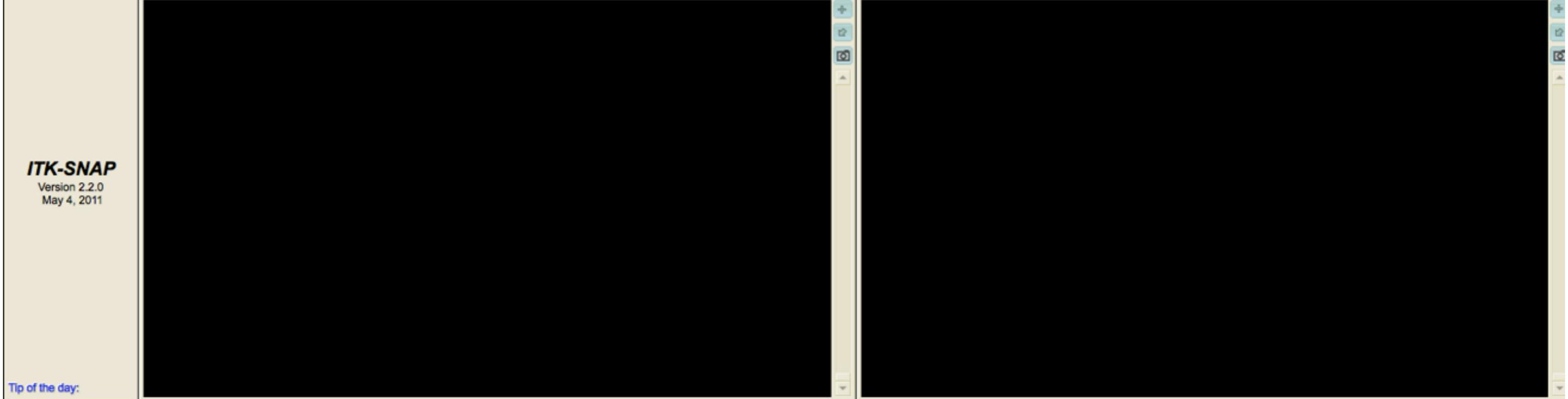


*Construction of  
Surface Models :*

**ITK-SNAP**

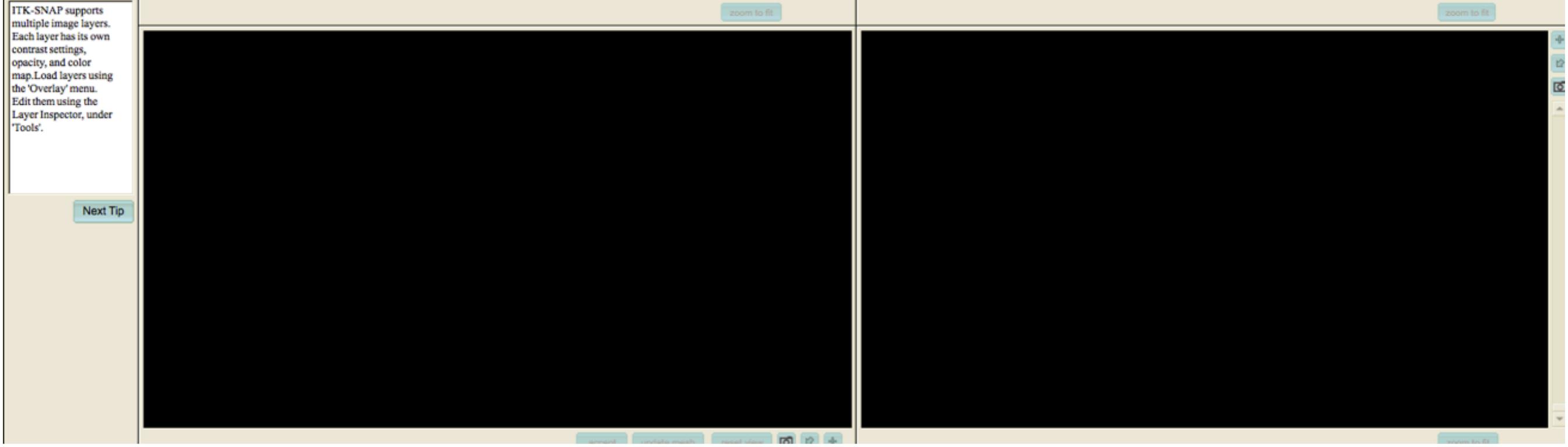


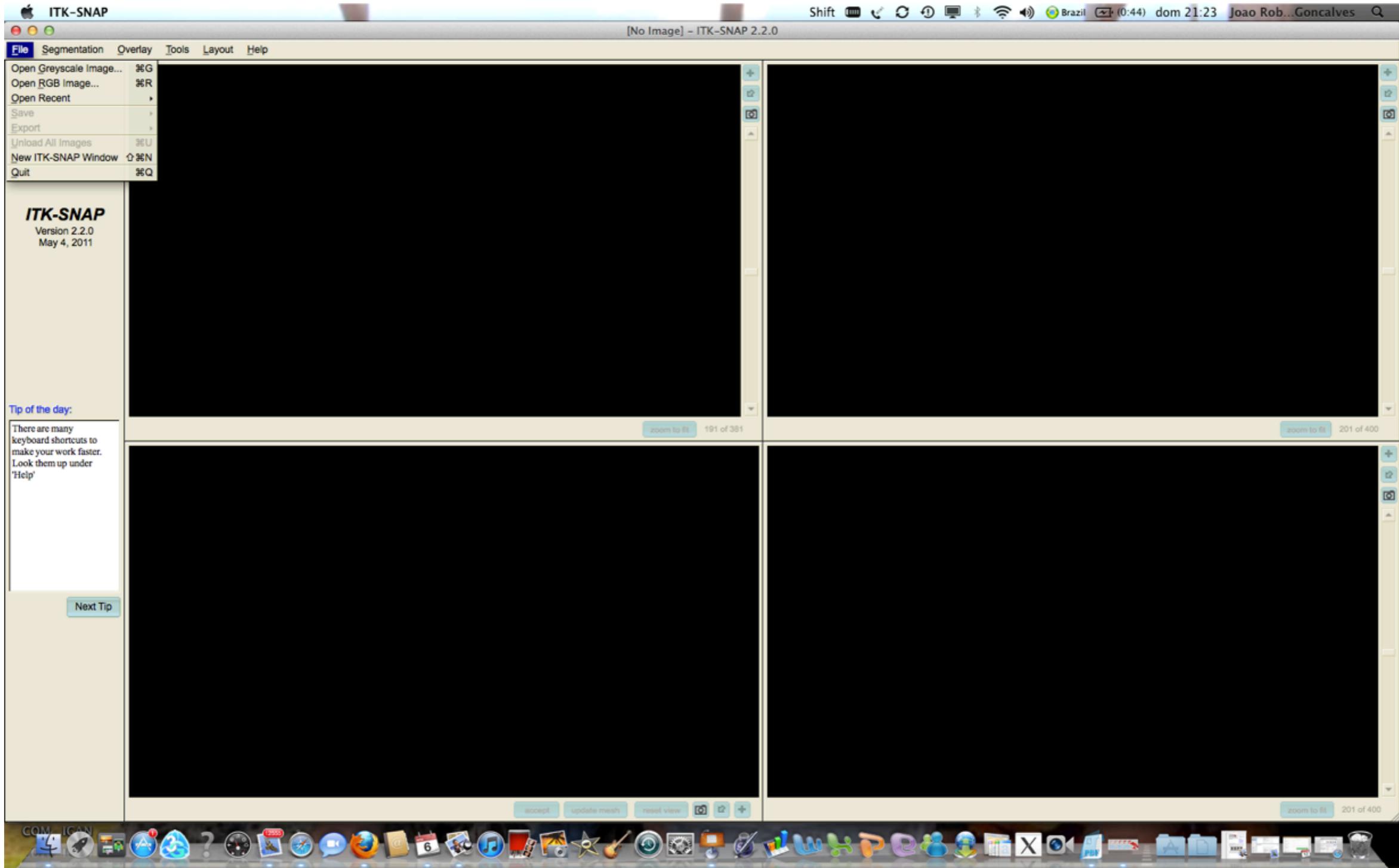
**ITK-SNAP**  
Version 2.2.0  
May 4, 2011

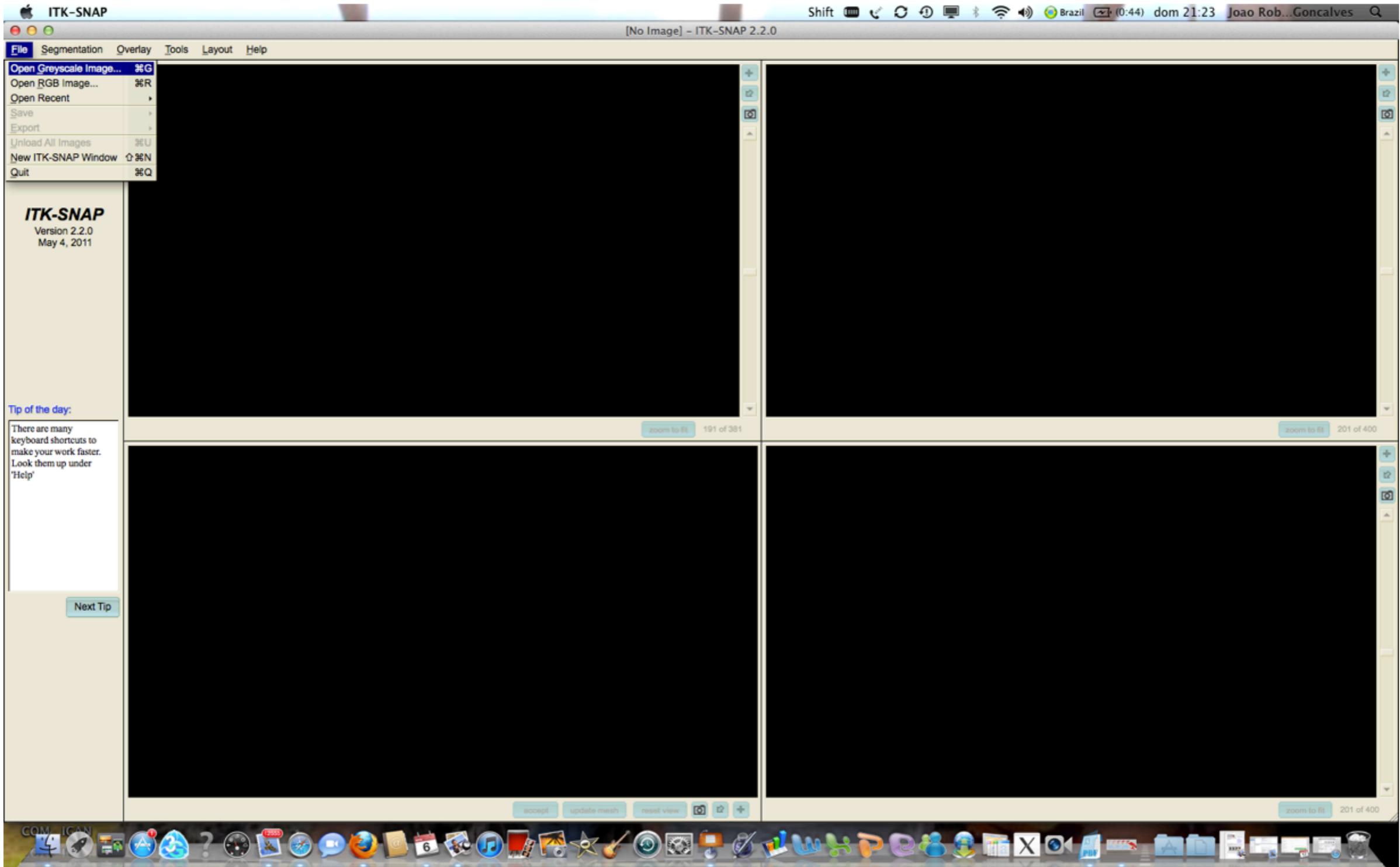
Tip of the day:

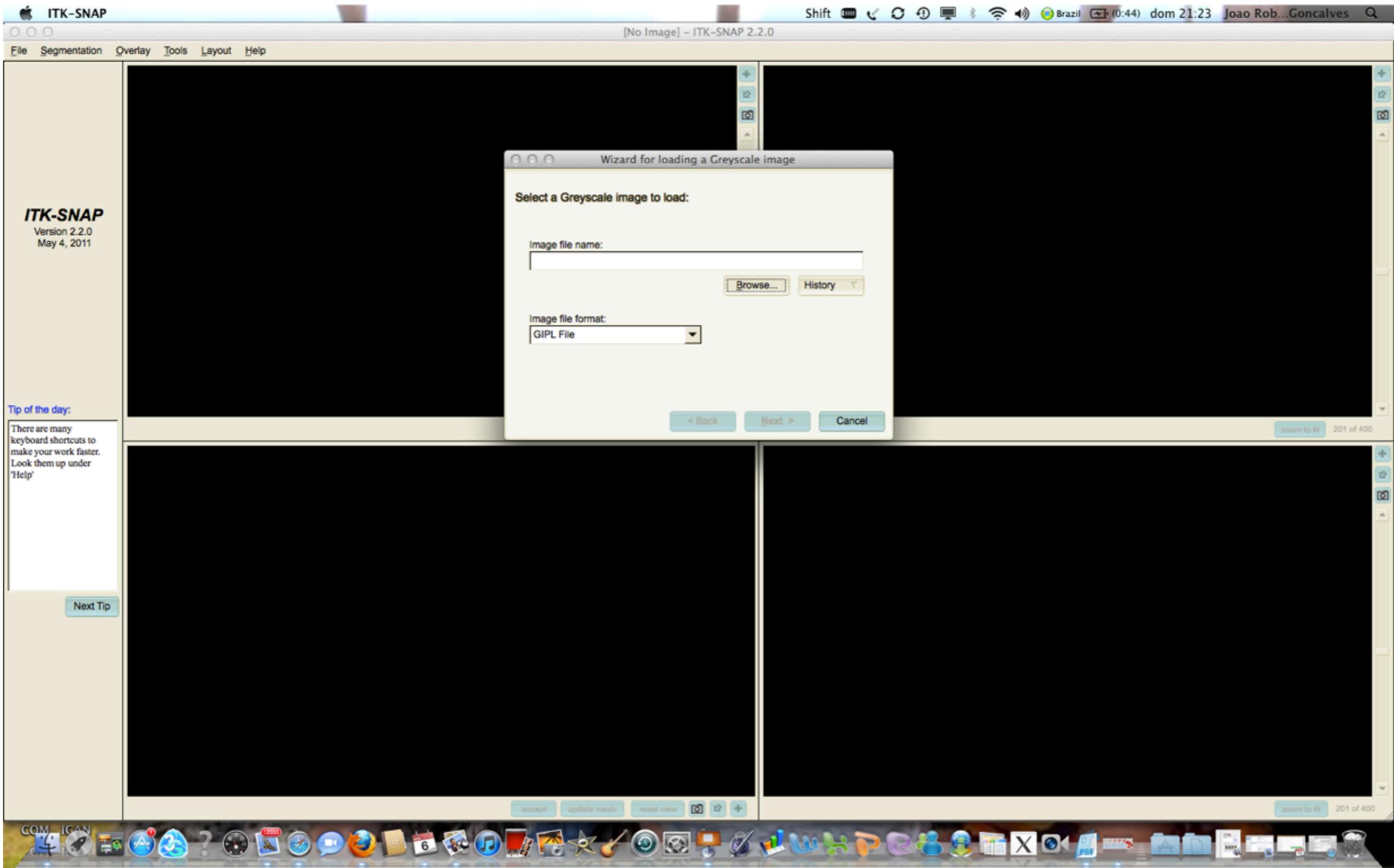
ITK-SNAP supports multiple image layers. Each layer has its own contrast settings, opacity, and color map. Load layers using the 'Overlay' menu. Edit them using the Layer Inspector, under 'Tools'.

