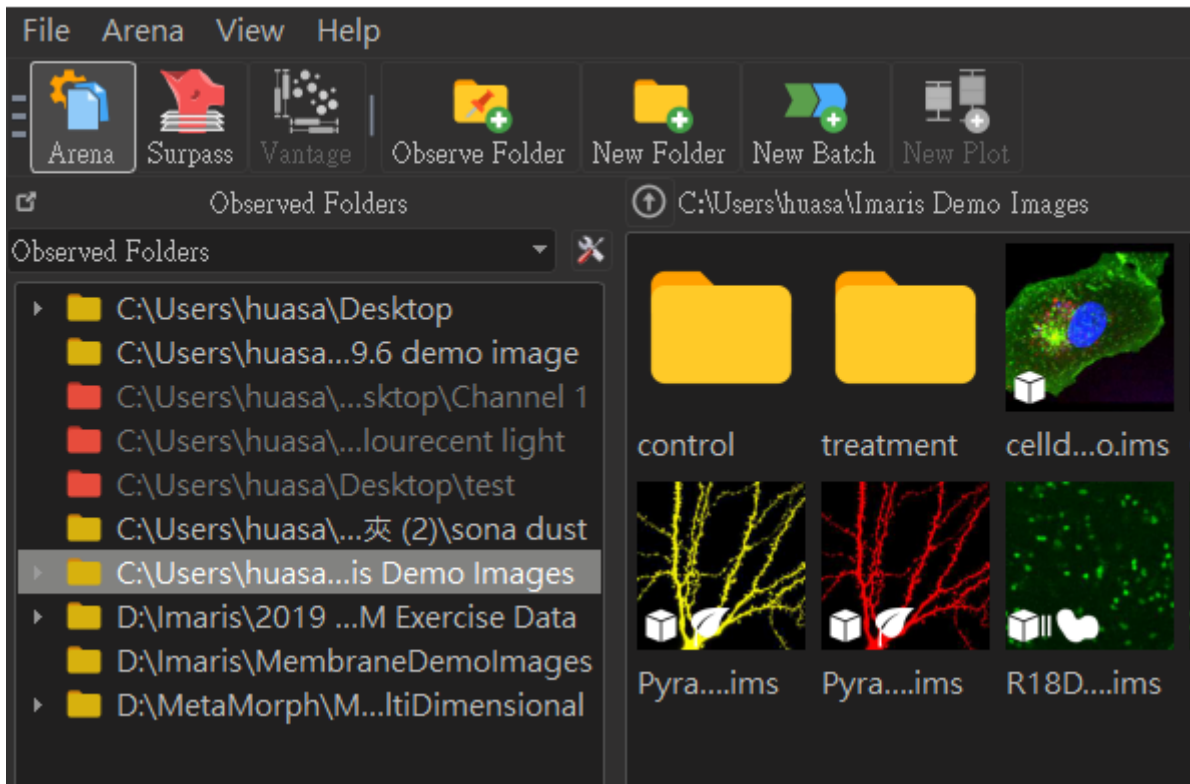


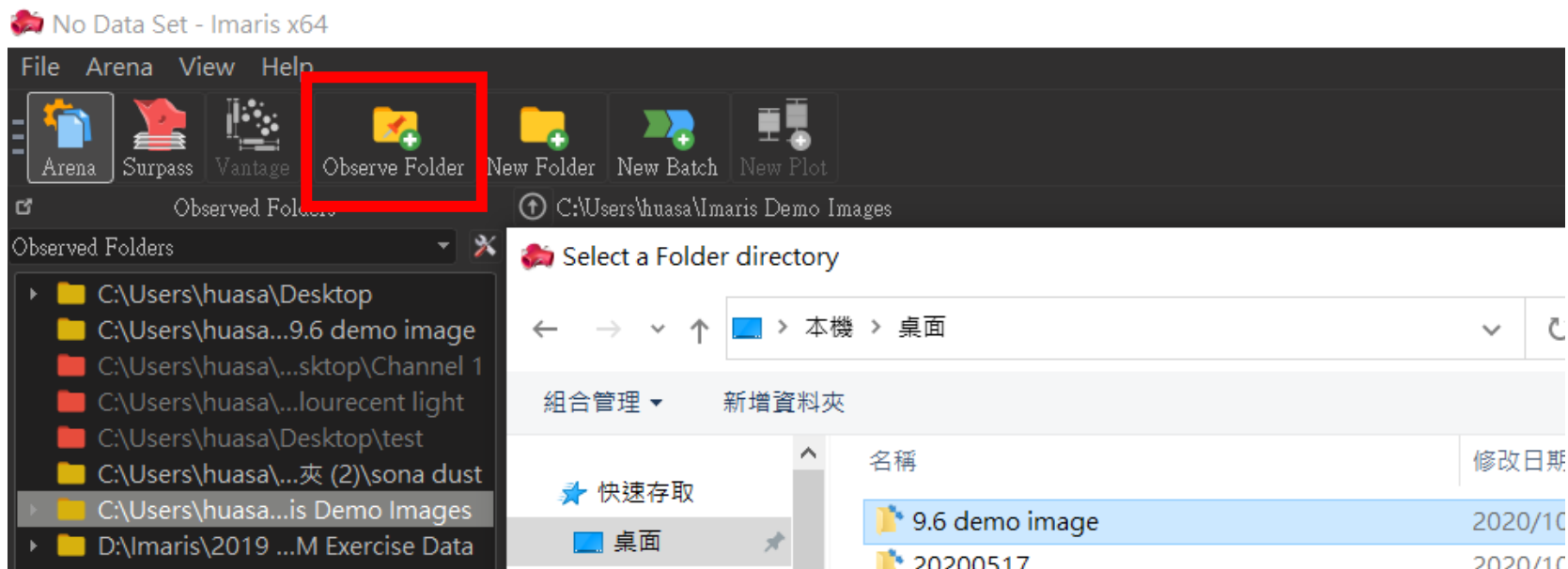
## Arena: 用來歸納分類整理影像圖檔

🚫 No Data Set - Imaris x64

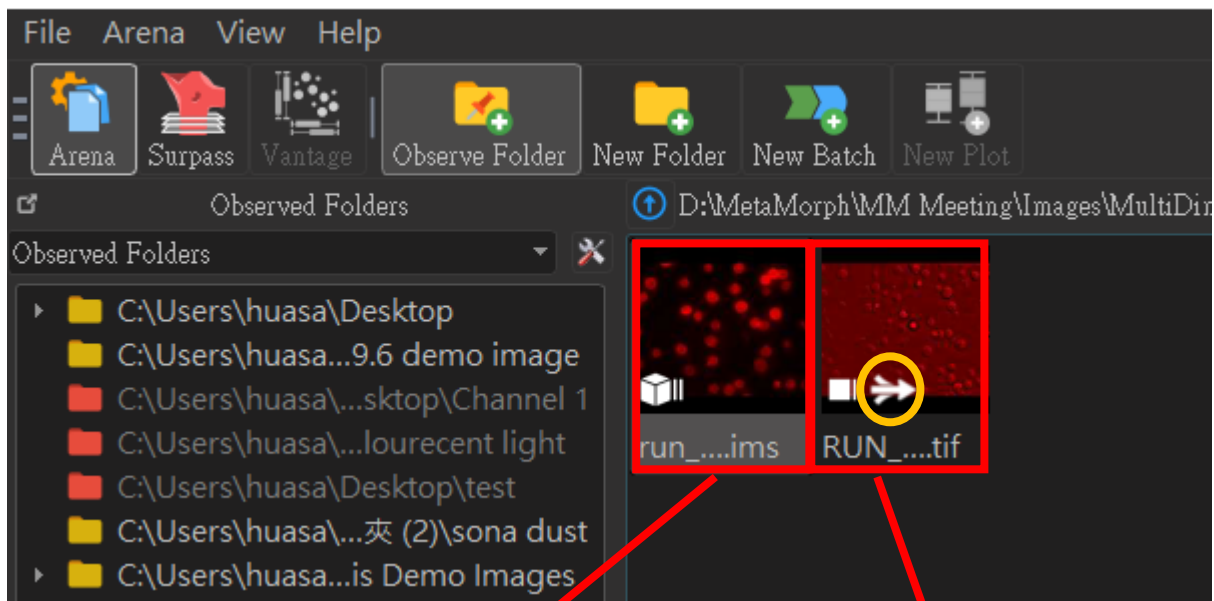


各式原始圖檔都須經由Imaris先行進行轉檔成.ims, 即可於Imaris軟體內進行分析與呈現

檔案開啟方式: 於Arena內點選observe folder, 將路徑指向檔案存放資料夾, 則此資料夾內的所有圖檔會呈現於視窗內



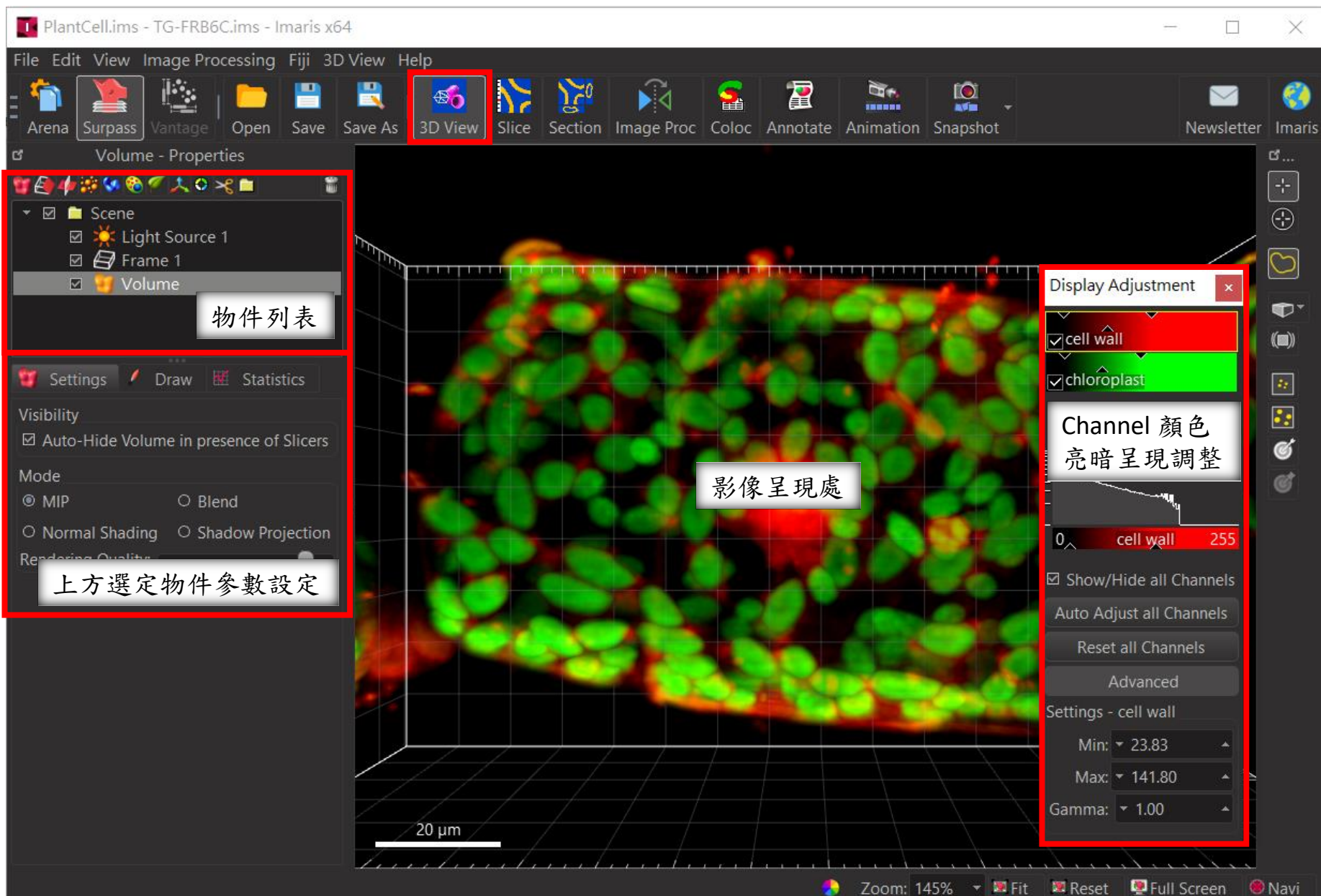
No Data Set - Imaris x64



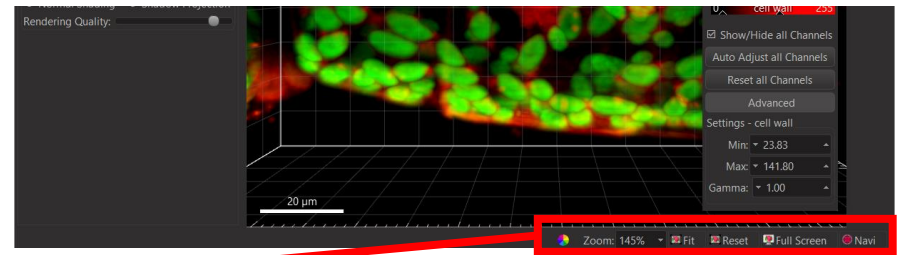
此圖檔為.ims檔案, 因此滑鼠左鍵點2下即可直接開啟

此圖檔非.ims檔案(有箭號圖示), 因此滑鼠左鍵點2下即可進行.ims轉檔, 待轉檔完成可直接開啟

## 軟體頁面介紹 – Surpass – 3D View 呈現3D重組影像



## 軟體頁面介紹 – Surpass – 3D View



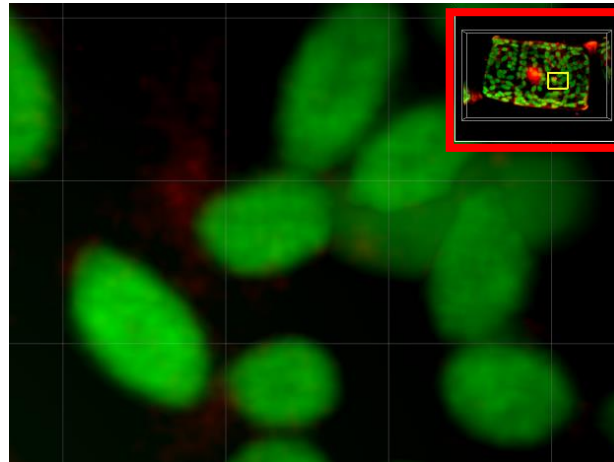
Zoom: 圖檔縮放比例

Fit: 最適視窗大小的圖檔縮放比例

Reset: 圖檔重置回原始位置, 且圖像置中

Full Screen: 圖檔以全螢幕顯示

Navi: 開啟或關閉右上方小圖, 開啟時用以確認目前影像位置位於整張影像的所在區域



## 軟體頁面介紹 – Surpass – Slice 呈現不同Z軸位置呈現其XY平面

The screenshot displays the Imaris x64 software interface with the 'Surpass' module active. The 'Slice' tool is highlighted in the top toolbar. A red box on the main image shows a line measurement between two points on a green fluorescent structure. A text box explains the measurement modes: 'Line' for distance between two points and 'Polygon' for the sum of distances between multiple points. The right sidebar shows the 'Measure' panel with 'Line' selected, displaying a distance of 5.91  $\mu\text{m}$  and a 'Delete' button. A red arrow points from the 'Delete' button to a '刪除量測' (Delete Measurement) label. Another red arrow points from the distance value to a '量測數值結果' (Measurement Numerical Result) label. A third red arrow points from the left Z-axis slider to a '可調整要呈現之Z平面' (Adjustable Z-plane to be presented) label. The bottom status bar shows a zoom of 178% and a scale bar of 15  $\mu\text{m}$ .

