# See CT Data

Reconstruct 3D models from sectional image sequences described in molcer file.

### Open molcer file

Select "File (F)" > "Open (O)" in menu bar.

🖌 - Molcer						
File	(F) Preference(P) Tool(T)	Help(H)				
	Open(O)	Ctrl+0				
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Open molcer file (file extension; .mol).

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3-Dimensioned object is drawn.



Reconstruct 3D models from sectional image sequences.

## **Open Sequential Images**

Select "File (F)" > "Open Sequential Images (F)" in menu bar.

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File(	F) Preference(P) Tool(T) Help(H)
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Press "Select Data" button and choose one of sequential images, then click "OK".

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Open

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3-Dimensioned object is drawn.



## Handle Surface Rendering

Click "Surface" bottom right.



Changed to "Surface Rendering".



Open "Unit Preference" dialog from "Main Control".

Show A	ll Units Hide All U	Jnits			
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Poly	gon Reduction	Poly	gon Clipping		
Section Analysis Particle / Cavity Analysis Fiber Analysis					
Voxel Rotational Trim Voxel Trim					
export file Voxel Polygon					

Change "magnification" to improve view of the histogram.

Unit Preference		
		dip cover forced turn off Color Scale Preference Save Section Image
0 magnification	x 10 - 255 x 1	show clipped area translucently
255 up	x 10         port Histogram           x 100         ata Preference           x 10000         ata Preference           x 100000         port Histogram	rendering type C  opacity (%) 100

Drag green bar (upper limits) and red bar (lower limits) horizontal or input numerical value, then click "Apply" button.

Unit Prefere	nce		
			clip cover forced turn off Color Scale Preference Save Section Image
255 I 95	upper limits Apply lower limits	Export Histogram     Data Preference     Duplicate Polygon	show clipped area translucently forced turn off rendering type C opacity (%) 100

After "lower limits" changed, soft body of the seashell is drawn (red arrow).







Section appears.



Unit Prefere	ence		
			clip cover forced turn off Color Scale Preference Save Section Image
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255	upper limits	Export Histogram	forced turn off
95	Apply lower limits	Data Preference Duplicate Polygon	opacity (%) 100

Open "Color Preference" dialog from "Unit Preference".

After selecting color bar, click "Auto Set" and "OK".



Section is colored by selected pseudo color.



Close "Unit Preference" dialog.

## Handle Volume Rendering

Click "Volume" bottom right.



Changed to "Volume Rendering".



	Name	Type	Rendering Color
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N Pol'	Veasurement /oxel Process ygon Reduction ection Analysis	Nonius Voxel Division Polygon Clipping Partide / Cavity Analysis	Solid Measurement Voxel Filter Fiber Analysis

Open "Unit Preference" dialog from "Main Control".

Change "Brightness" and "Contrast", then click "Apply" button.

Unit	Preference				×
				blightness contrast	0
0	magnification x 100	•	255	lower and of vo	d upper limits oxel value - 255
	Export Histogram	Data Preference	]		Apply

After "Brightness" and "Contrast" changed, view of the shell changed.