Next Tip









**ITK-SNAP**  
Version 2.2.0  
May 4, 2011

Tip of the day:

There are many keyboard shortcuts to make your work faster. Look them up under 'Help'

Next Tip

Wizard for loading a Greyscale image

Select a Greyscale image to load:

Image file name:

Image file format:

zoom to fit 201 of 400

zoom to fit 201 of 400



**ITK-SNAP**  
Version 2.2.0  
May 4, 2011

**Tip of the day:**  
There are many keyboard shortcuts to make your work faster. Look them up under 'Help'

Next Tip

Load Image

Downs\_Patient\_X

aditivo\_ao\_t...919-0-1.pdf  
Arquivos Relocar  
Casos para organizar  
Cauby Vídeos  
Cevidanes A...tos e Vídeos  
Cevidanes\_seg  
D Rochetti  
Downs\_Patient\_X  
ESCLARECER...E MICHIGAN  
Estrogen and Joint  
Fotos orto pré  
Fotos Wolford  
Homenagem Wolford.mov  
INFO  
ITK-SNAP.app  
Justificativa...CLE EUA.doc  
Levar para Michigan  
Libraries  
Livia's presentation.key  
mestre.key  
Mobile Hotspot Admin.app  
NeuroLib  
Oficina de R...ão Publicase  
Orto-Pré  
Pacientes Di...ção Wolford  
Pasar para o HD EXTERNO  
Patologias Naso Sunusais  
Planning.xlsx

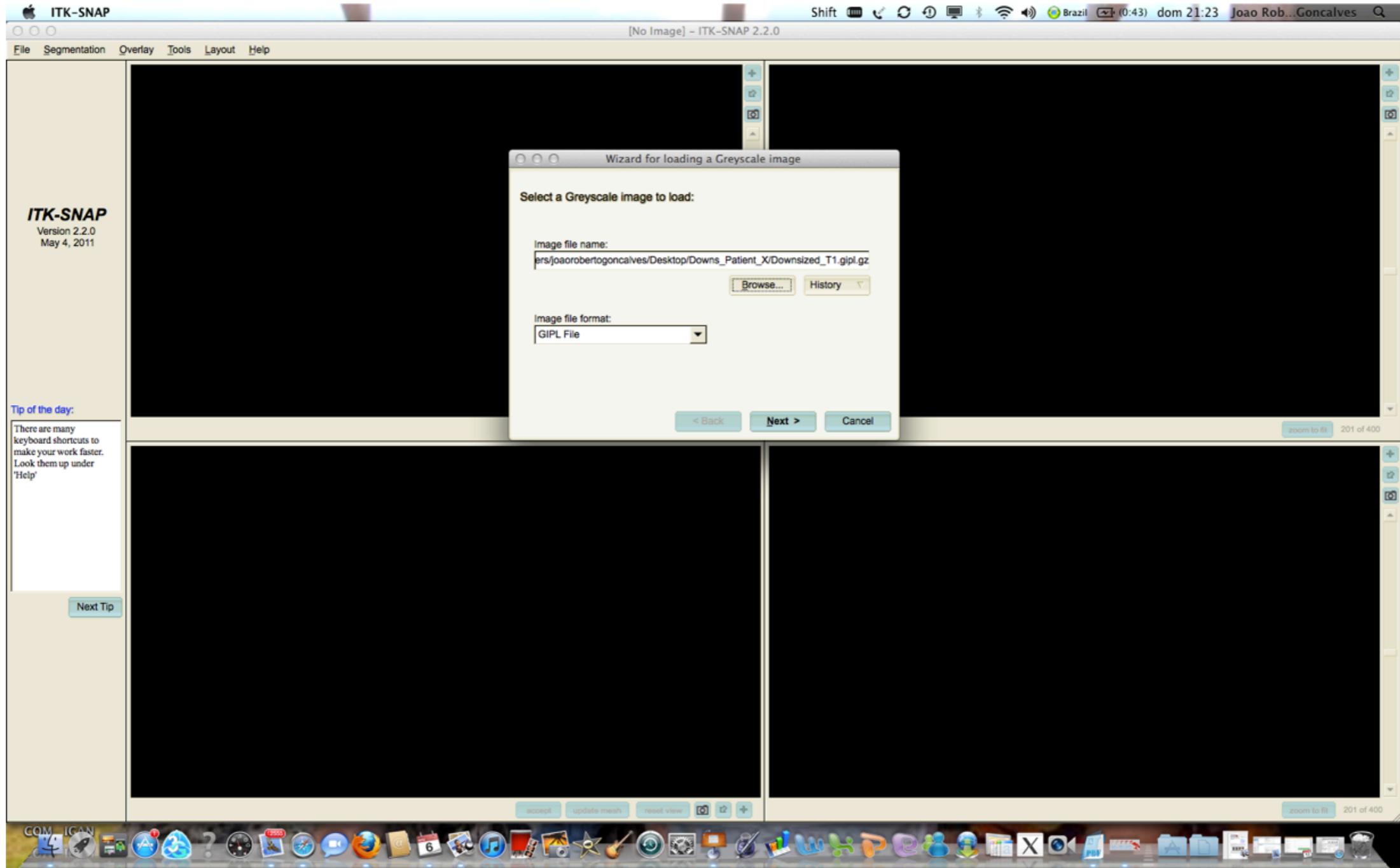
Downsized\_T1.gipl.gz  
Downsized\_T2.gipl.gz  
Downsized\_T3.gipl.gz



Name Downsized\_T1.gipl.gz  
Kind gzip compressed archive  
Size 77,4 MB  
Created Hoje 19:11  
Modified Hoje 19:11  
Last opened Hoje 19:11

Enable: All Image Files

Cancel Open



**ITK-SNAP**  
Version 2.2.0  
May 4, 2011

**Tip of the day:**  
There are many keyboard shortcuts to make your work faster. Look them up under 'Help'

[Next Tip](#)

**Wizard for loading a Greyscale image**

**Image Summary:**

File name: /Users/joaorobertogoncalves/Desktop/Downs\_Patient\_X/Downs\_i

Dimensions: 400 400 381 Orientation: RAI

Spacing: 0.5 0.5 0.5 Byte order: Big Endian

Origin: 0 0 0.4 Data type: short

Size in KB: 119062

**Image Header:**

Header Field	Value

< Back Finish Cancel

zoom to fit 201 of 400

**Main Toolbox**



**Tool Options**

**Crosshairs Tool**

Intensity: -389    Label: 0

Label description:  
Clear Label

Multisection cursor

**Segmentation Options**

Active drawing label:  
Label 1

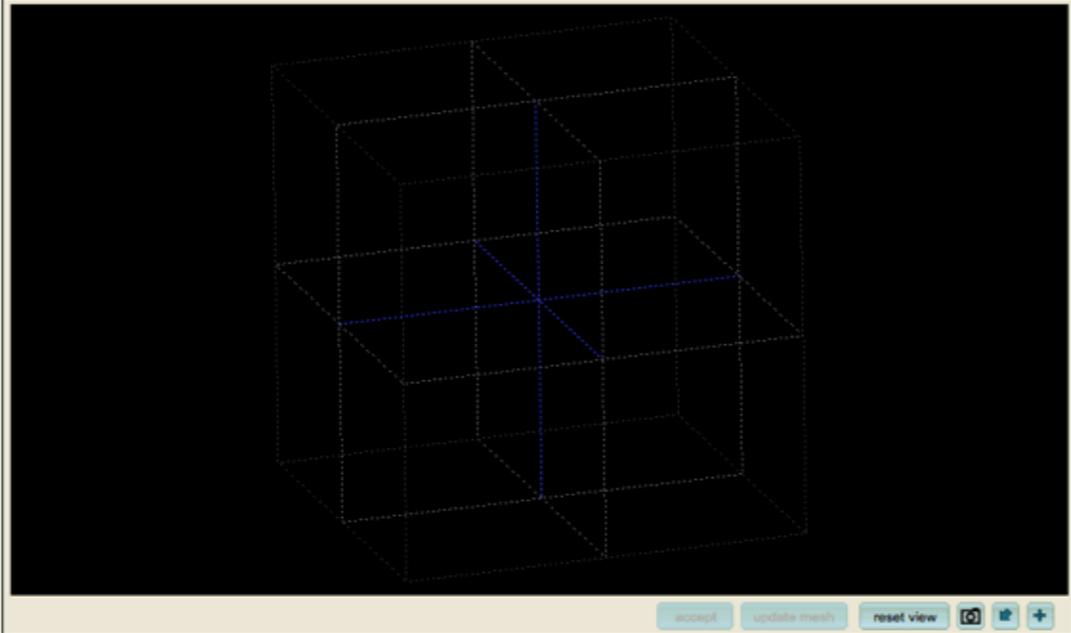
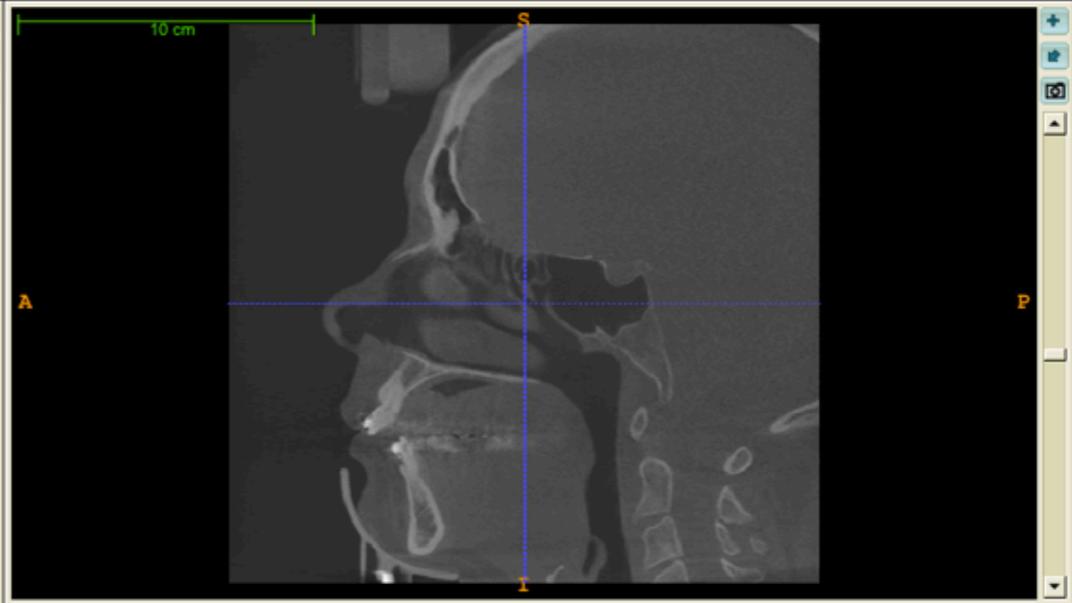
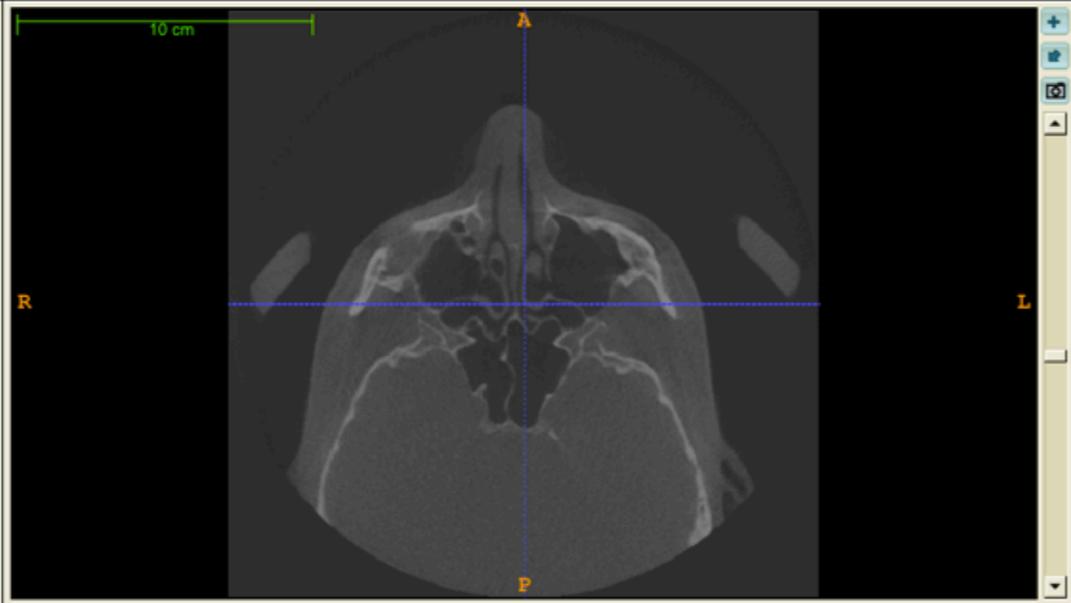
Draw over:  
All labels

Draw inverted

Overall label opacity:  
128

Label editor  
Undo    Redo

**3D Toolbox**



**Main Toolbox**

**Tool Options**

**Crosshairs Tool**

Intensity: -389      Label: 0

Label description:  
Clear Label

Multisession cursor

**Segmentation Options**

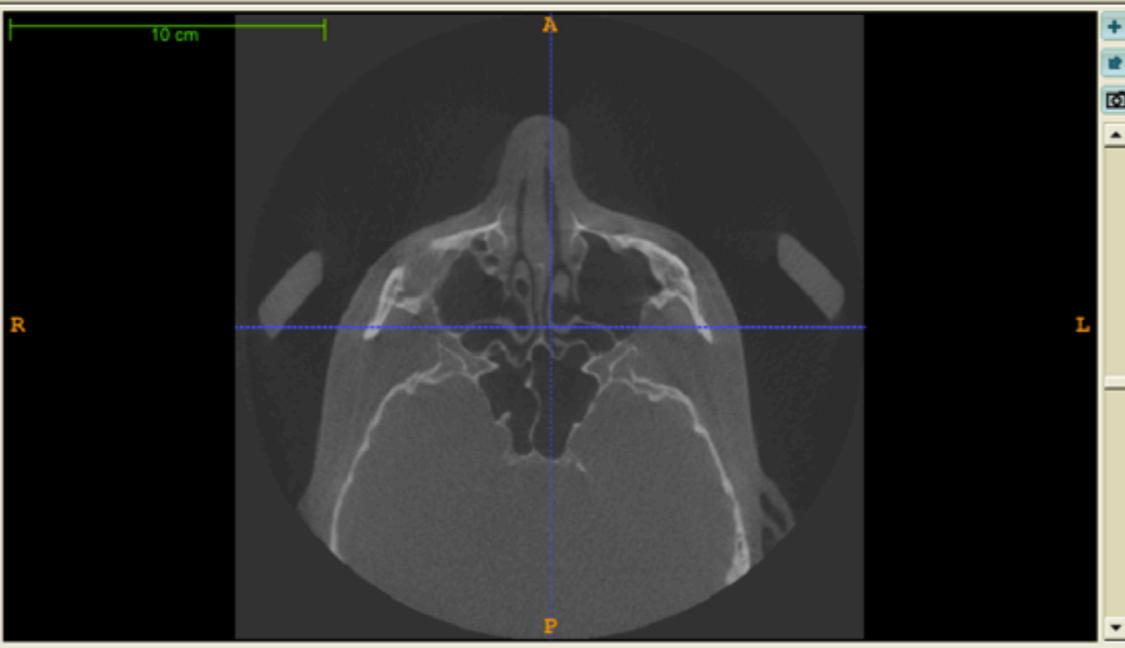
- Clear Label
- Label 1
- Label 2
- Label 3
- Label 4
- Label 5
- Label 6