PlantCell.ims - TG-FRB6C.ims - Imaris x64

File Edit View Image Processing Fiji 3D View Help

Arena Surpass Vantage Open Save Save As 3D View Slice Section Image Proc Coloc Annotate Animation Snapshot Newsletter Imaris

選擇量測模式:  
Line: 量測兩點間距離  
Polygon: 量測距離為連續多點間的直線長度總和

可調整要呈現之Z平面

量測數值結果

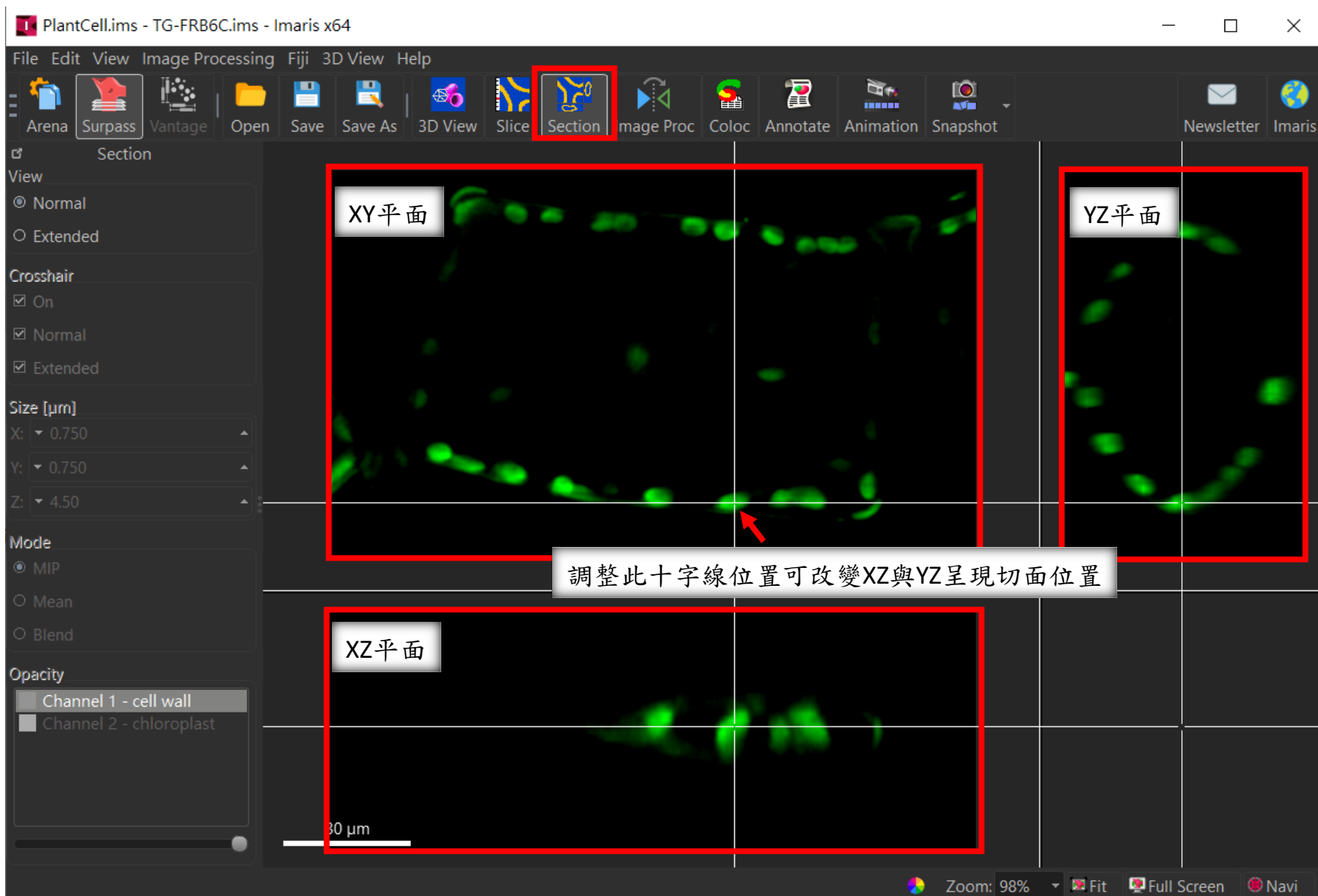
刪除量測

Distance: 5.91  $\mu\text{m}$   
Delete

15  $\mu\text{m}$

