Change Direction of CT Data

For v1.36

Change direction of the CT data and export as new sectional image sequences.

Change to "Surface Rendering".

Open "Voxel Rotational Trim" dialog from "Main Control", and blue green target is drawn.

	Name		Туре	Rendering	Color
	SurfaceR		Voxel Surface	A	
name SurfaceR color of all units rendering type A v color Back Save Load					
	unit				
	Preferenc		New	Delete	omont
	Preferenc		New	Delete Solid Measur	ement
	Preference Aleasurement Joxel Process		New Nonius	Solid Measur	ement ær
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Rotate the object to adjust direction to the target.



Adjust size of the target so that the object does not protrude it.

Voxel Rotational Trim				
target (unit: number of voyels)				
⊚ cubex	-132 🚔 - 126 🚔			
— v	-219 - 256			
— z	-248 - 248			
🔘 cylinder — axi				
— axi	is y U			
radius	Z24 V 72 Å 72 Å			
- z	-12 - 12 -			
target follows ob	ject's move			
magnification 10	00 (25-400 %)			
pre-trim	post-trim			
voxel data size	voxel data size			
496 x 496 x 496	259 x 476 x 497			
size of one voxel	size of one voxel			
x 0.194041	x 0.194041			
y 0.194041	y 0.194041			
z 0.194041	z 0.194041			
unit mm	unit mm			
Output Image				



Check "target follows object's move" and select "Tool (T)" > "Rotation (R)" to open "Rotation" dialog.

Voxel Rotational Trim	XY.mol - MolcerPlus
target (unit: number of voxels) © cube x -132 126 y -219 256	File(F) Preference(P) Tool(T) Help(H) Save Screen Image(S) Simple Motion Movie(M)
	Rotation(R)
$\begin{array}{c c} - & axis y & 0 & \hline & \\ \hline radius & 224 & \land \\ \hline & & \\ - & z & -72 & \land \\ \hline & & - & 72 & \hline \\ \end{array}$	
✓ target follows object's move magnification 100 (25-400 %)	
pre-trim post-trim voxel data size voxel data size 496 x 496 x 496 259 x 476 x 497 size of one voxel size of one voxel x 0.194041 x y 0.194041 y z 0.194041 z unit mm unit	
Output Image	

Rotate the object and the target by 90 degrees by buttons on Rotation dialog, ascertain the object does not protrude the target and adjust.



Press "Output Image" button and "OK".

target (unit: number of voxels) • cube $-x - 132$ $- 126$ $-$ -y - 219 $- 256$ $--z -248$ $- 248$ $-• cylinder -axis x -248 --axis y$ $--axis y$ $--axis y$ $--axis y$ $--z -72$ $ -72$ $ -72$ $--z -72$ $ -72$ $ -72$ $ -$	Voxel Rotational Trim				x	
Output Image	target (u	target (unit: number of voxels)				
- y -219 - 256 - 248 $- z -248 - 248 - 248$ $- z -248 - 248 - 248 - 248 - 248 - 248 - 248 - 248 - 248 - 248 - 256 - 266 - 2$	© cube	_ x	-132		126	
$= z -248 \bigcirc 248 \bigcirc \bigcirc$ $= axis x \bigcirc \land \bigcirc$ $= axis y \bigcirc \land \bigcirc$ $= z -72 \bigcirc 72 \bigcirc$ $= z -72 \bigcirc \qquad 22 \bigcirc$ $= z -72 \bigcirc \qquad 22 \end{aligned}$ $= z -72 \end{aligned}$ $= z -72 \end{aligned}$ $= z -72 \end{aligned}$ $= z -72 \end{aligned}$ $= z $		— v	-219		256	
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 cylinder - axis x 0 → axis y 0 → radius 224 → z -72 → 72 → radius constraints y 0 → radius 224 → radius 244 → radius 244						
 axis y 0 → radius 224 → radius 24 → radi	Cylind	er <u> a</u> x	is x	0	n. Y	
radius 224 view constraints of the second s		— ax	is y	0	r	
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Image: Topological constraints 100 (25-400 %) pre-trim post-trim voxel data size 96 x 496 x 496 496 x 496 x 496 259 x 476 x 497 size of one voxel x 0.194041 x 0.194041 y 0.194041 z 0.194041 y 0.194041 unit mm Output Image		— z	-72	* -	72	×
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pre-trim post-trim voxel data size voxel data size 496 x 496 x 496 259 x 476 x 497 size of one voxel size of one voxel x 0.194041 x 0.194041 y 0.194041 y 0.194041 z 0.194041 z 0.194041 unit mm unit mm	ma	gnification 1	00	(25-400	%)	
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z 0.194041 z 0.194041 unit mm unit mm Output Image	У	0.194041		у (0.19404	+1
unit mm unit mm Output Image	z	0.194041		z (0.19404	1
Output Image	unit	mm		unit ⁿ	nm	

Voxel Export Preference				
	current	export		
corresponding voxel value 1	0	0		
corresponding voxel value 2	255	255		
convert to 8 bit image				
✓ reverse image file exporting order				
OK				

Select folder and press "OK".



CT data is displayed by changed direction from reopened new sectional image sequences.