128

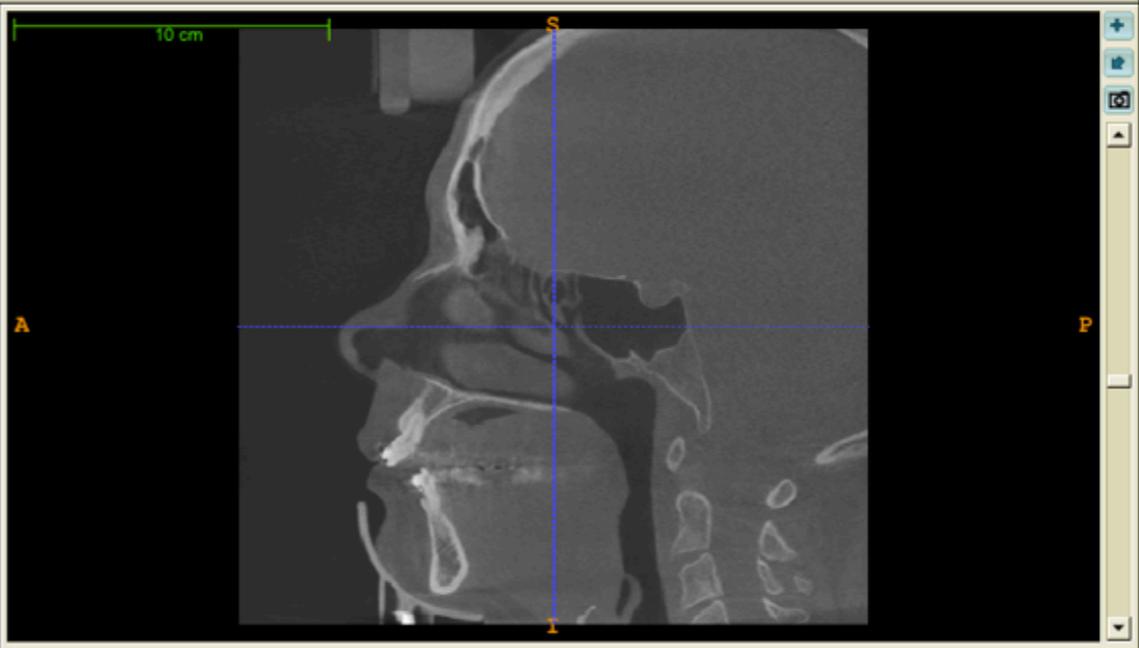
Label editor

Undo      Redo

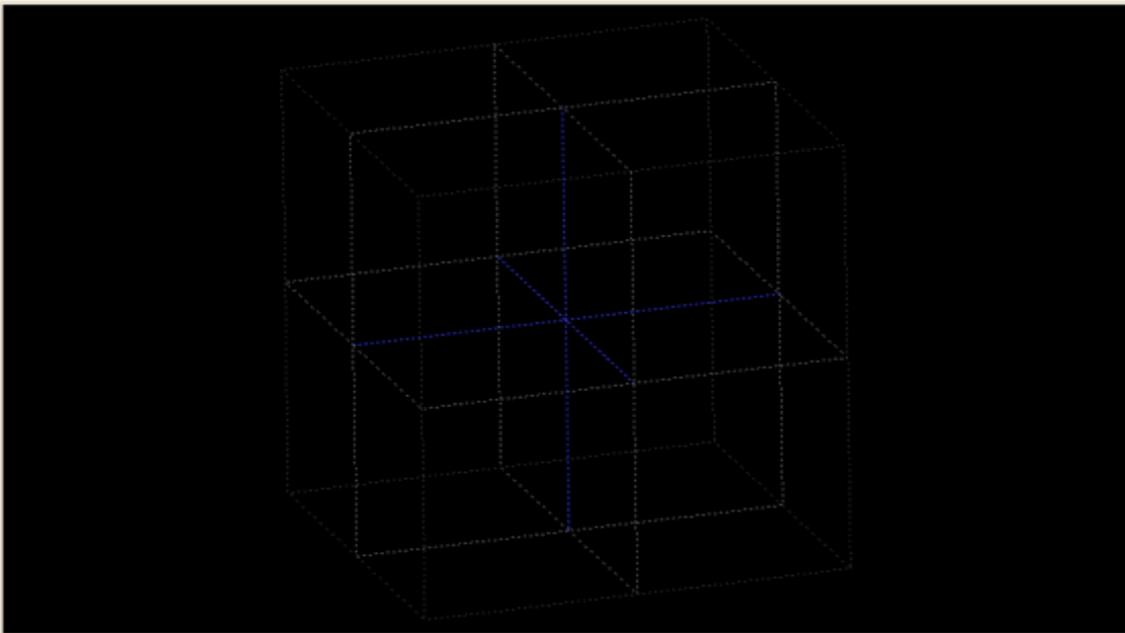
**3D Toolbox**



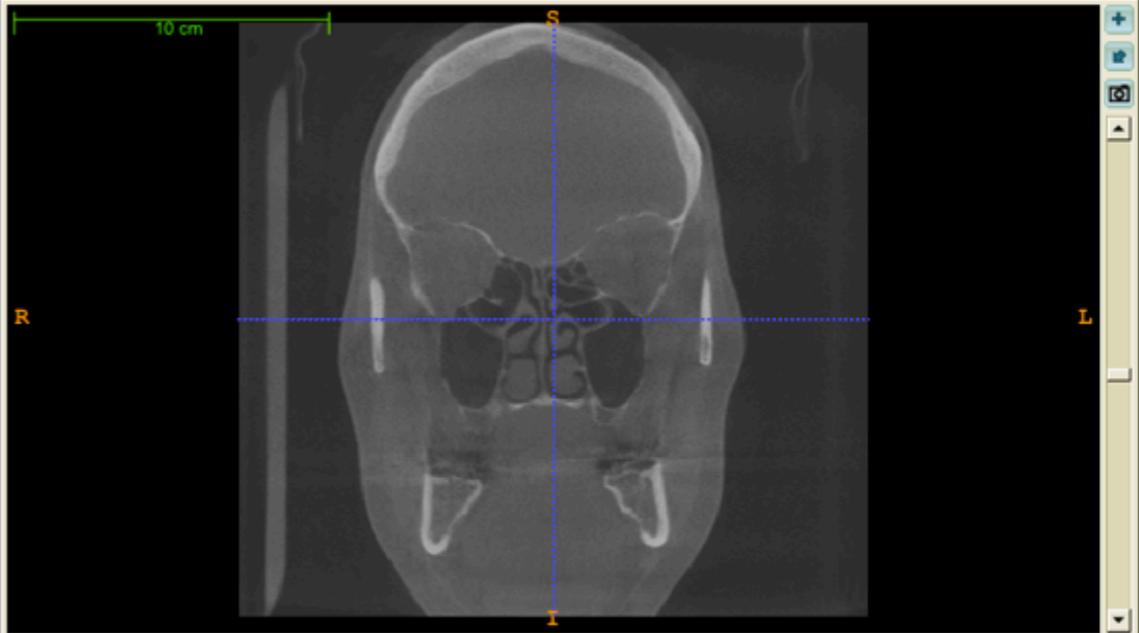
zoom to fit 191 of 381



zoom to fit 201 of 400



accept      update mesh      reset view



zoom to fit 201 of 400

*JK-SNAP can be used in two  
different modes:*

*manual segmentation*

*and semi-automatic segmentation.*

# *Manual Mode*

*The manual mode is used for segmentation using hand contouring and for cleaning up the results of automatic segmentation.*

**Main Toolbox**

**Tool Options**

**Crosshairs Tool**

Intensity:    Label:  
-389        0

Label description:  
Clear Label

Multisession cursor

**Segmentation Options**

Active drawing label:  
Label 2

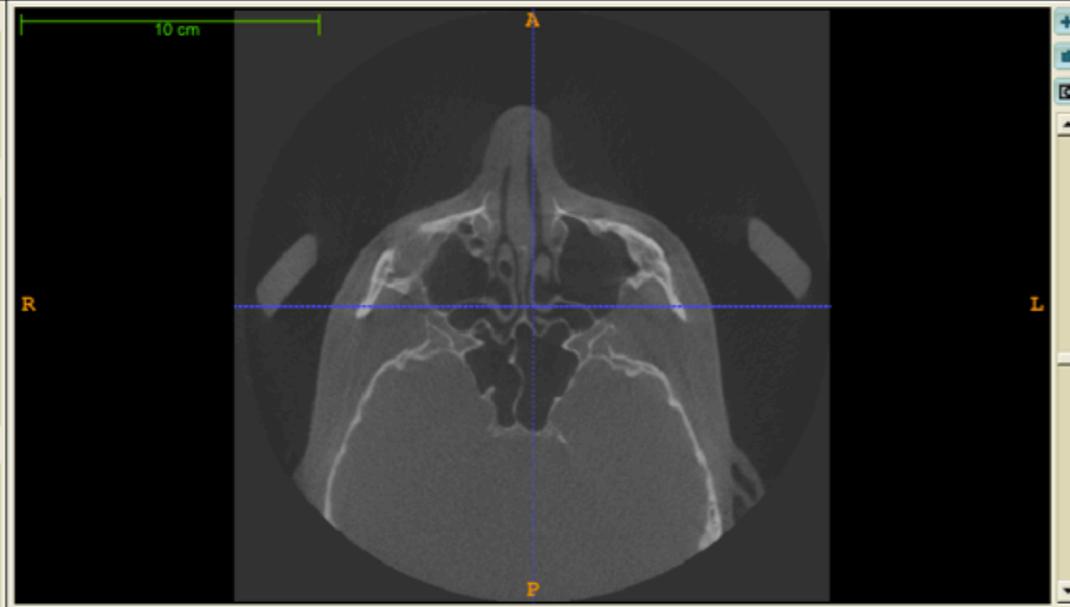
Draw over:  
All labels

Draw inverted

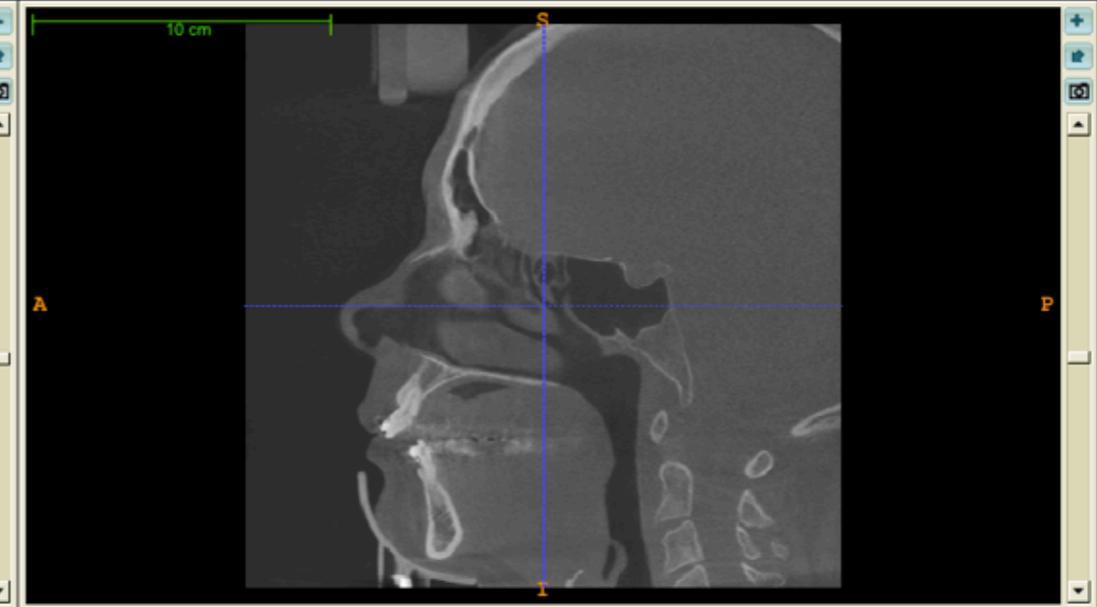
Overall label opacity:  
128

Label editor  
Undo    Redo

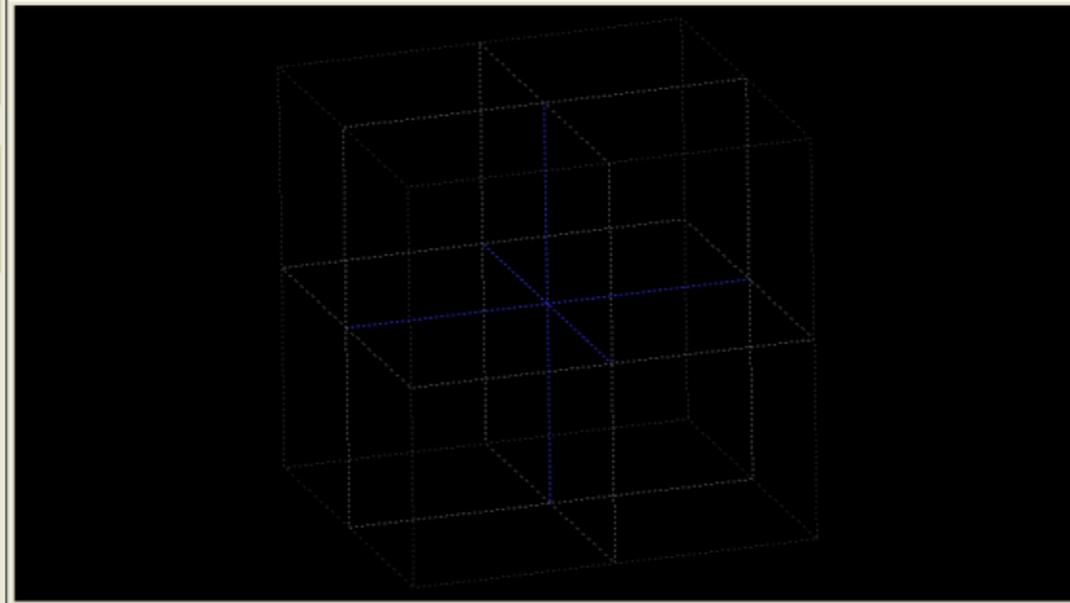
**3D Toolbox**



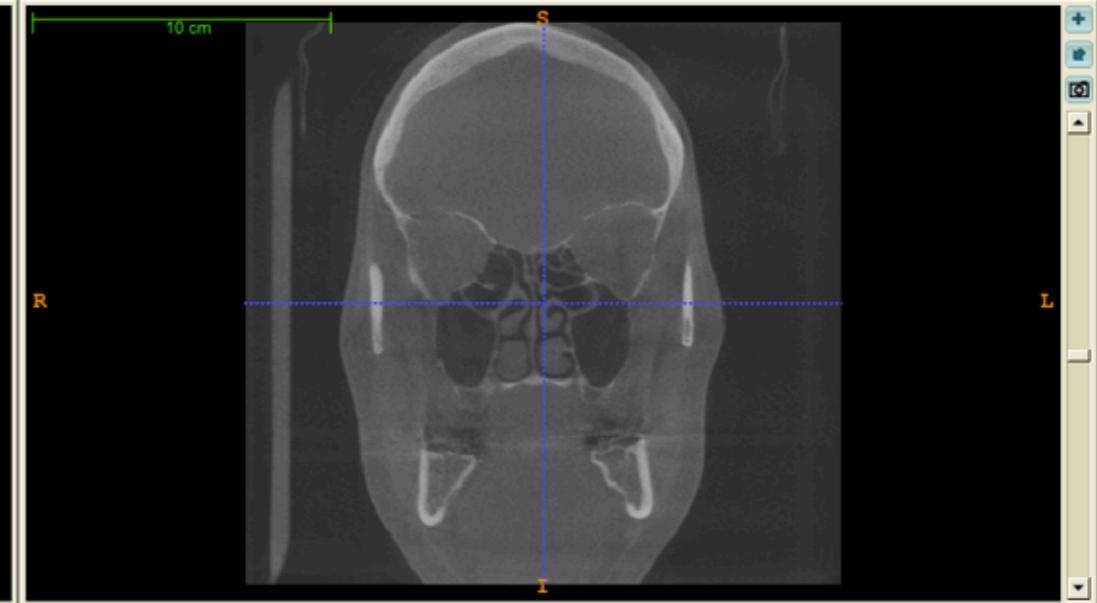
zoom to fit 191 of 381



zoom to fit 201 of 400



accept    update mesh    reset view



zoom to fit 201 of 400

# *Semi-automatic Mode*

*Segmentation algorithm is used to segment anatomical structures in three dimensions.*

*This algorithm requires some guidance from the user, and ITK-SNAP provides an easy interface to provide such guidance.*