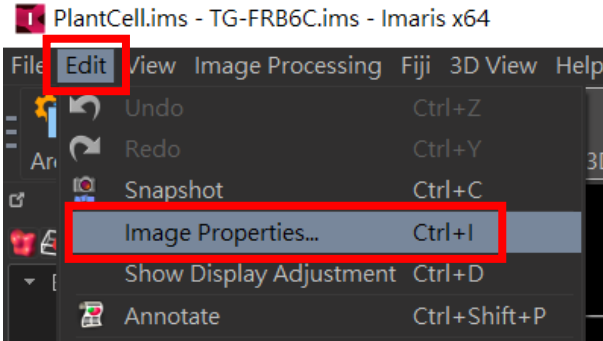
Zoom: 178% Fit Full Screen Navi

## 軟體頁面介紹 – Surpass – Section 同時呈現XY, YZ, XZ 切面影像

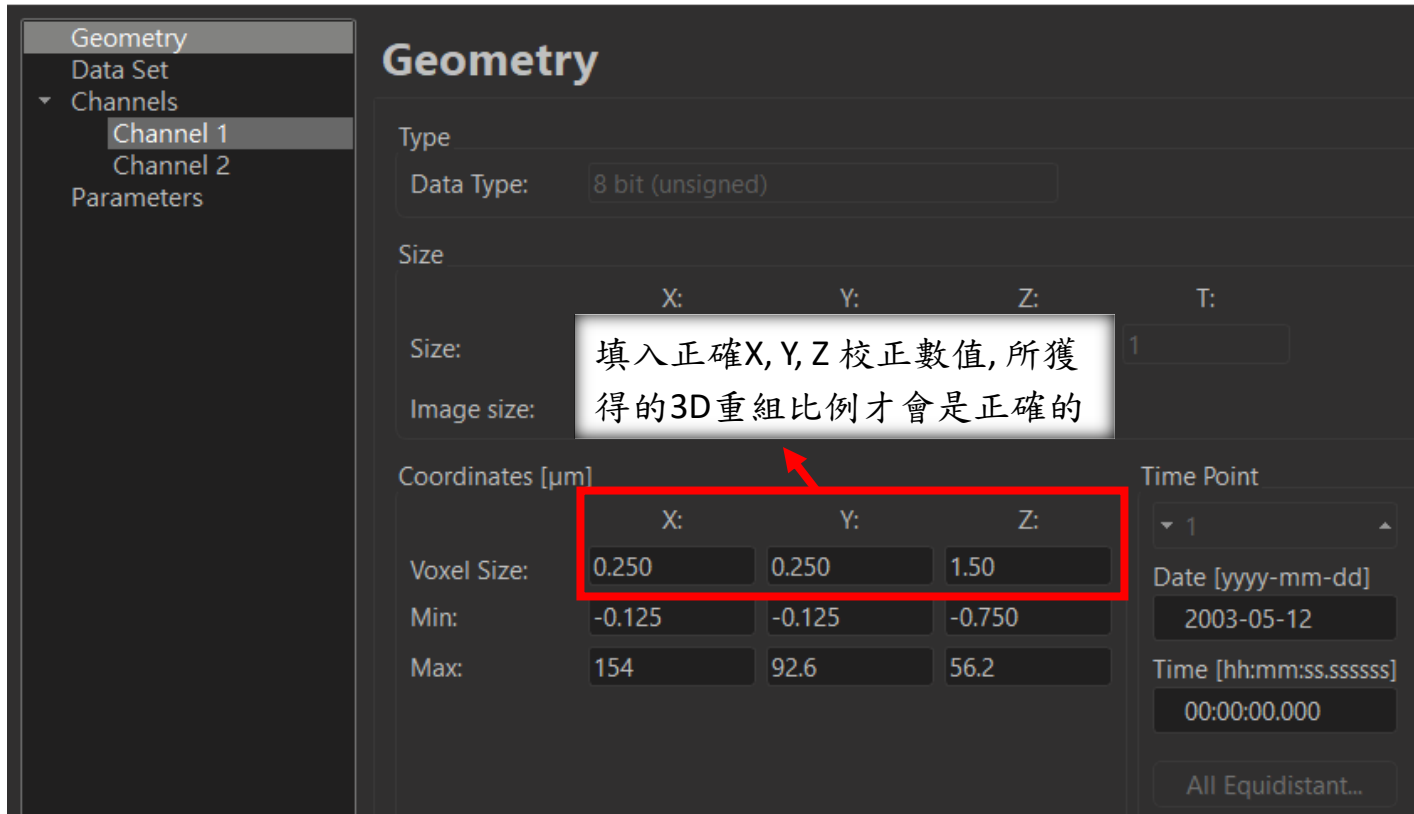




## Edit – Image Properties – X, Y, Z 校正值數值修改

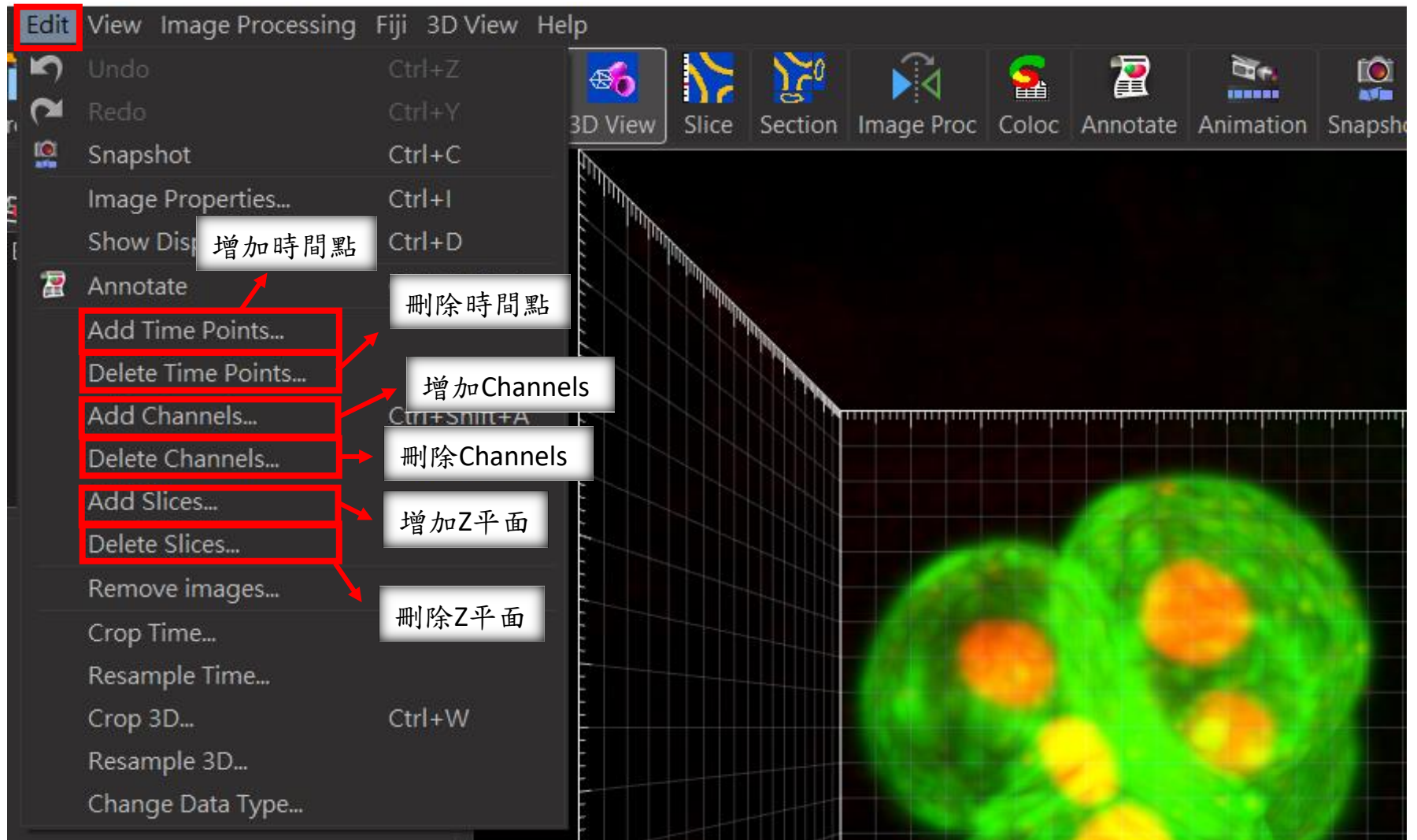


### Image Properties

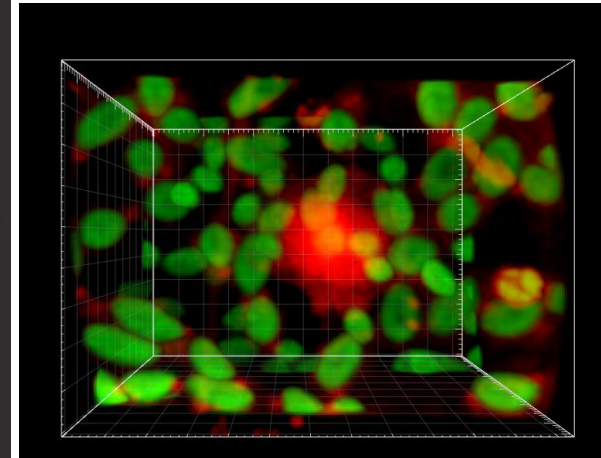
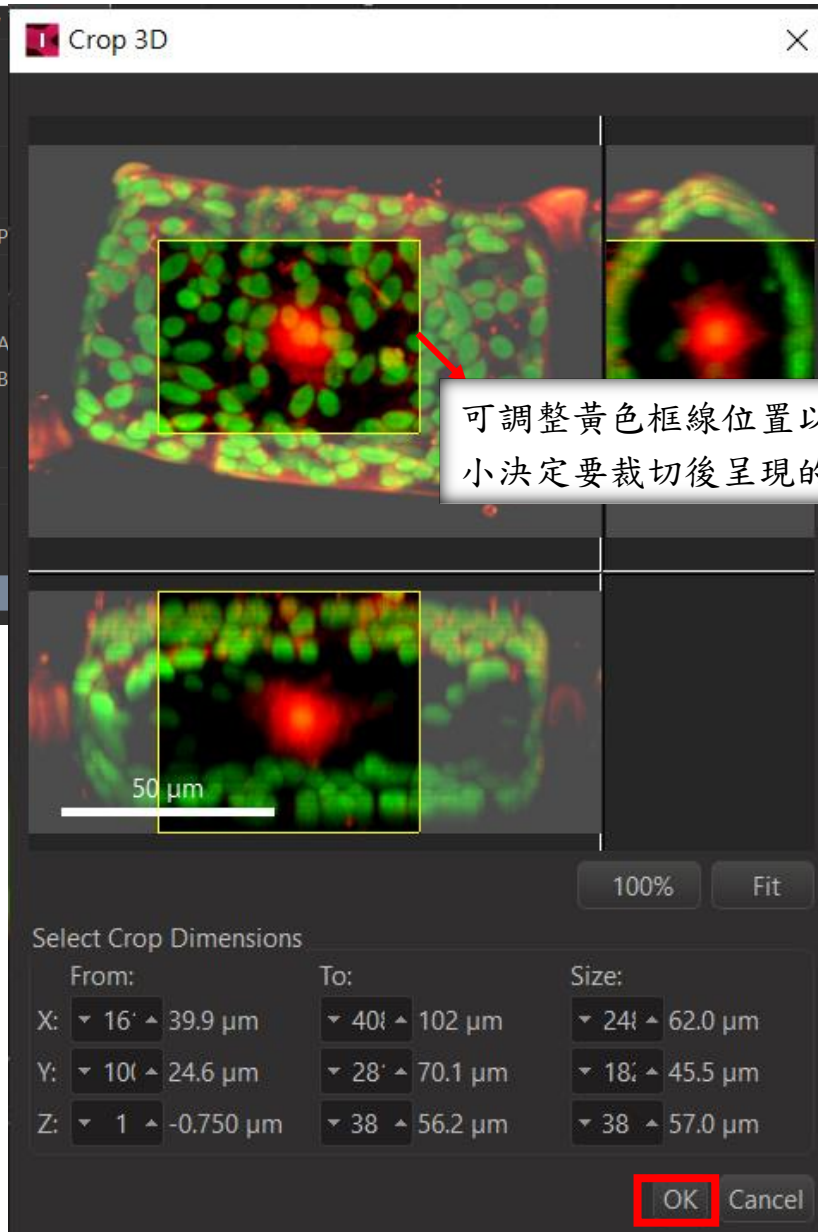
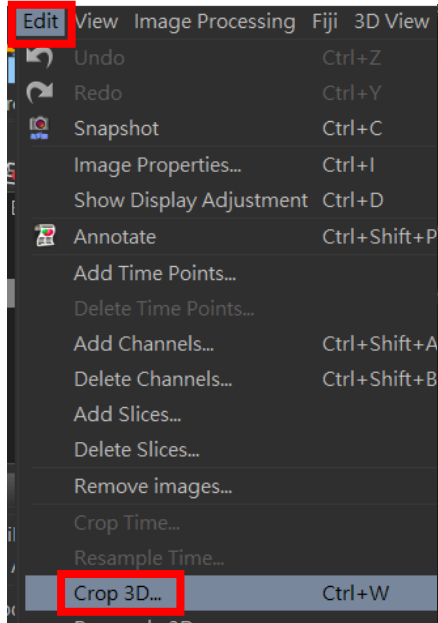




