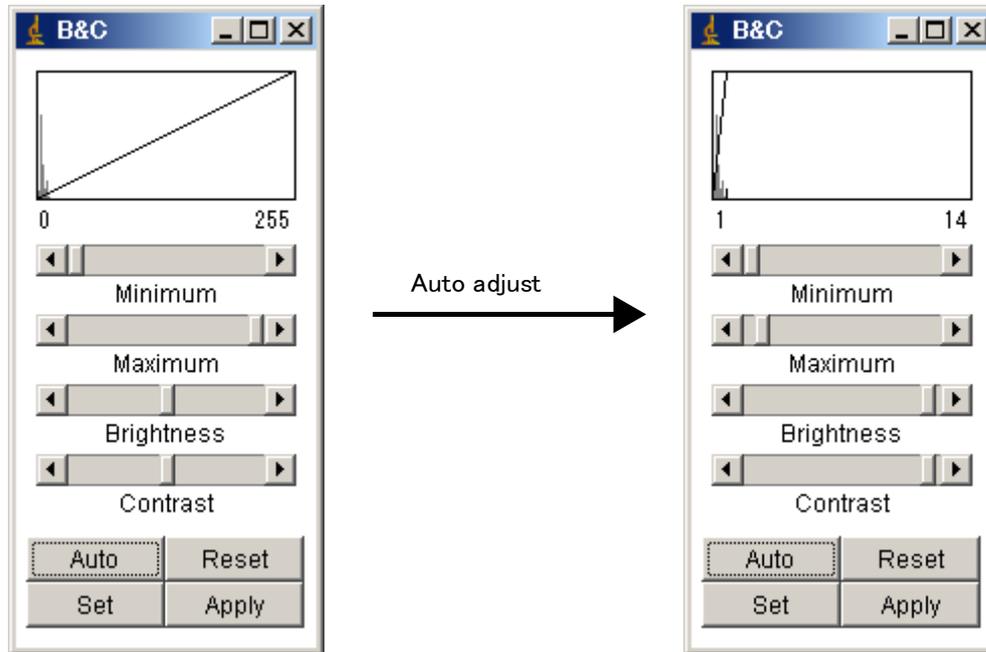


You can change the layer by this bar.

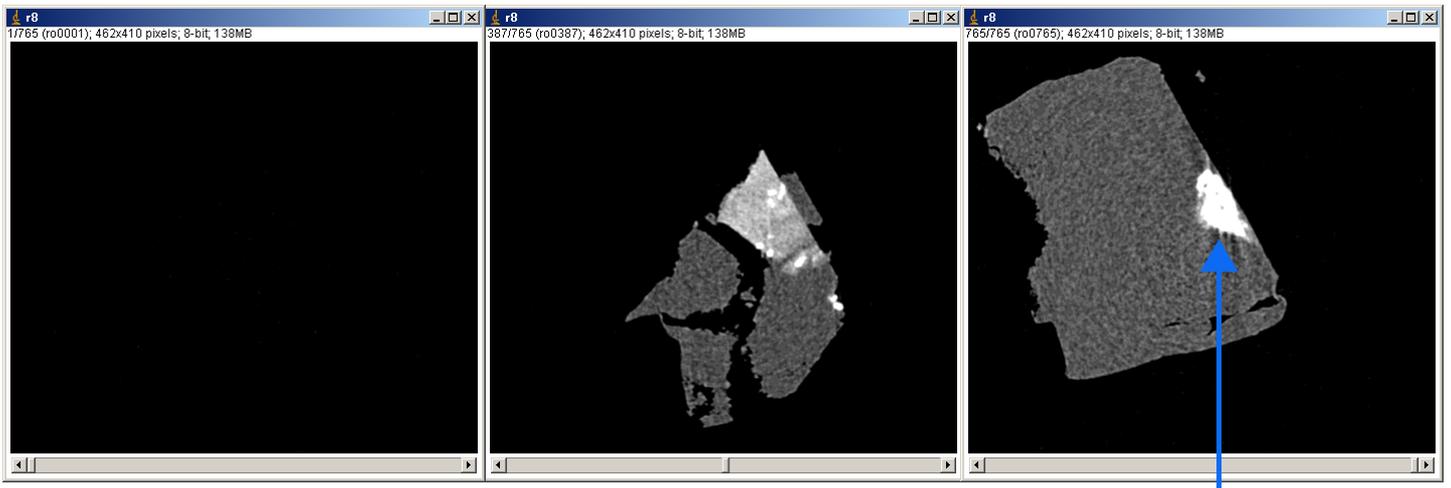
### 5. Sometimes you have to adjust the contrast.