File Segmentation Overlay Tools Layout Help

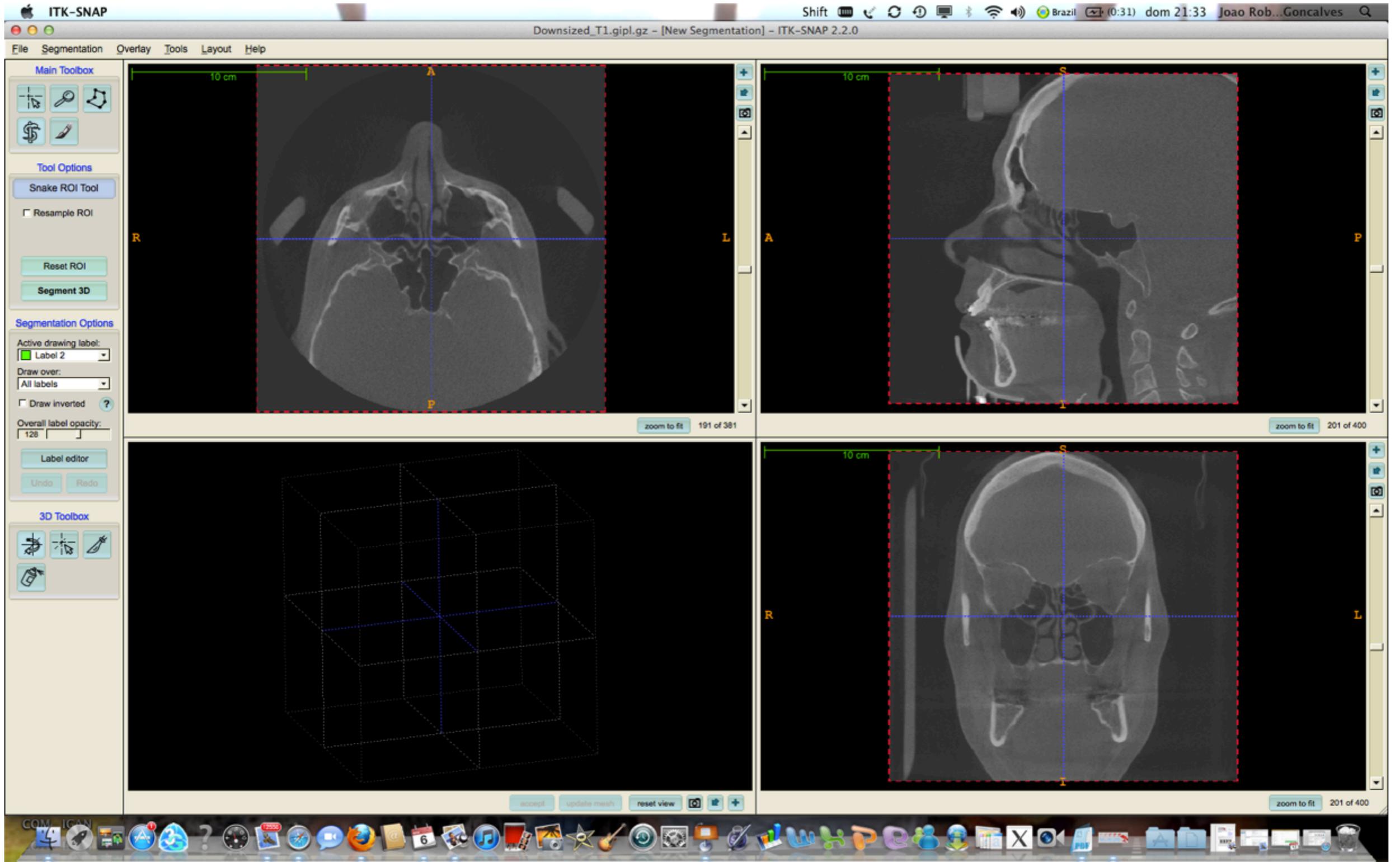
**Main Toolbox**

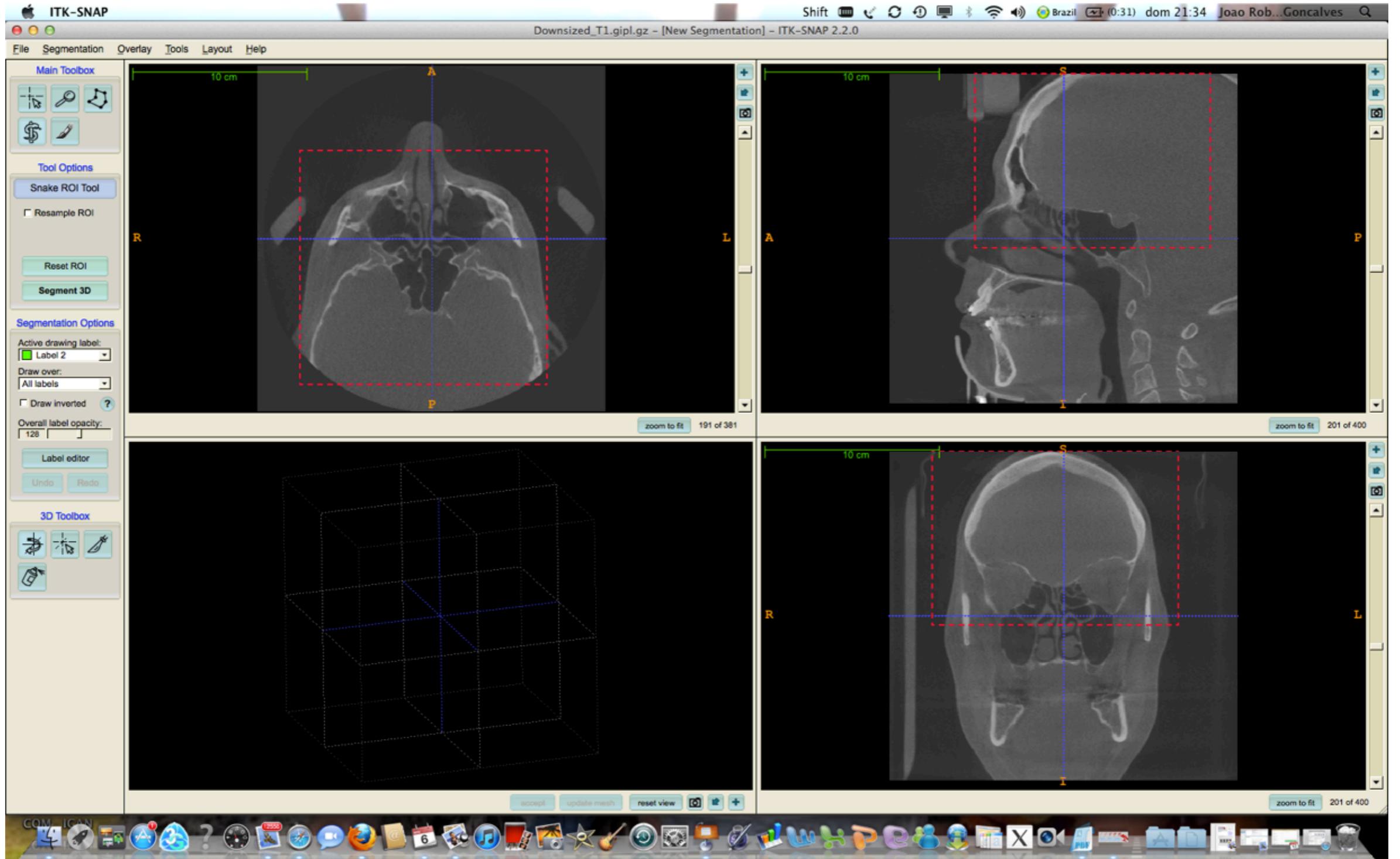
- Snake ROI tool: select a region of interest for automatic segmentation
- Crosshairs Tool
- Intensity: -389    Label: 0
- Label description:
- Clear Label
- Multisession cursor

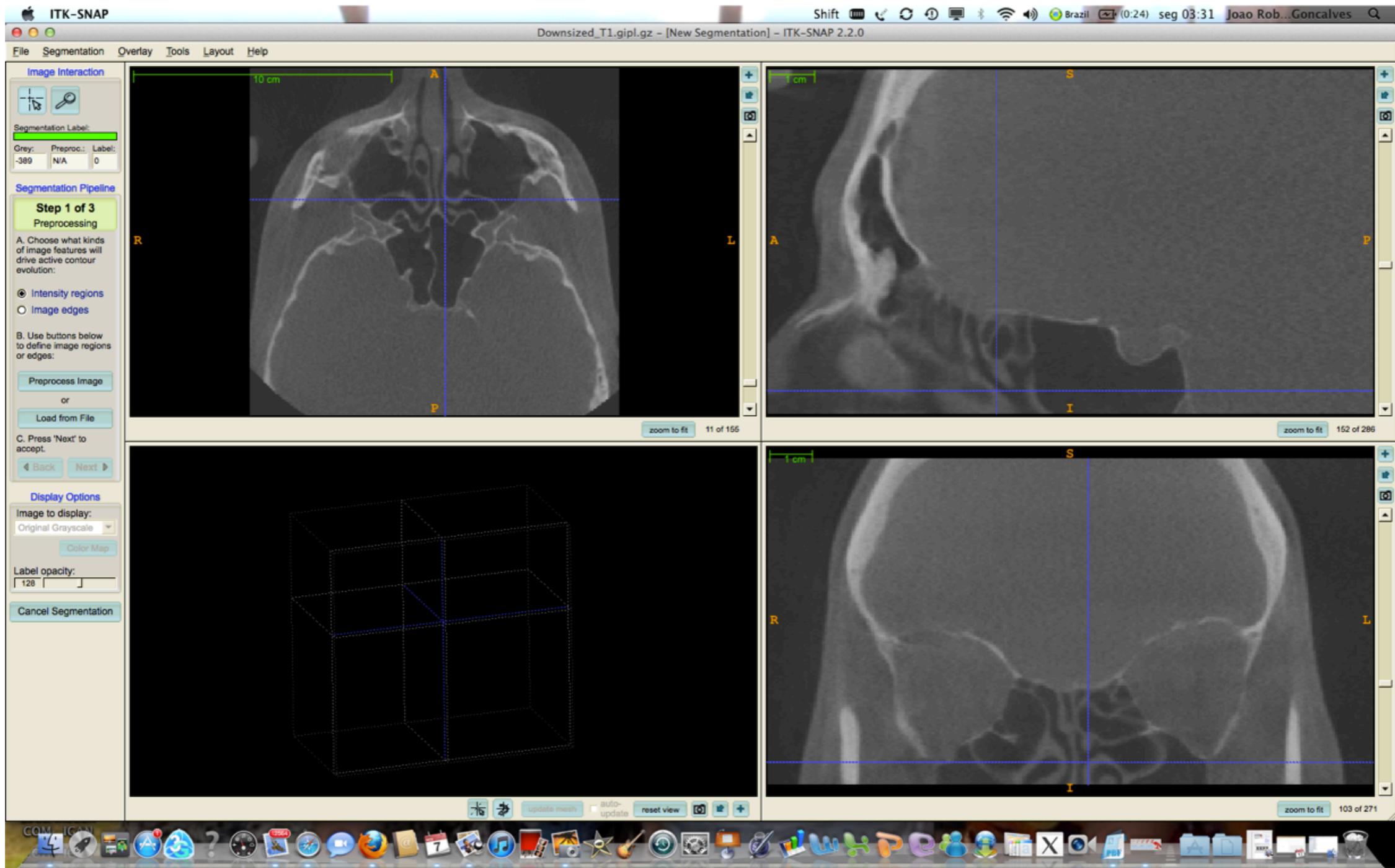
**Segmentation Options**

- Active drawing label: Label 2
- Draw over: All labels
- Draw inverted
- Overall label opacity: 128
- Label editor
- Undo    Redo

**3D Toolbox**

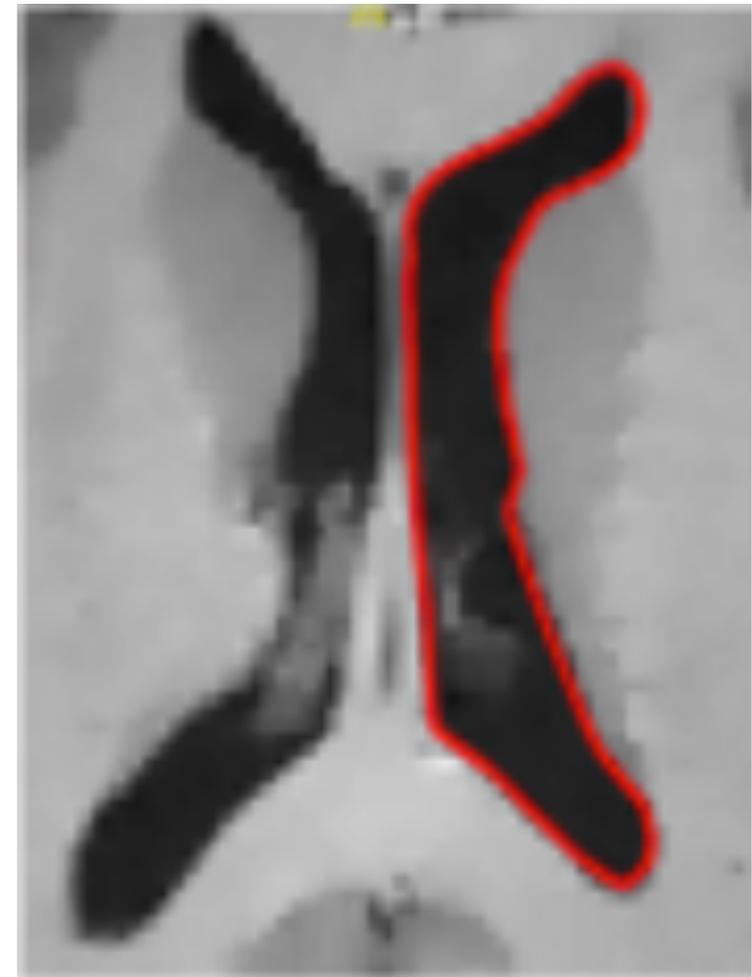




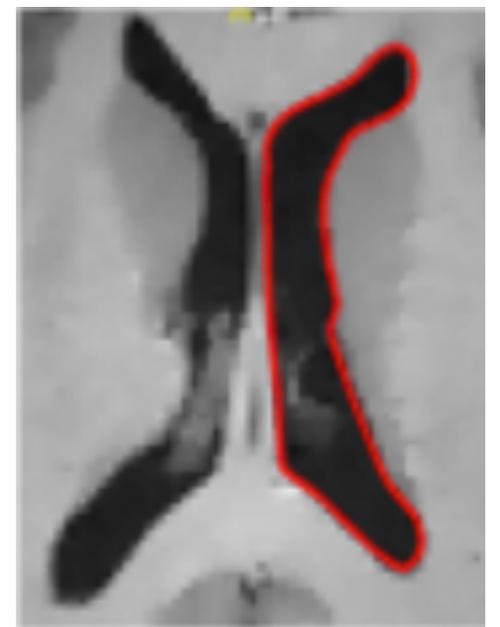
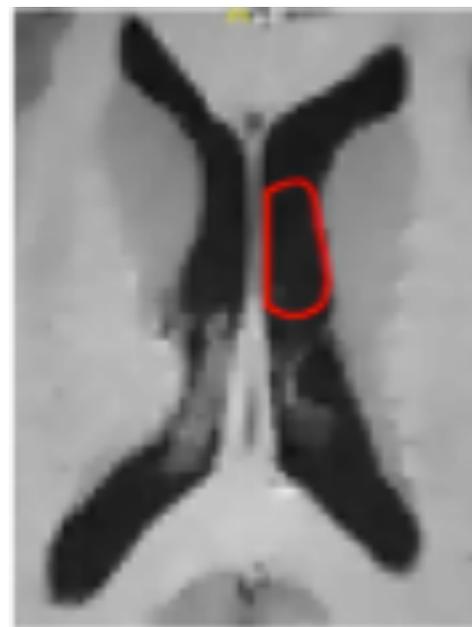
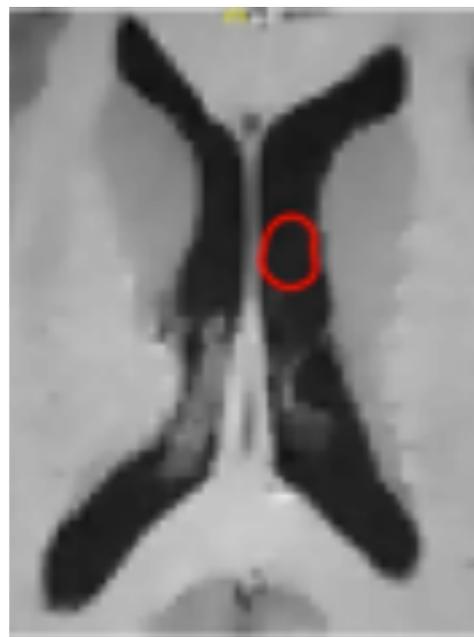
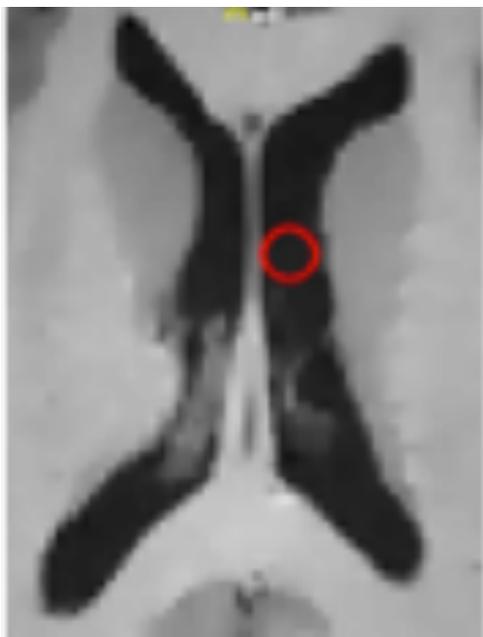


# Snake Evolution

The methodology behind *SNAP* is called snake evolution. The term snake is used to refer to a closed curve (or surface in  $3D$ ) that represents a segmentation.