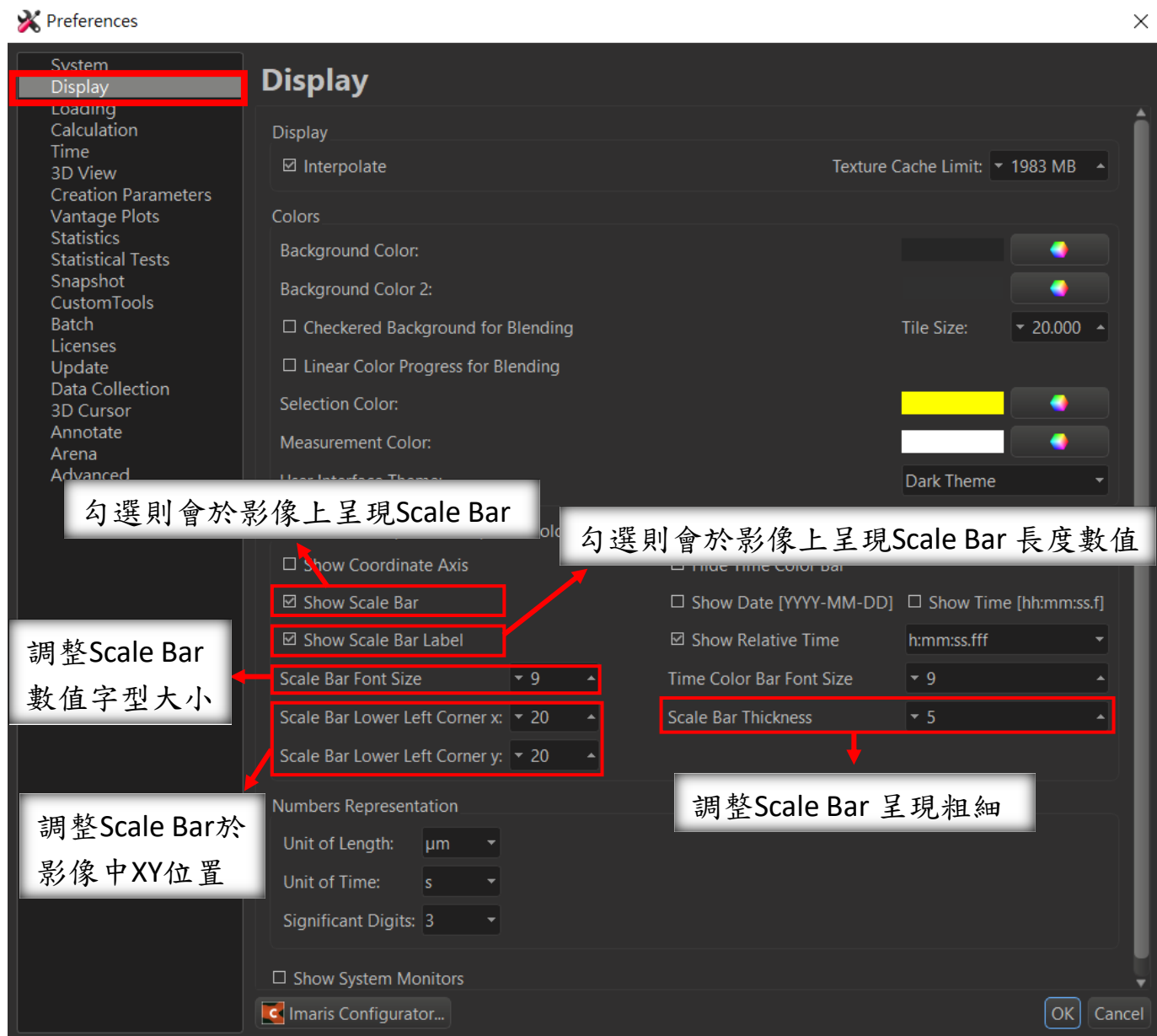
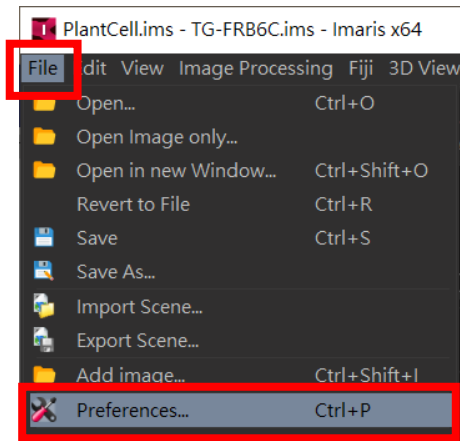
## Edit – Add/Delete Time Points, Add/Delete Channels, Add/Delete Slices



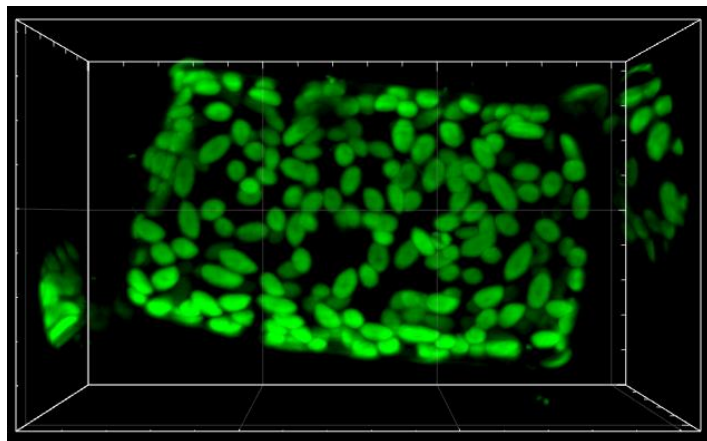
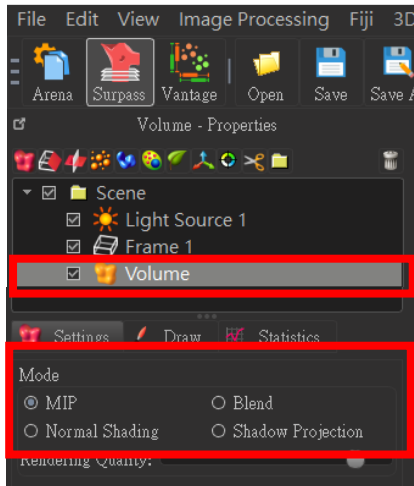
## Edit – Crop 3D 如果影像中有興趣區塊, 可使用此功能進行裁切



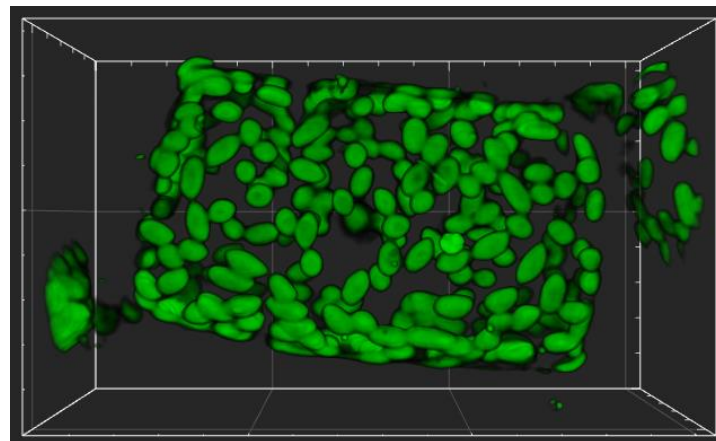
# File – Preferences – Display 調整Scale Bar 呈現