6. B&C window

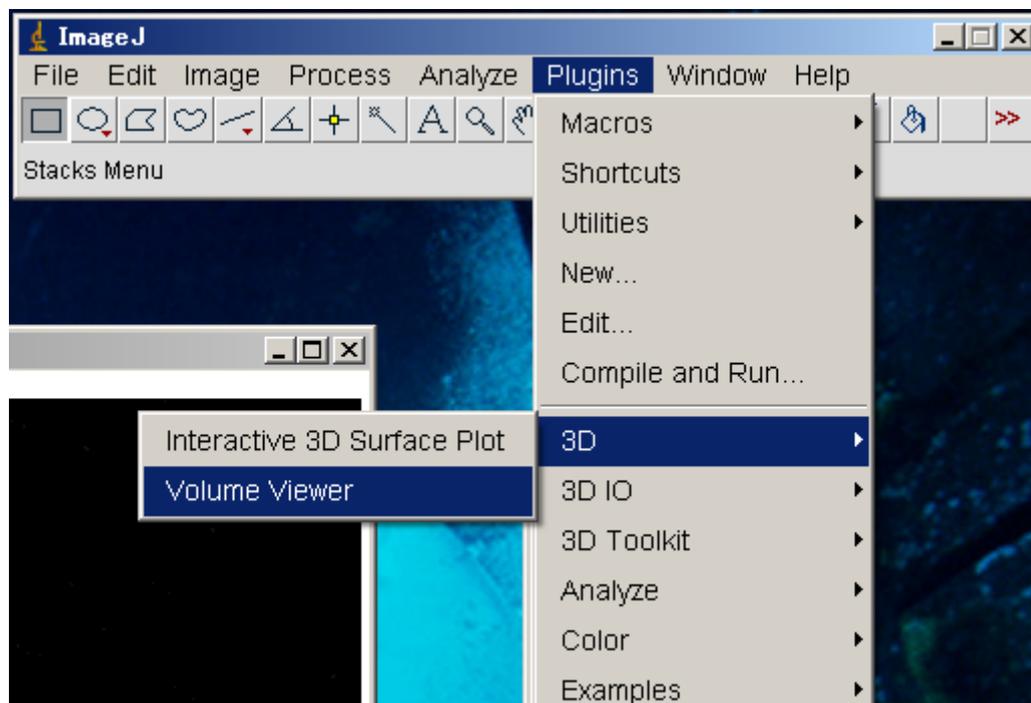


6. Then you will get images with better contrast.

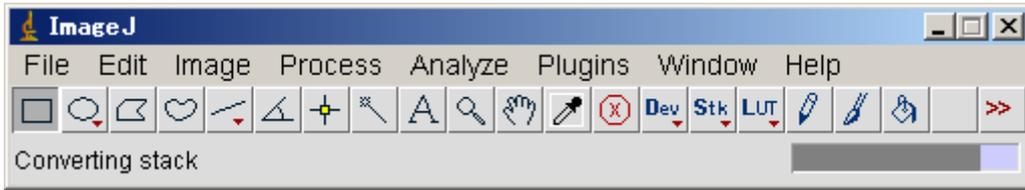


When you see the saturated area, you have to adjust contrast manually.