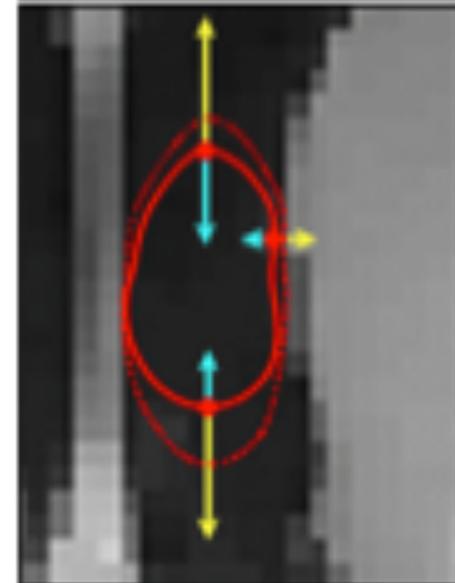
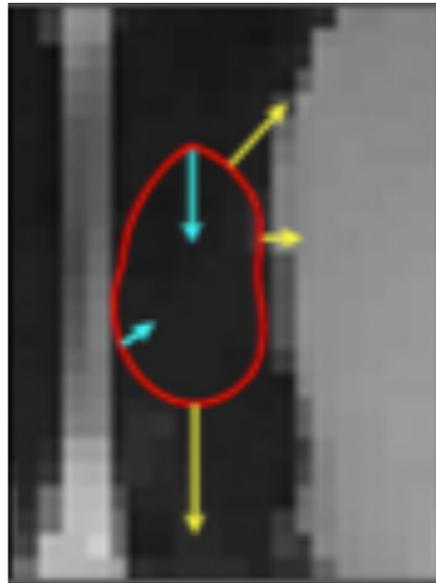
*In snake evolution methods, the snake evolves from a very rough estimate of the anatomical structure of interest to a very close approximation of the structure*



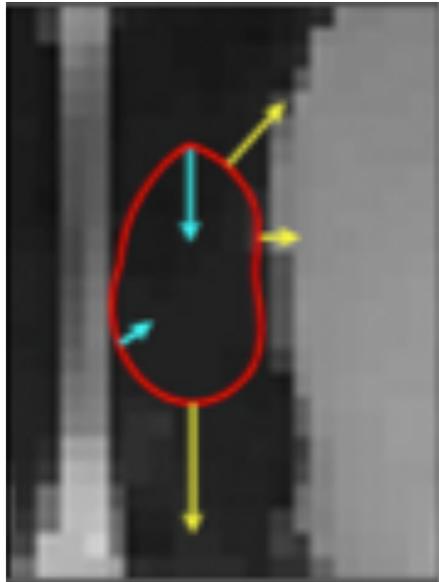
# How?

*The snake evolution is governed by a mathematical equation that describes the velocity of every point on the snake at any particular time. The velocity of each point depends on two factors:*

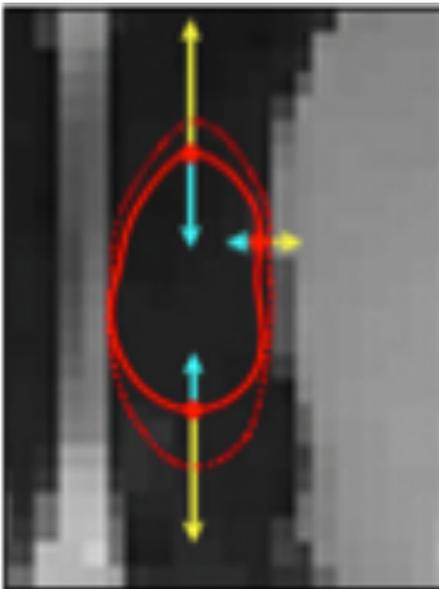
- 1. The shape of the snake*
- 2. The intensity of the image in the neighborhood of the point*



# Vectors of evolution



*The yellow velocities depend on image properties: they are stronger in the regions of the image where the intensity is homogeneous and weaker where there are edges (discontinuities) in image intensity*



*The blue velocities depend on the shape of the snake: they are longer at points where the snake is more curved and shorter where the snake is more straight.*

# Two distinct ways to compute feature images:

- 1. The first causes the snake to slow down near edges, or discontinuities, of intensity.*
- 2. The second causes the snake to attract to boundaries of regions of uniform intensity.*

**Image Interaction**

Segmentation Label:  
Grey: -389    Preproc.: N/A    Label: 0

**Segmentation Pipeline**

**Step 1 of 3**  
Preprocessing

A. Choose what kinds of image features will drive active contour evolution:

- Intensity regions
- Image edges

B. Use buttons below to define image regions or edges:

Preprocess Image

or

Load from File

C. Press 'Next' to accept.

Back    Next

**Display Options**

Image to display:  
Original Grayscale

Color Map

Label opacity:  
128

Cancel Segmentation

Use this button to preprocess the grayscale image to generate the 'speed' image. The speed image affects how fast the active contour propagates at each point in the image.

**Image Interaction**

Segmentation Label:

Grey:	Preproc.:	Label:
-309	N/A	0

**Segmentation Pipeline**

**Step 1 of 3**  
Preprocessing

A. Choose what kinds of image features will drive active contour evolution:

- Intensity regions
- Image edges

B. Use buttons below to define image regions or edges:

Preprocess Image

or

Load from File

C. Press 'Next' to accept.

Back   Next

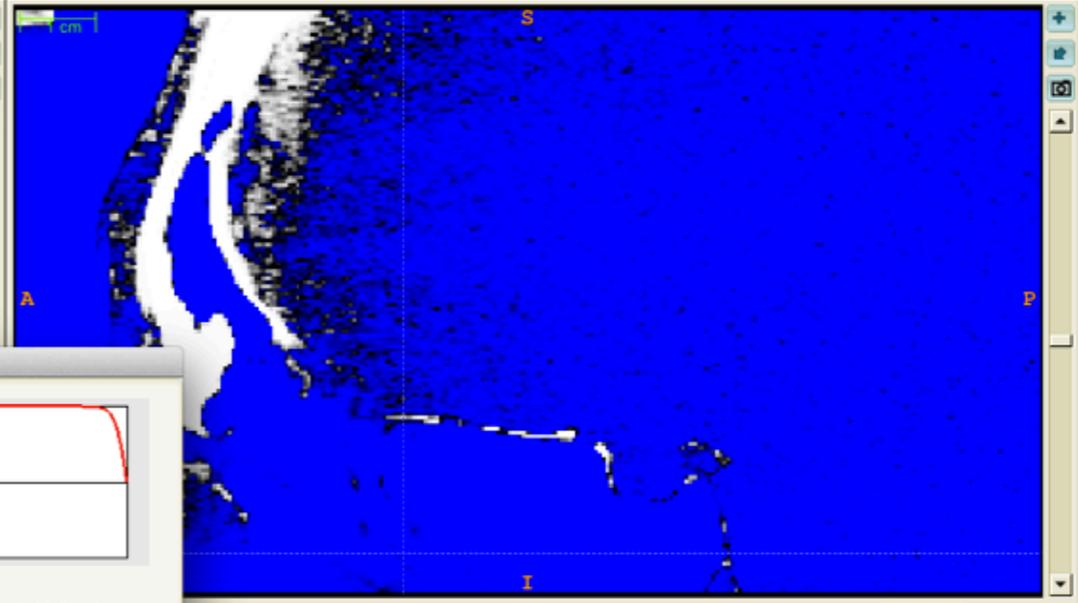
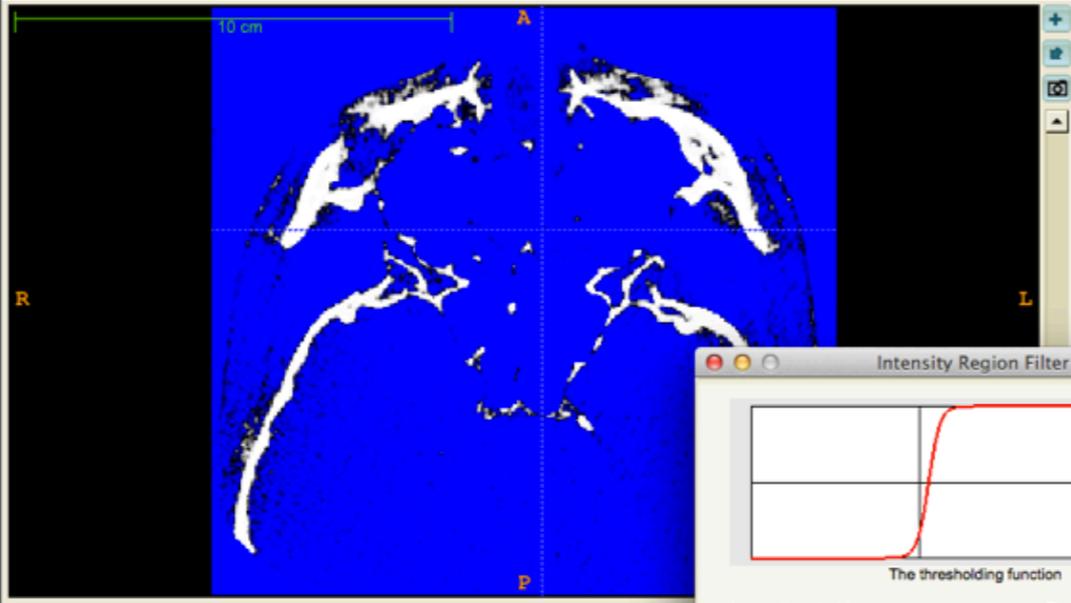
**Display Options**

Image to display:  
Preprocessed Image

Color Map

Label opacity:  
128

Cancel Segmentation



**Intensity Region Filter**

The thresholding function

Lower threshold: 120.00

Upper threshold: 825.00

Smoothness: 10.00

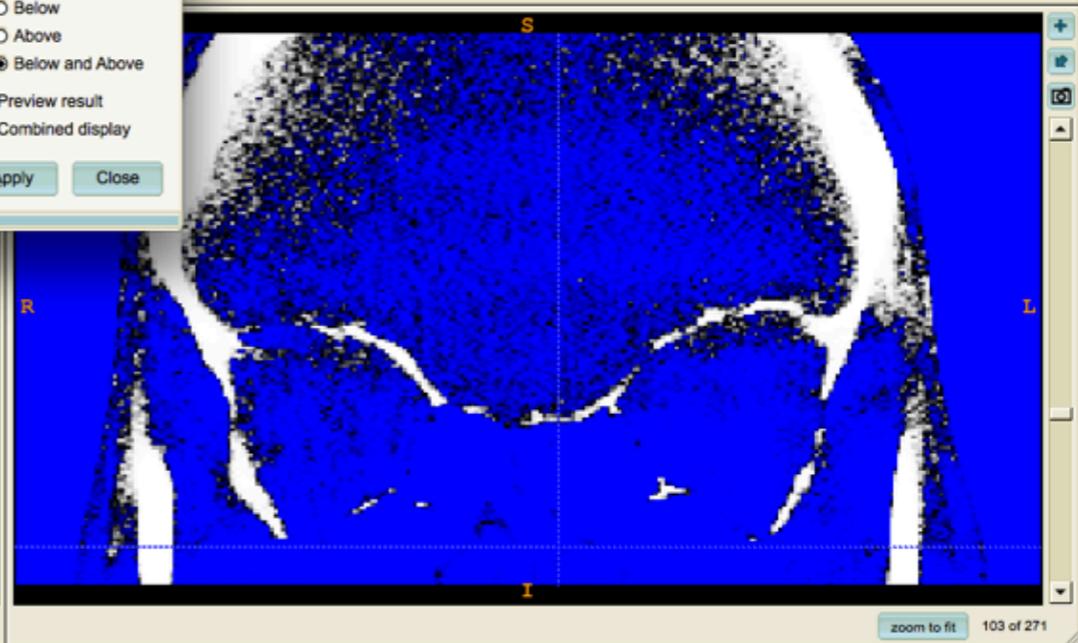
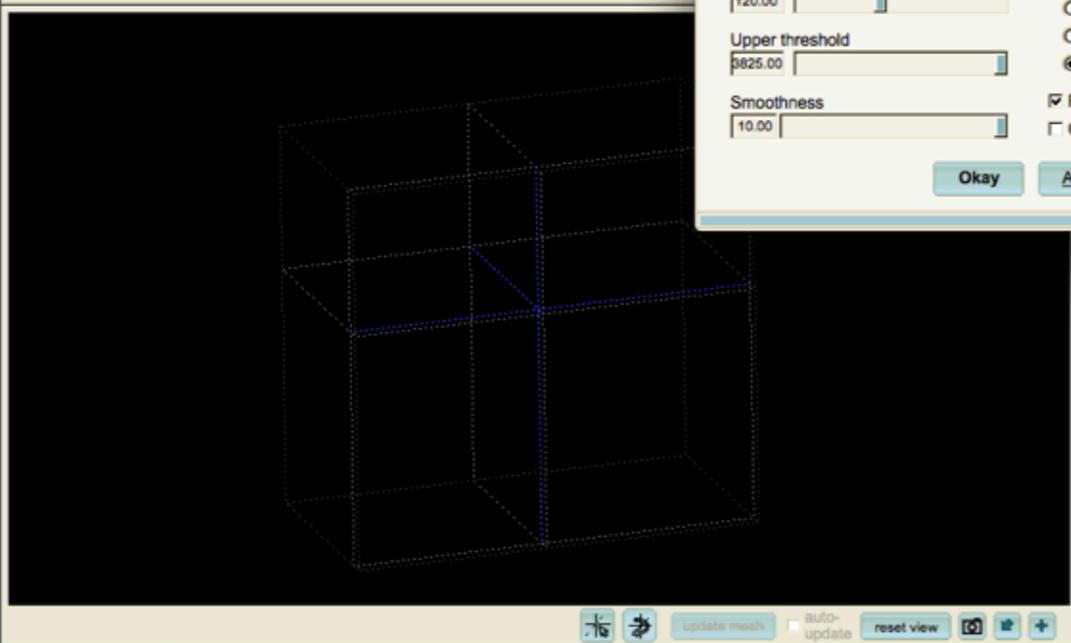
Threshold direction:

- Below
- Above
- Below and Above

Preview result

Combined display

Okay   Apply   Close



**Image Interaction**

Segmentation Label:  
Grey:    Preproc.:    Label:  
-389    N/A    0

**Segmentation Pipeline**

**Step 1 of 3**  
Preprocessing

A. Choose what kinds of image features will drive active contour evolution:

- Intensity regions
- Image edges

B. Use buttons below to define image regions or edges:

Preprocess Image

or

Load from File

C. Press 'Next' to accept.

Back    Next

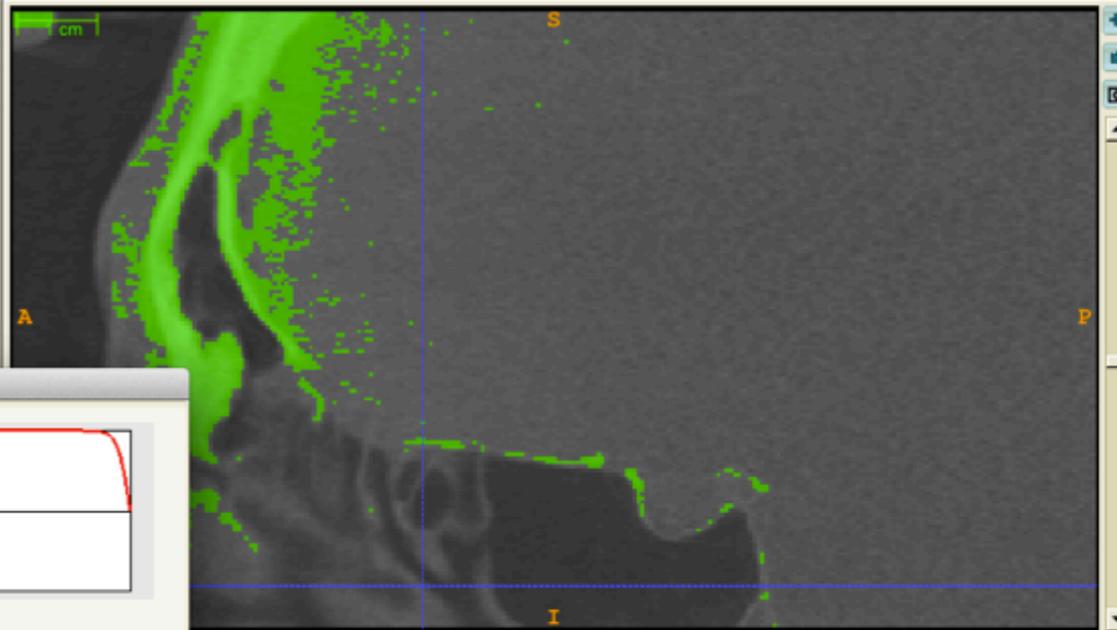
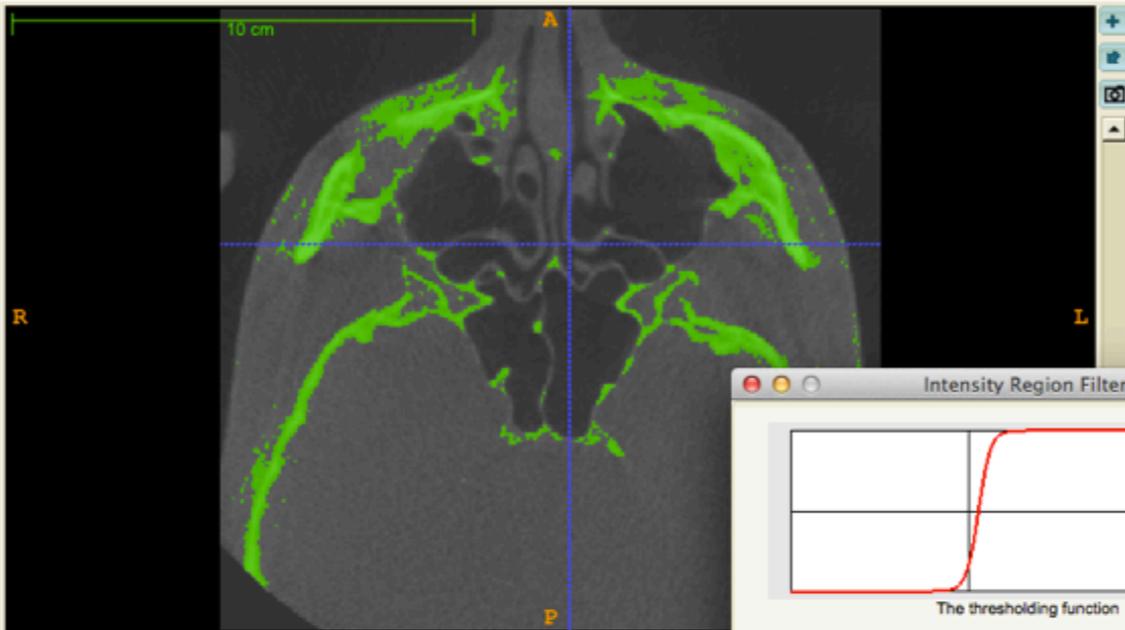
**Display Options**