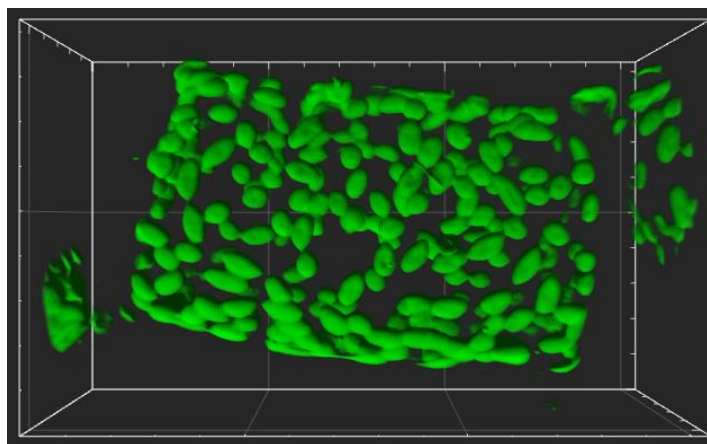
## Volume Rendering: 3D 影像呈現效果



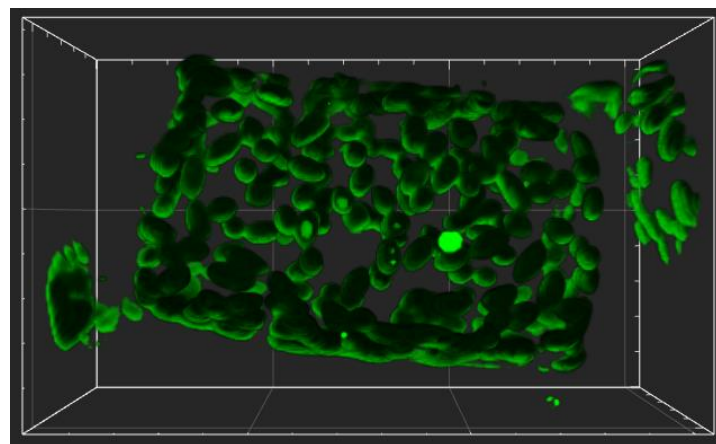
**MIP**



**Blend**

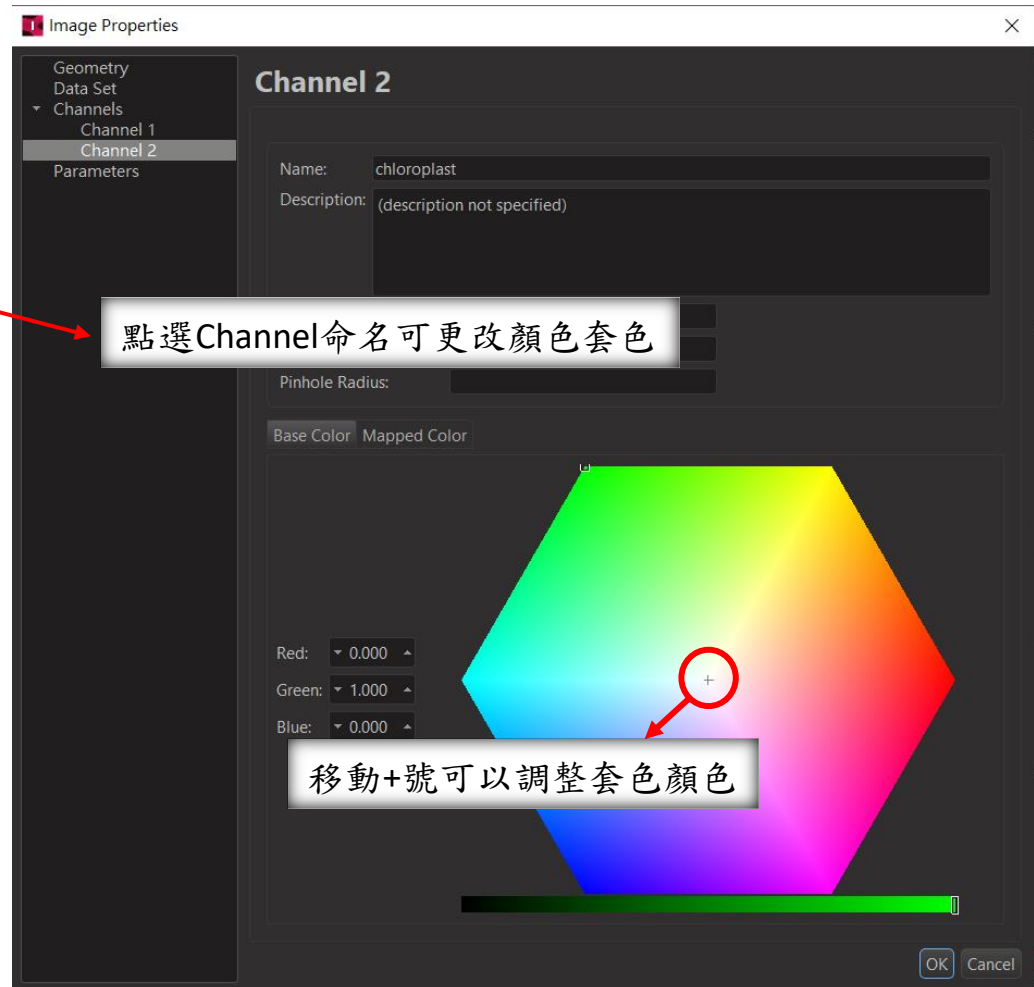
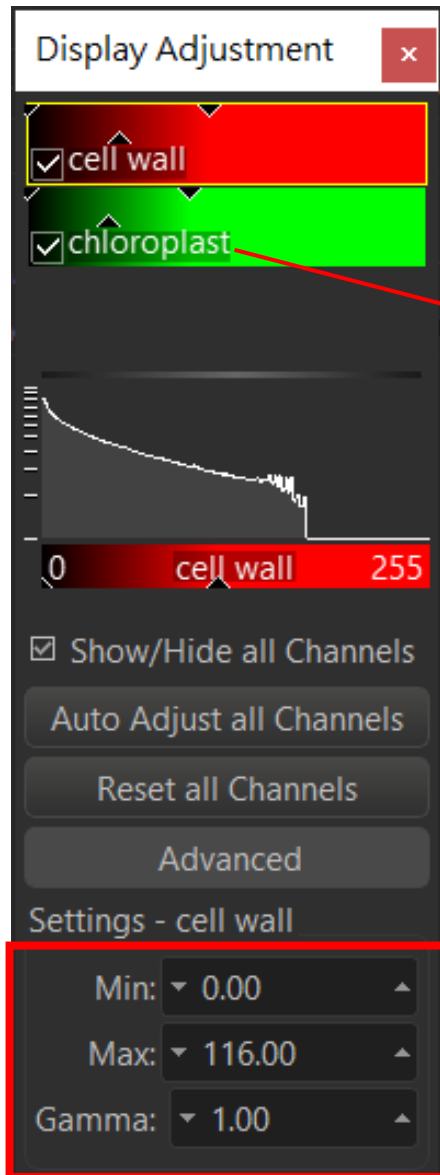


