

Drishti (software by Ajay Limaye of A.N.U. Australia) simple manual

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Download: <http://code.google.com/p/drishti-2/>

Install: drishtibin-Qt6.2-vs2008.zip

Then update with latest drishti.exe.

Open Drishti Launcher

Step1: import files (8bit tiff)

In launcher window

Click on “import”.

Select files -> load -> rawslices (at the bottom)

A browser window will open.

Select the directory with the tiff files. (it would only contain the files you want to use)

In the “load raw” dialog

Select the voxel type (unsigned byte for 8bit, unsigned short for 16bit).

Specify the grid size “No_of_pix_x No_of_pix_y No_of_pix_z”.

Skip header bytes. “8” is the value for tiff files.

Click OK (it will generate histogram)

You should now see your slices in the import window.

Use histogram slider to change grey-scale range if needed.

Scan through your slices using the slicer.

Drag the white square edges to crop data.

Use the rzd tags on the slice slider to set the beginning and end slice to import (default is all slices).

Select “Files” -> “Save As”

Click “OK” in “size Processed volume” dialog.

Select name for output file.

Click “OK” to “save 0 as top slice” dialog.

Click “OK” to “save raw file”.

To use more advanced features of drishti look at tutorials and videos on drishti website.

To save an image: Atl-S

To create a movie-use key frame editor: Select file -> save movie.