7. Open "Volume viewer"

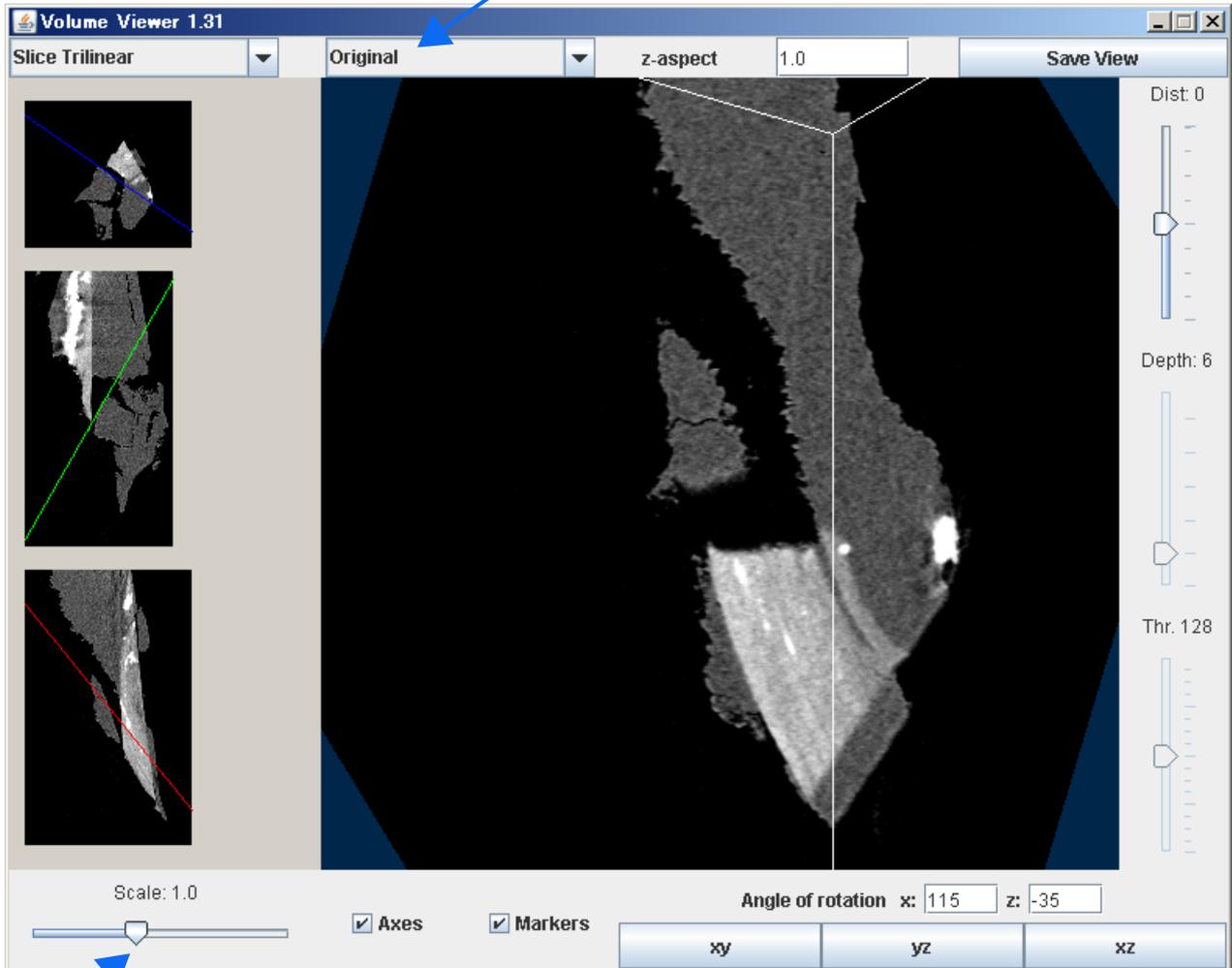


8. Converting to 3D stack.



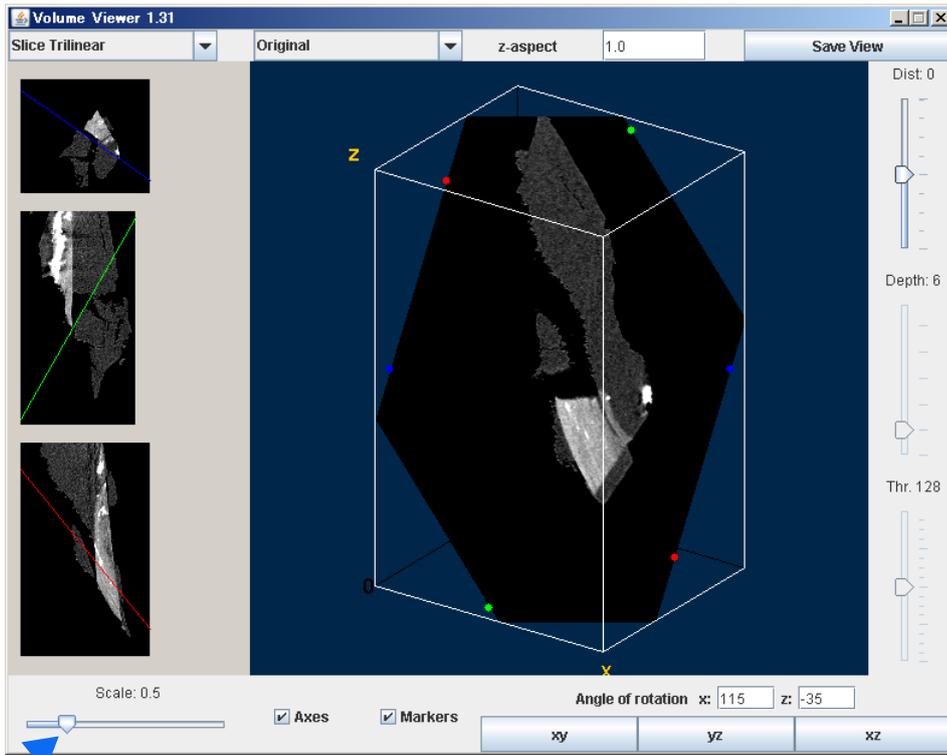
9. Volume viewer is started.