**Normal Shading**



**Shadow Projection**

## Display Adjustment: 不同Channel顏色調整以及亮暗呈現



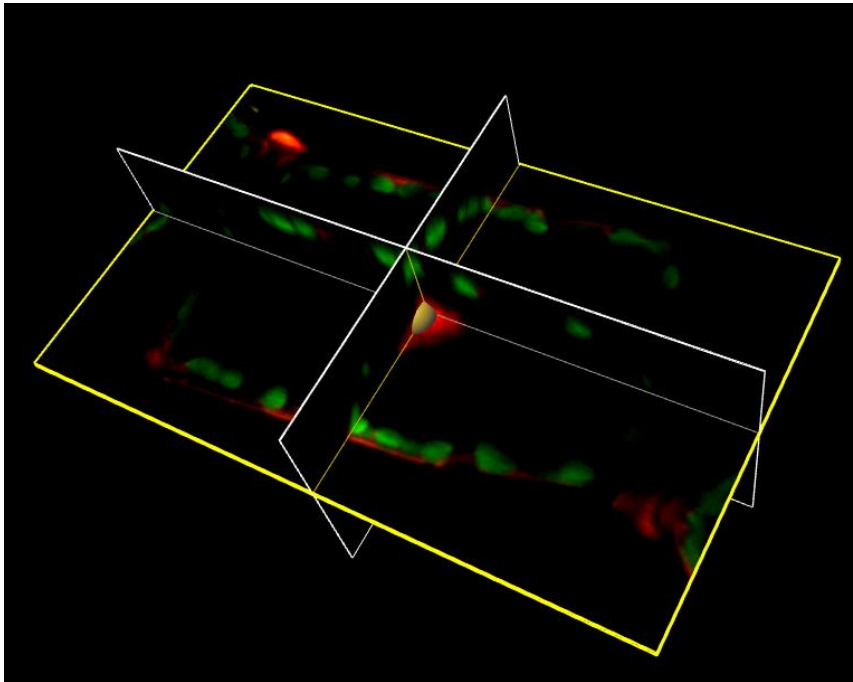
點選Channel命名可更改顏色套色

移動+號可以調整套色顏色

可調整各個Channel 亮暗呈現

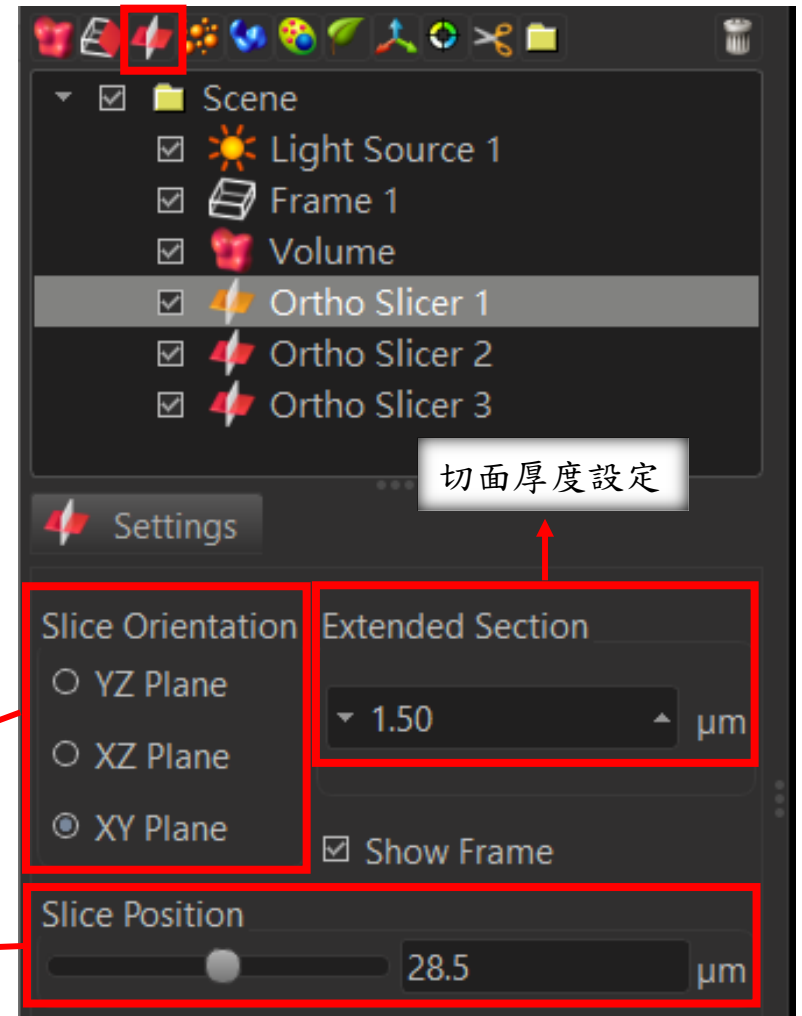


 **OrthoSlicer:** 呈現不同方向的切面平面, 無法更改切面角度, 可觀察內部構造



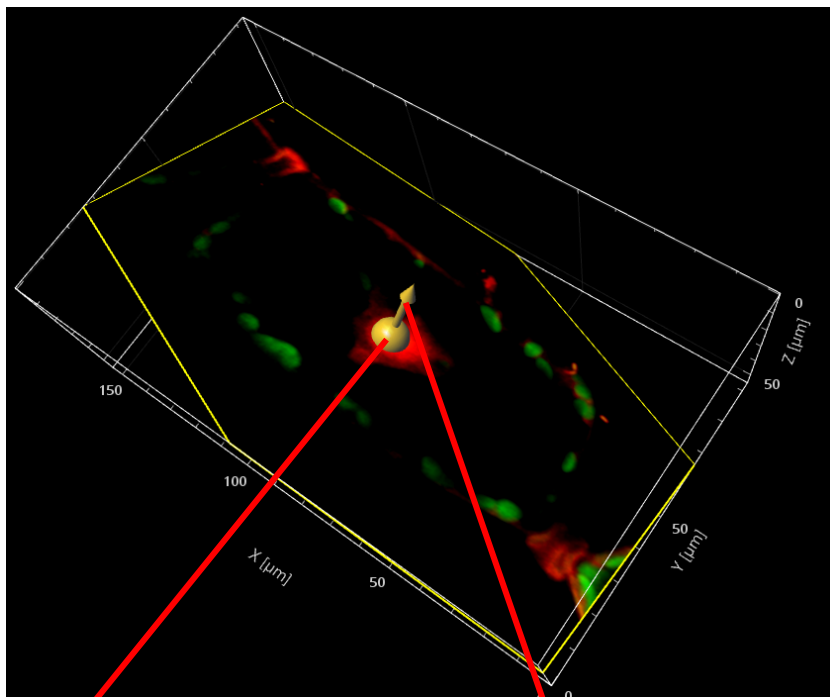
切面方向選擇

切面位置選擇





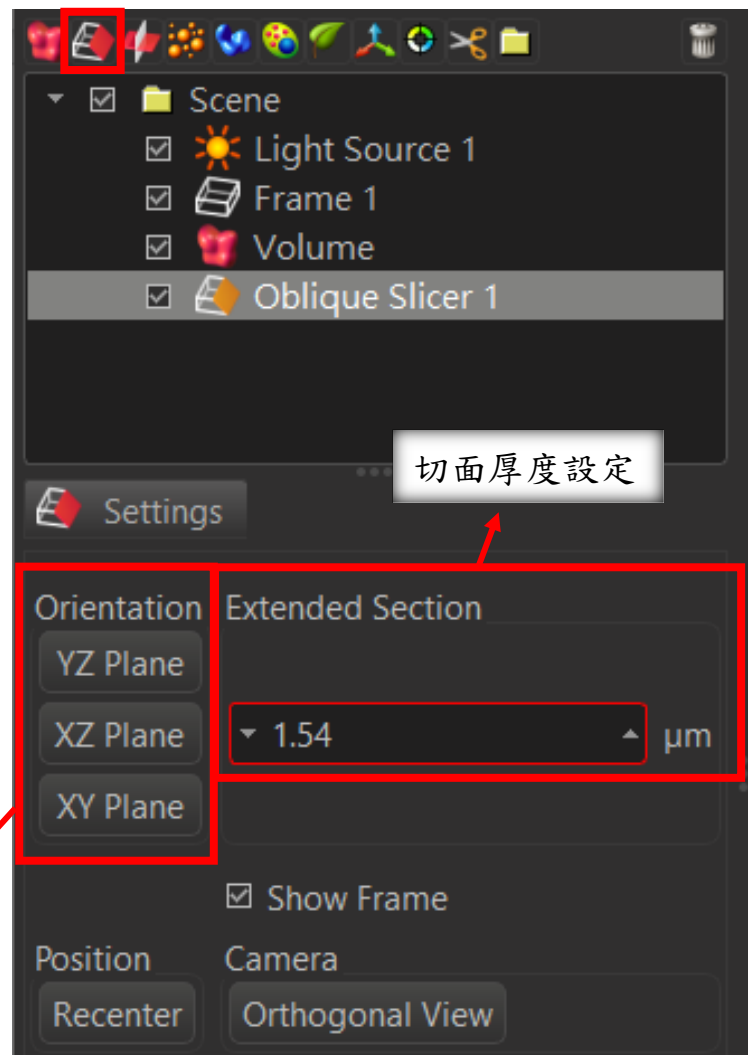
**Oblique Slicer:** 呈現不同方向的切面平面, 可自行調整切面角度, 觀察內部構造