Image to display:  
Preprocessed Image

Color Map

Label opacity:  
128

Cancel Segmentation



**Intensity Region Filter**

The thresholding function

Lower threshold: 120.00

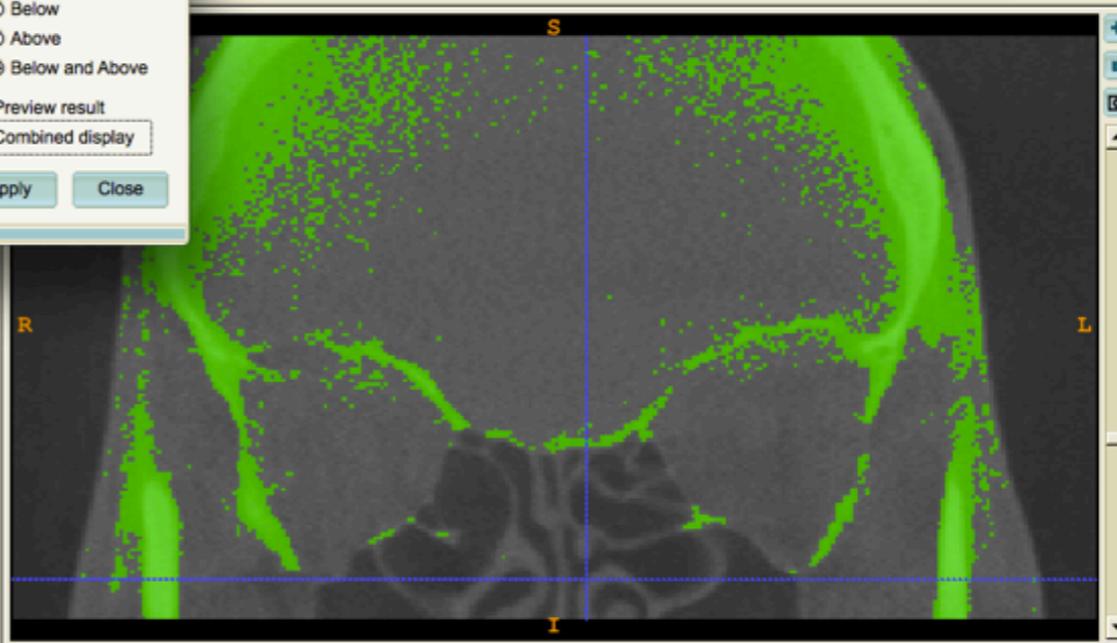
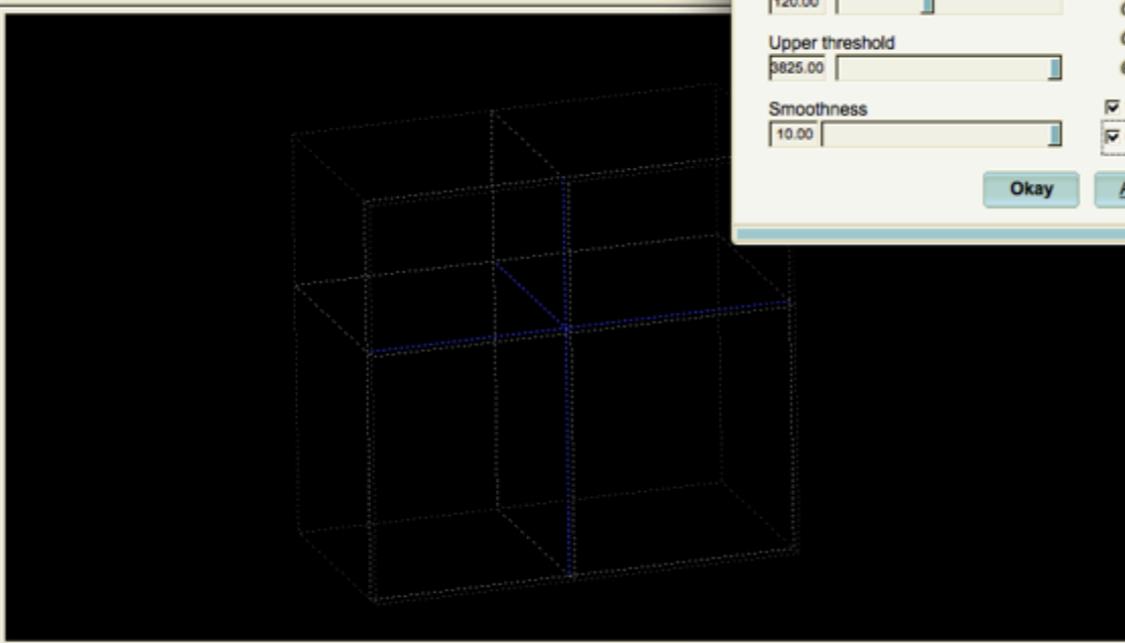
Upper threshold: 825.00

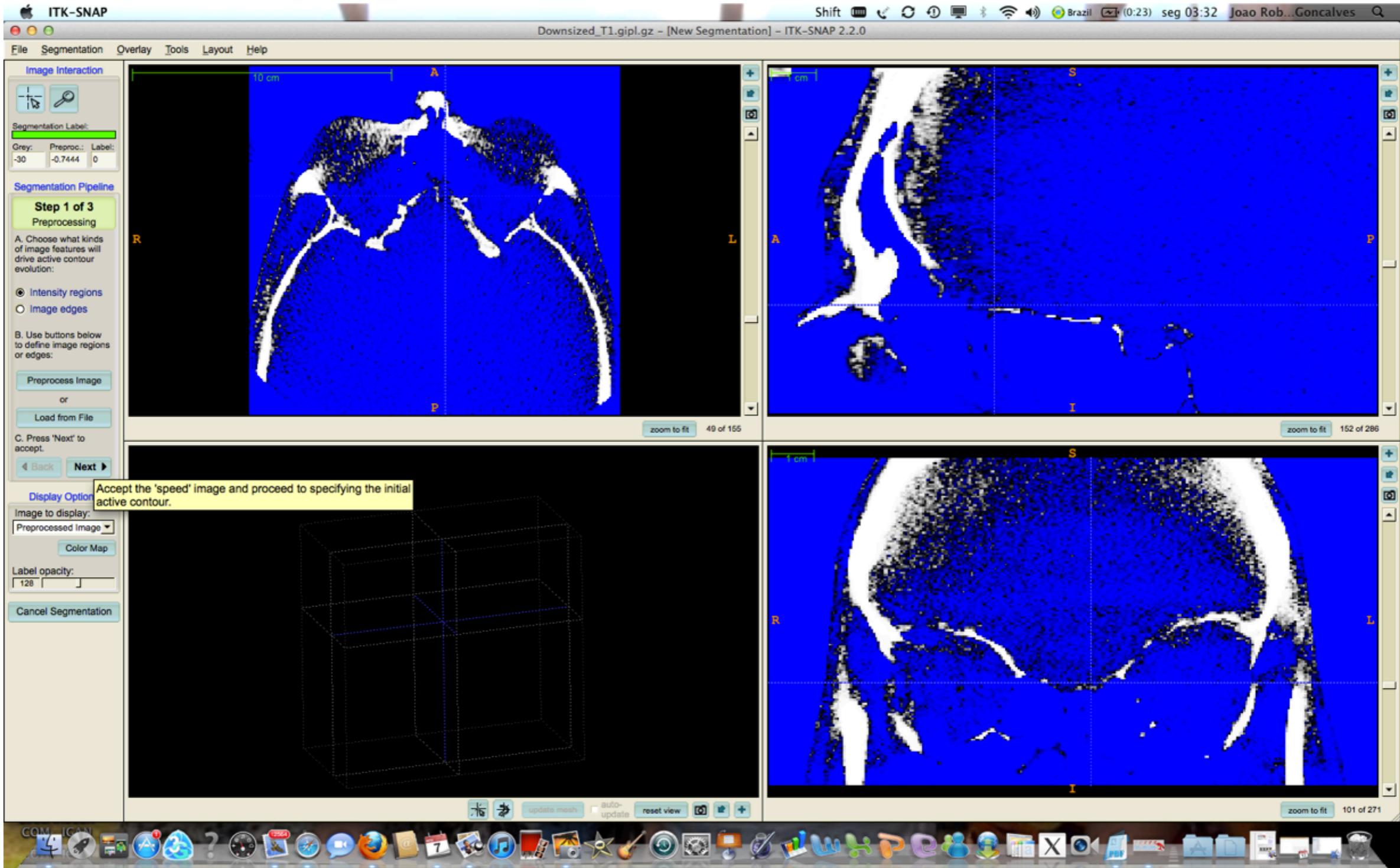
Smoothness: 10.00

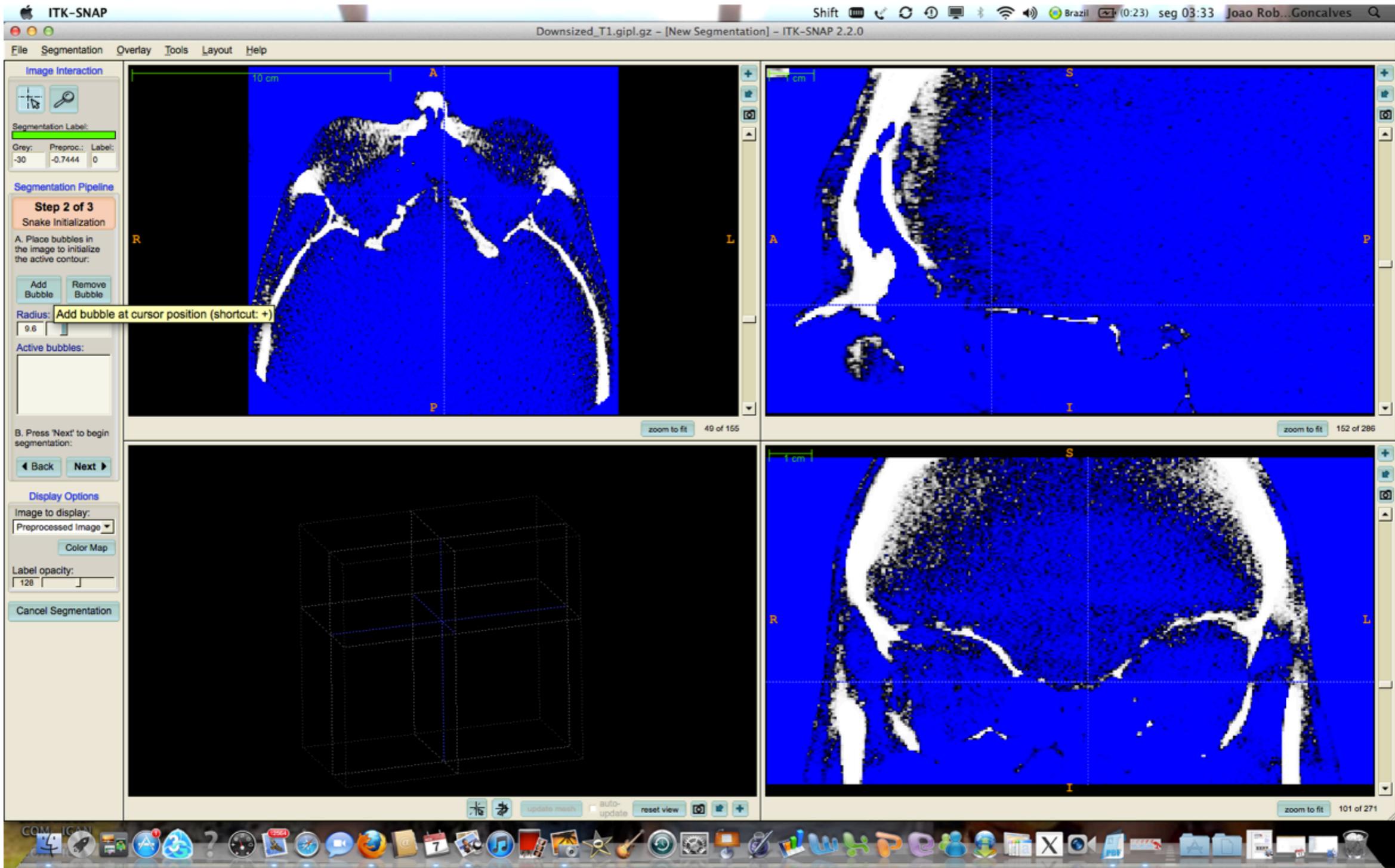
Threshold direction:  
 Below  
 Above  
 Below and Above

Preview result  
 Combined display

Okay    Apply    Close







**Image Interaction**

Segmentation Label:  
Grey:    Preproc.:    Label:  
75       -0.2804    0

**Segmentation Pipeline**

**Step 2 of 3**  
Snake Initialization

A. Place bubbles in the image to initialize the active contour:

Add Bubble    Remove Bubble

Radius:  
11.8

Active bubbles:  
C=14 212 114; R=8.8  
C=14 230 97; R=8.8  
C=274 240 47; R=6.6  
C=60 72 47; R=11.8