changing appearance (color table)



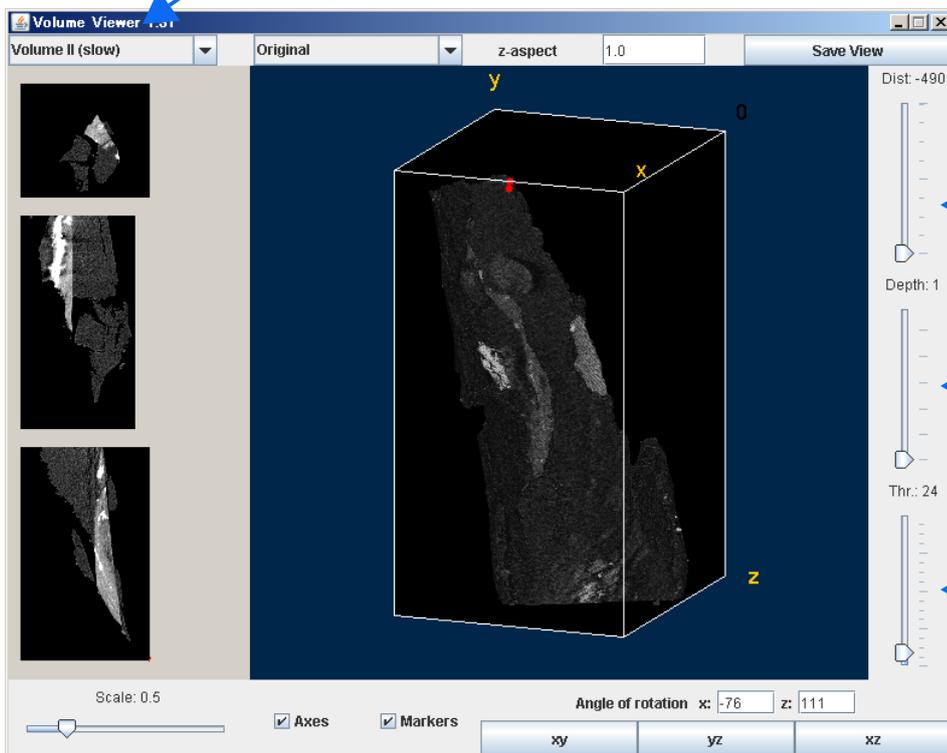
changing scale

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.