可平移: 切面位置選擇

可調整: 切面角度選擇

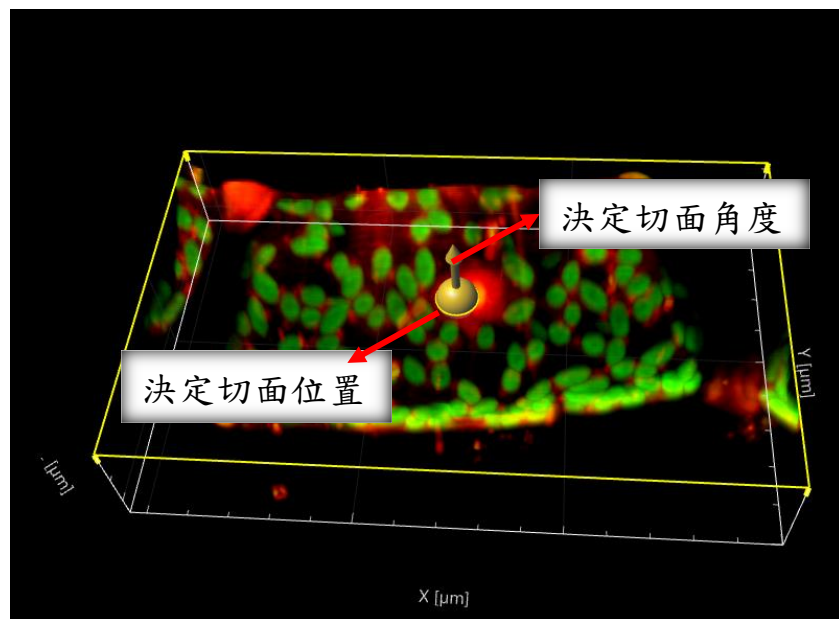
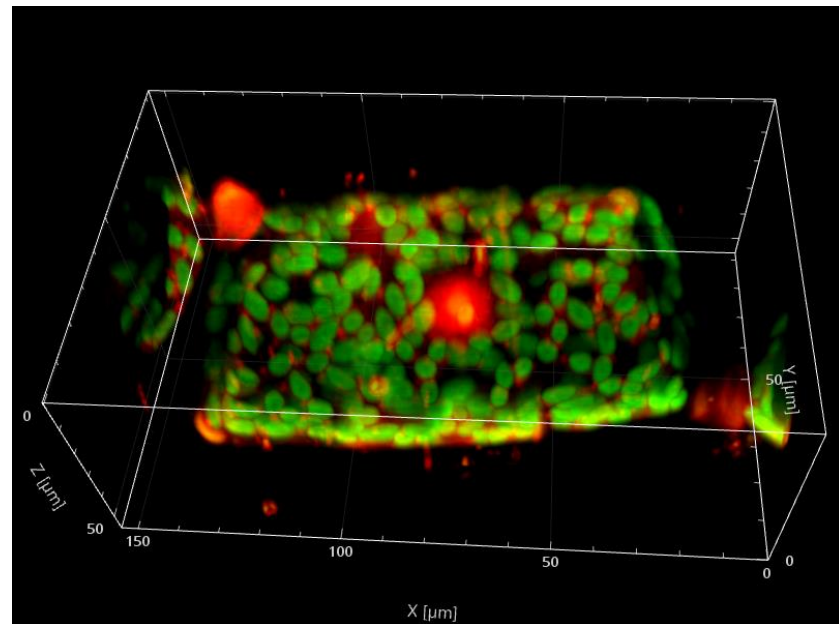
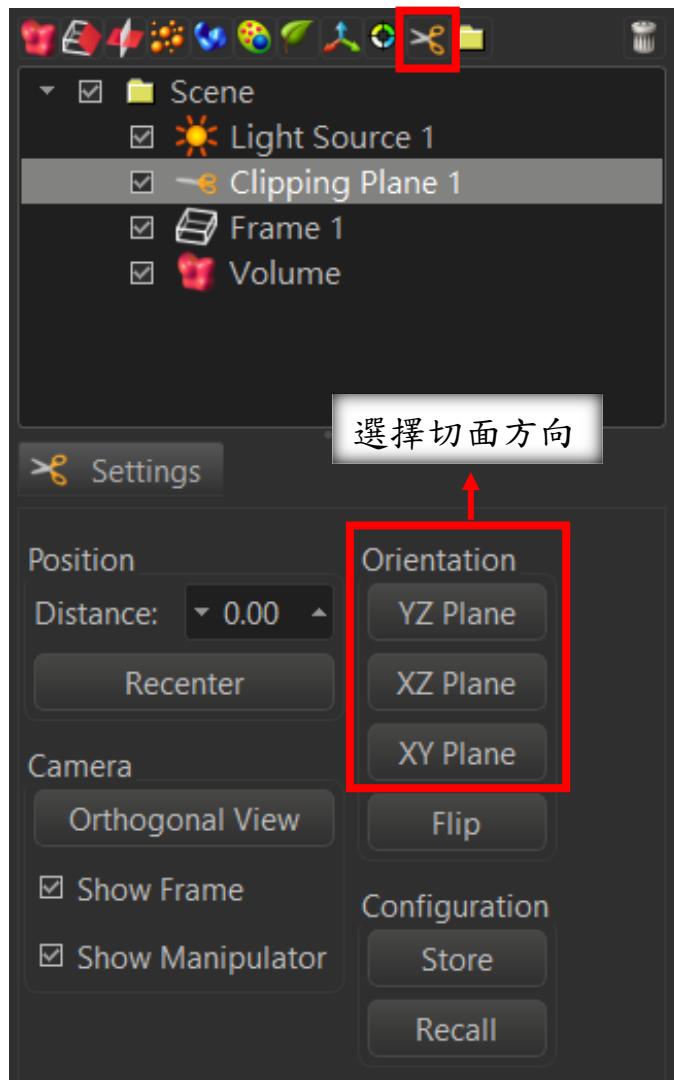
切面方向選擇

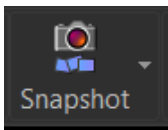




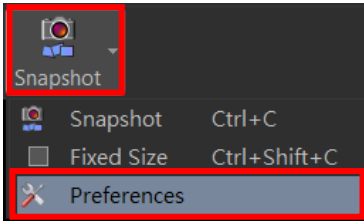


## Clipping Plane: 保留部分3D結構, 可觀察內部構造



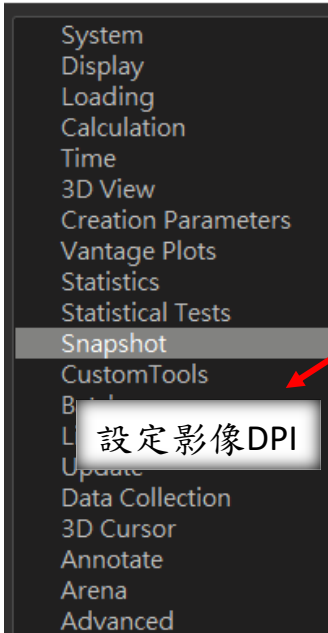


## Snapshot: 擷取目前畫面影像並儲存



於Preferences內, 可決定影像DPI, 影像格式, 存檔位置.....等

### Preferences



設定影像DPI

### Snapshot

#### Save

##### Size:

☒ Window

☐ Fixed

Width: 1000 px

Height: 1000 px

DPI: 300.00

Save as type: TIFF Image (\*.tif)

☒ Copy to Clipboard

☒ Save to File

☐ Transparent Background

☒ Open Saved File in default Image Viewer

#### Image Output Directory

☐ Source Image Directory

☒ Always Prompt User

☐ Custom:

Open Output Directory

設定擷取影像大小

Window: 同目前軟體影像視窗大小

Fixed: 自行設定長x寬大小

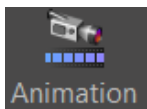
設定影像儲存格式: TIFF, JPEG, PNG

檔案儲存位置

Source Image Directory: 儲存至與原來影像相同之資料夾

Always Prompt User: 跳出視窗自行指定

Custom: 拍照前先自行指定檔案儲存位置



## Animation : 影片製作, 可自行錄製影片檔案

Save Save As 3D View Slice Section Image Proc Coloc Annotate Animation Snapshot

可選用內建模式, 來進行影像360度, 180度水平或垂直旋轉

可自行調整影像呈現方式, 點選Add加入Key Frame, 可將目前所呈現之影像加入影片中, 也可Delete, Modify刪除或修改Key Frame

設定錄製影像視窗大小

設定所有步驟由幾張影像完成

預覽錄製步驟

進行影片錄製, 可儲存成.avi或.mp4檔案

Key Frame Animation

Key Frame: Add, Modify, Delete, Delete All...

Rotations: Custom..., +360° ...zonta

Animation: 1600 x 1200 UXGA (4:3), 1600, 1200

100 Frames, Settings...

Key Frame