B. Press 'Next' to begin segmentation:

Back    Next

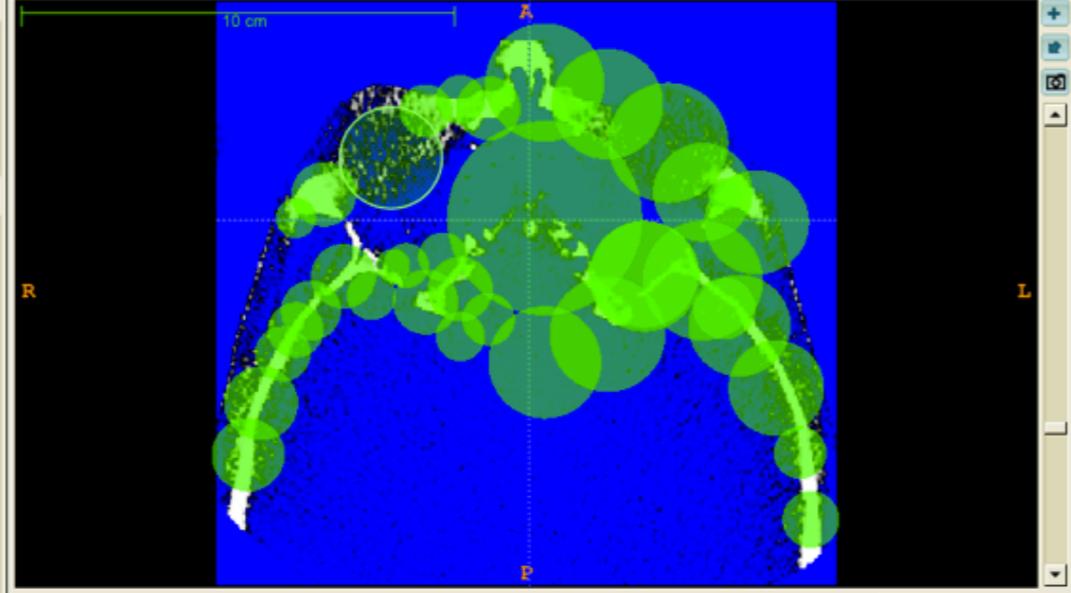
**Display Options**

Image to display:  
Preprocessed Image

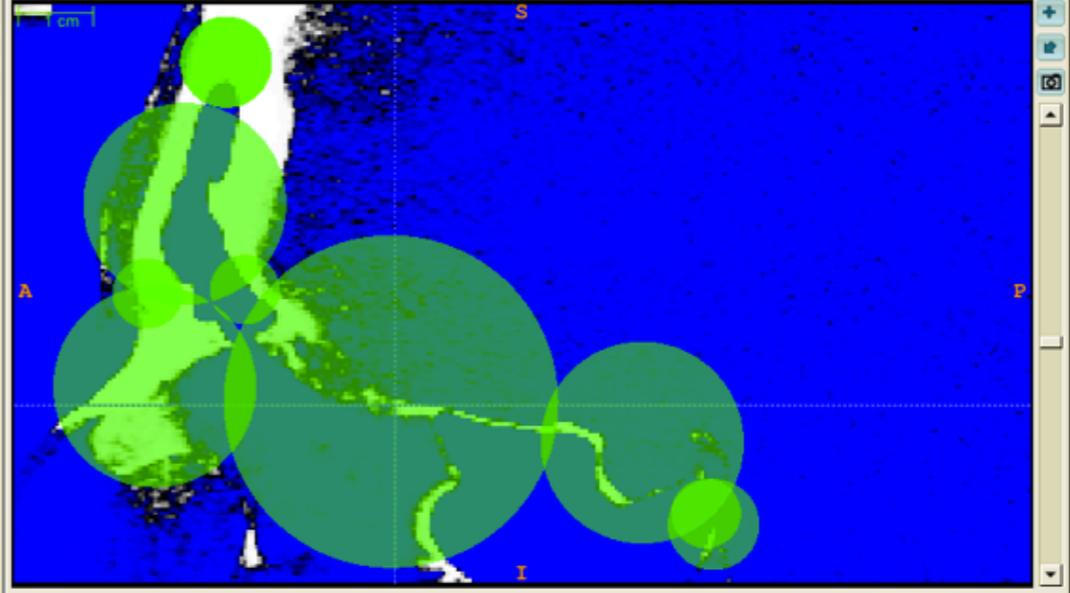
Color Map

Label opacity:  
143

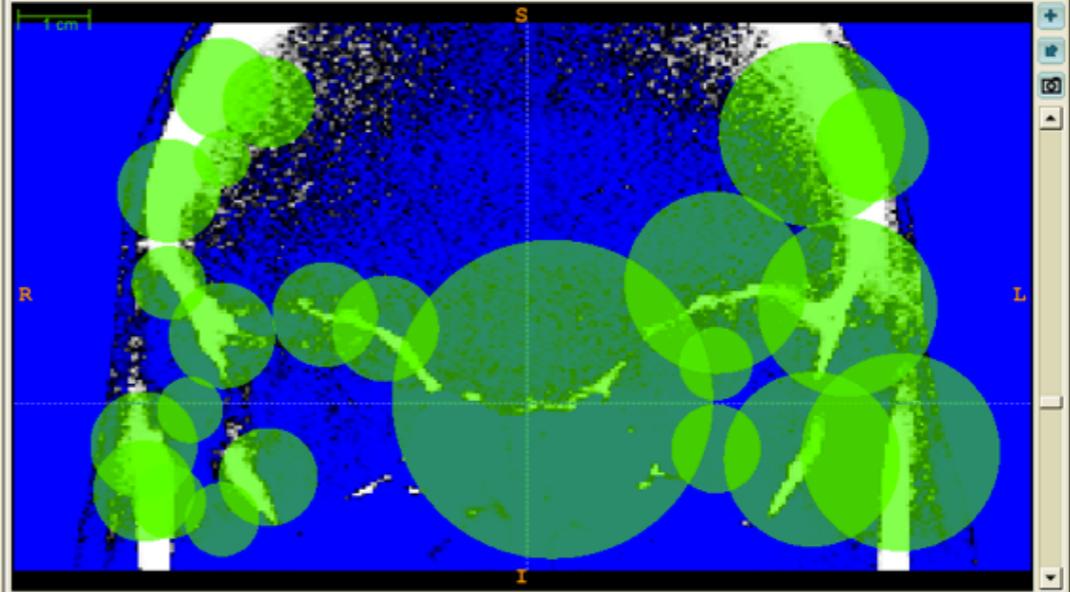
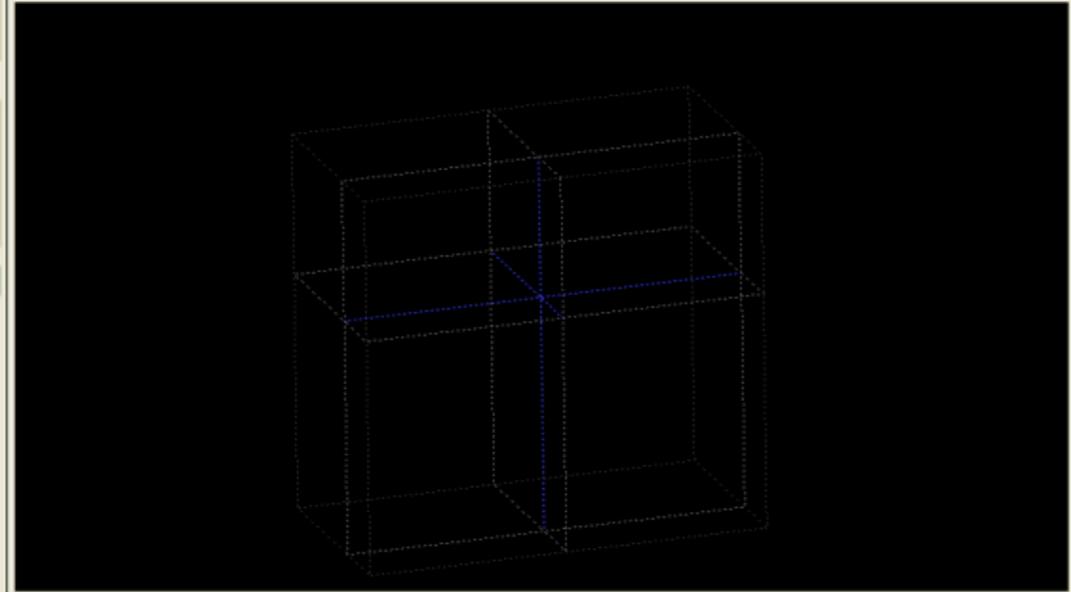
Cancel Segmentation



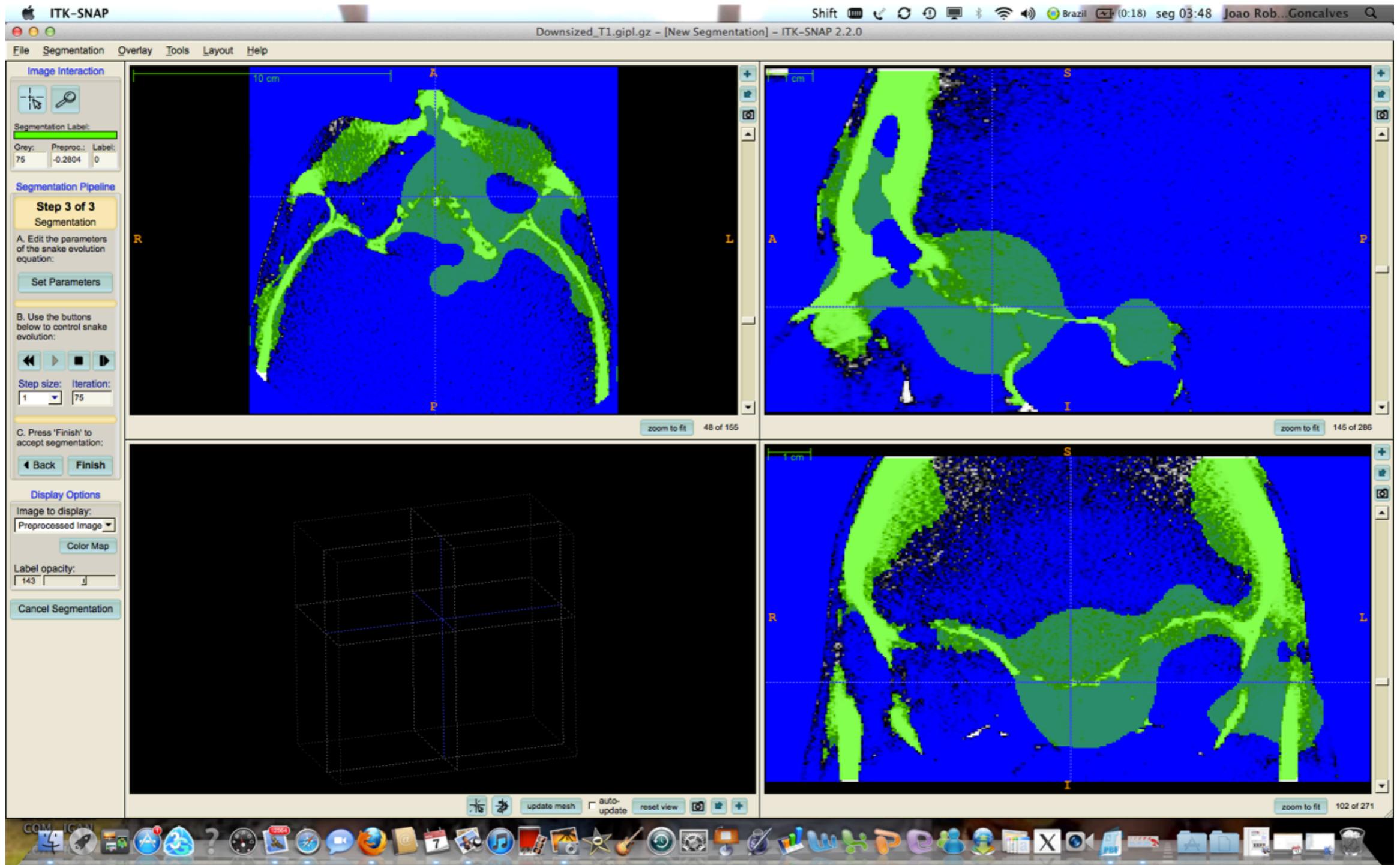
zoom to fit 48 of 155

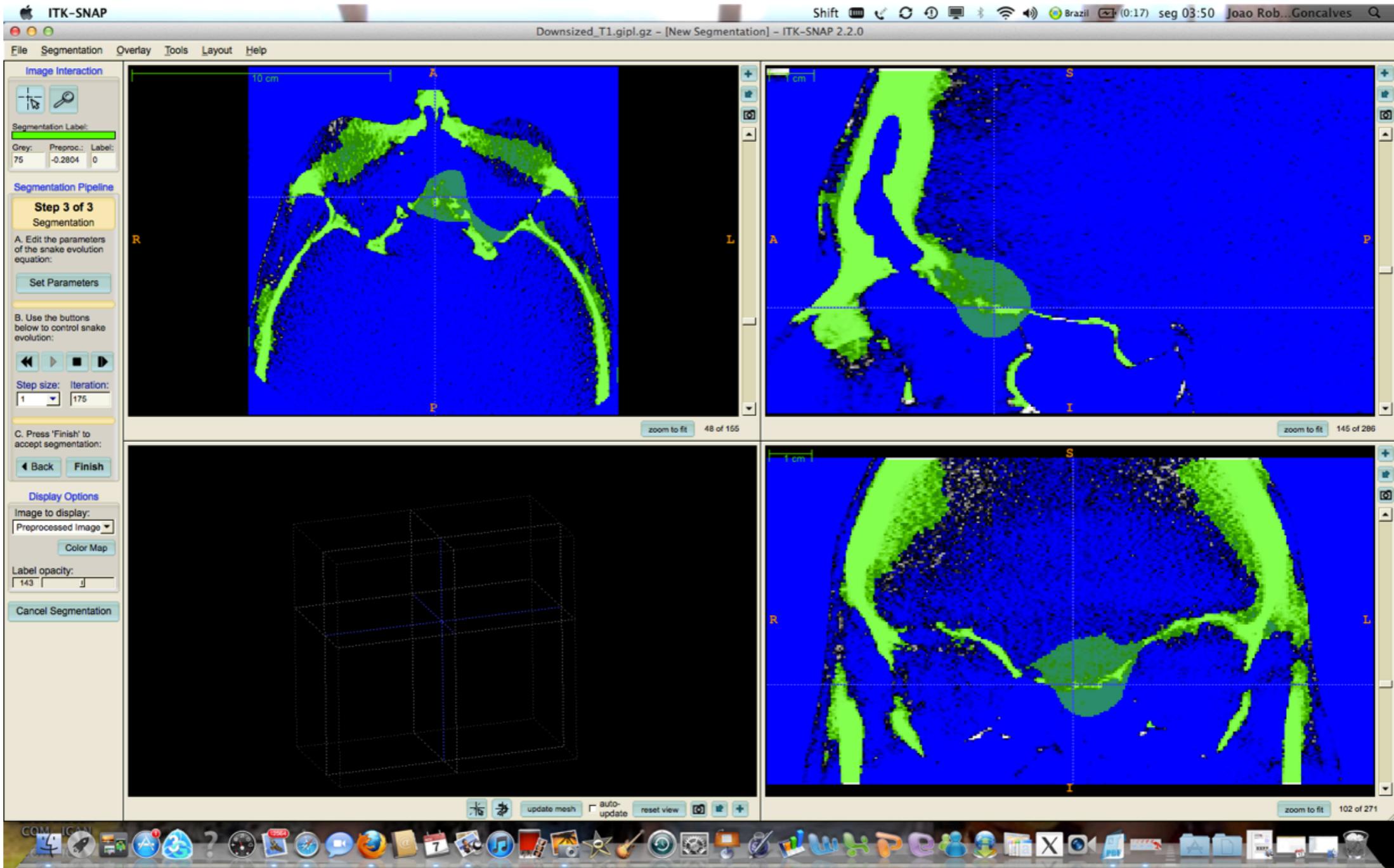


zoom to fit 145 of 286



zoom to fit 102 of 271





**Image Interaction**

Segmentation Label:

Grey:	Preproc.:	Label:
75	-0.2804	0

**Segmentation Pipeline**

**Step 3 of 3**  
Segmentation

A. Edit the parameters of the snake evolution equation:

Set Parameters

B. Use the buttons below to control snake evolution:

Step size: **1**    **Stop or pause active contour evolution**

C. Press 'Finish' to accept segmentation:

Back    Finish

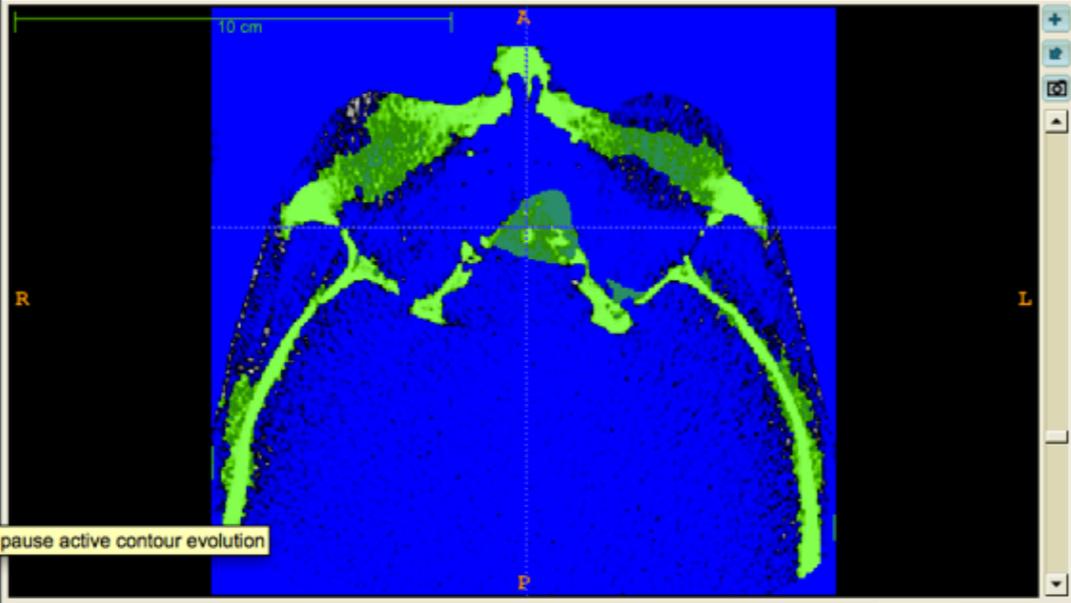
**Display Options**

Image to display: Preprocessed Image

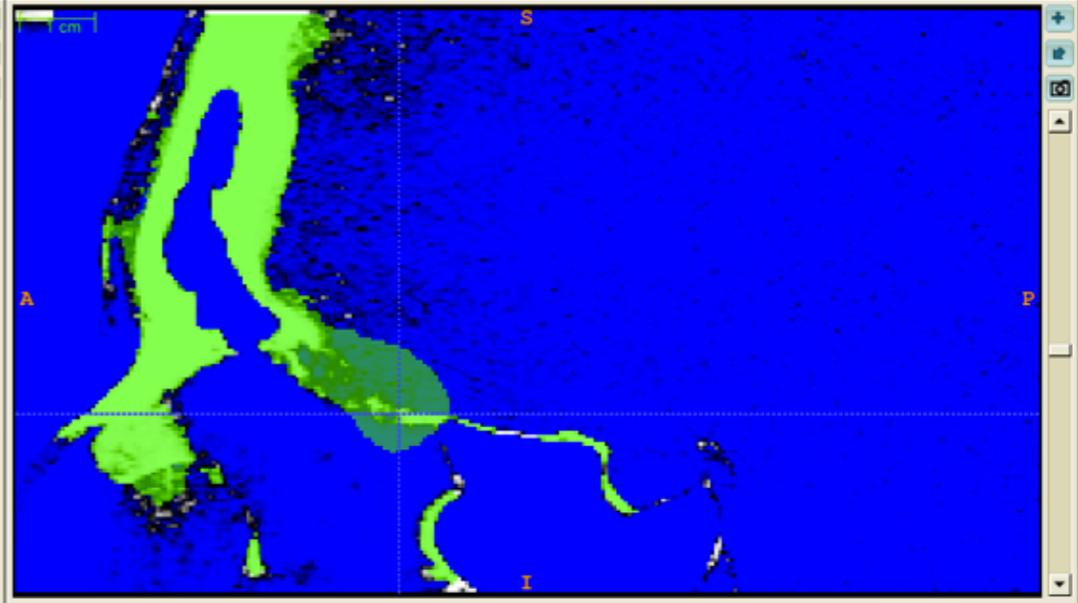
Color Map

Label opacity: 143

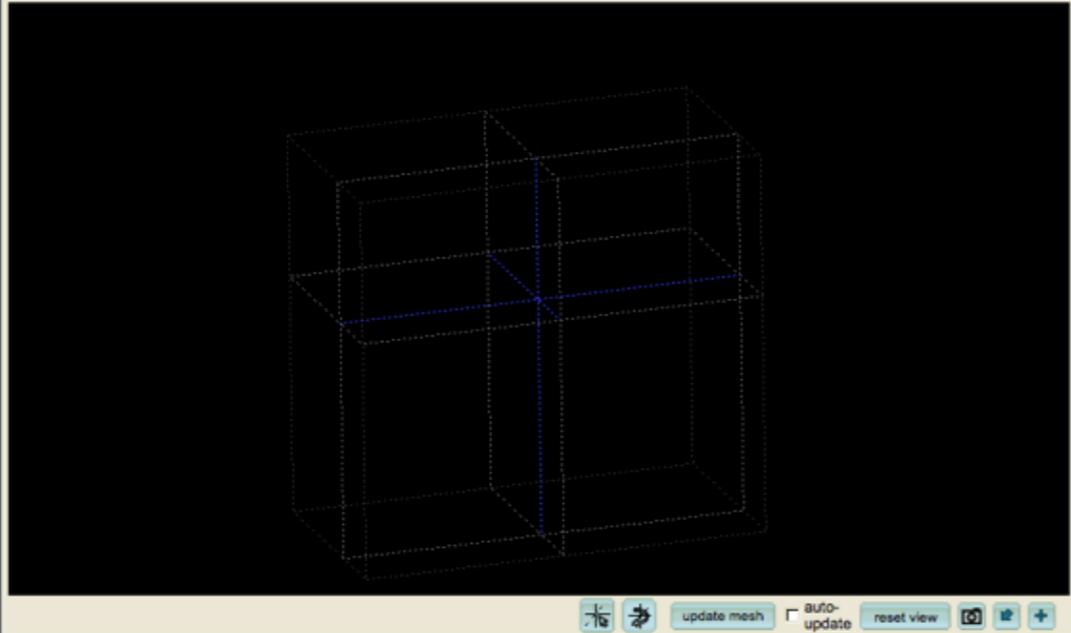
Cancel Segmentation



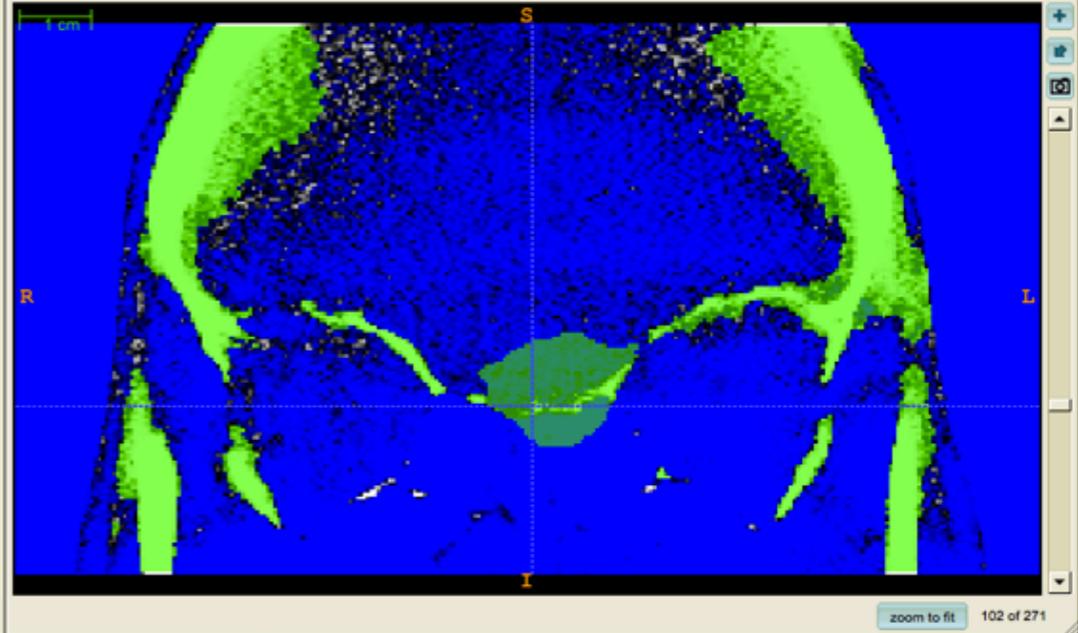
zoom to fit 48 of 155



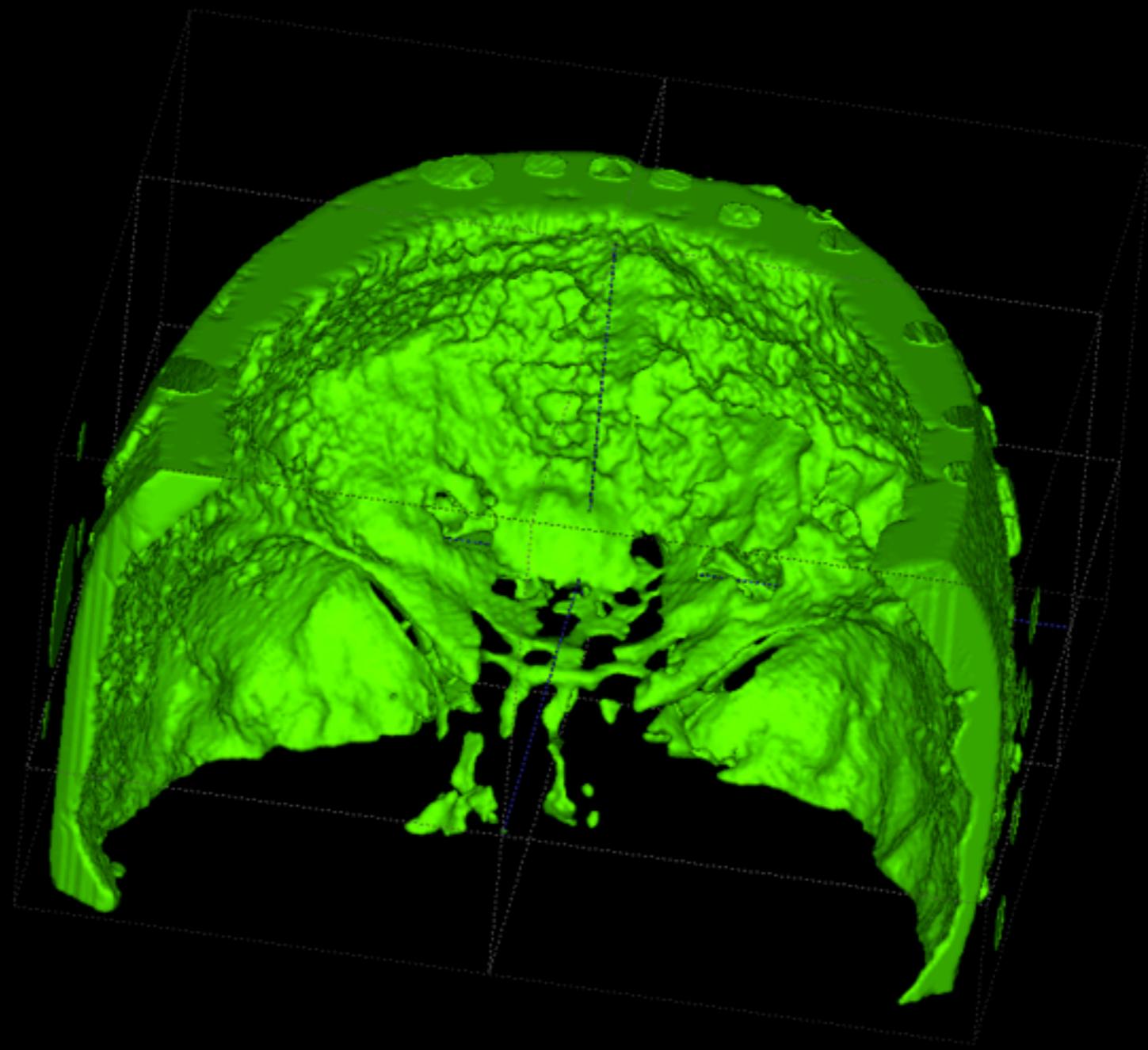
zoom to fit 145 of 286

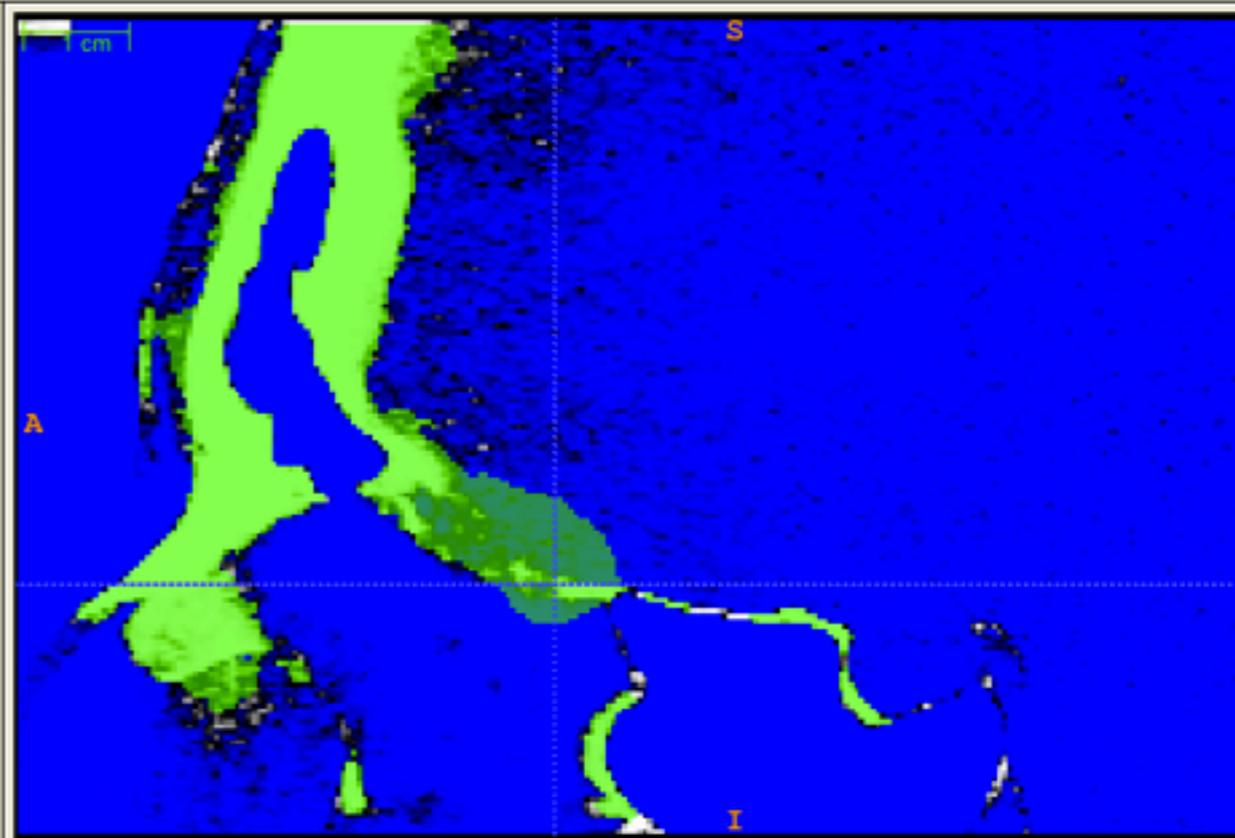
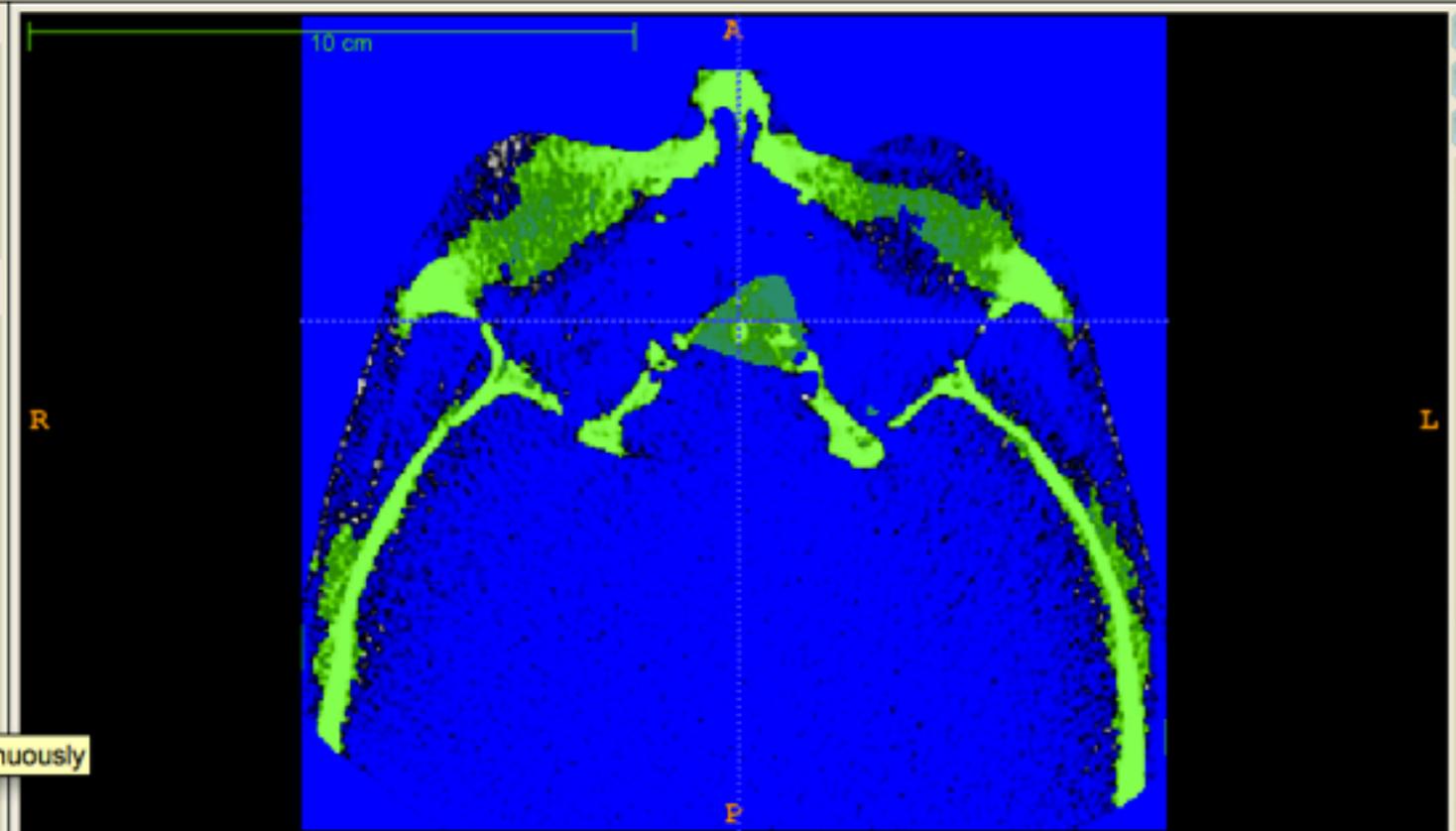


update mesh    auto-update    reset view

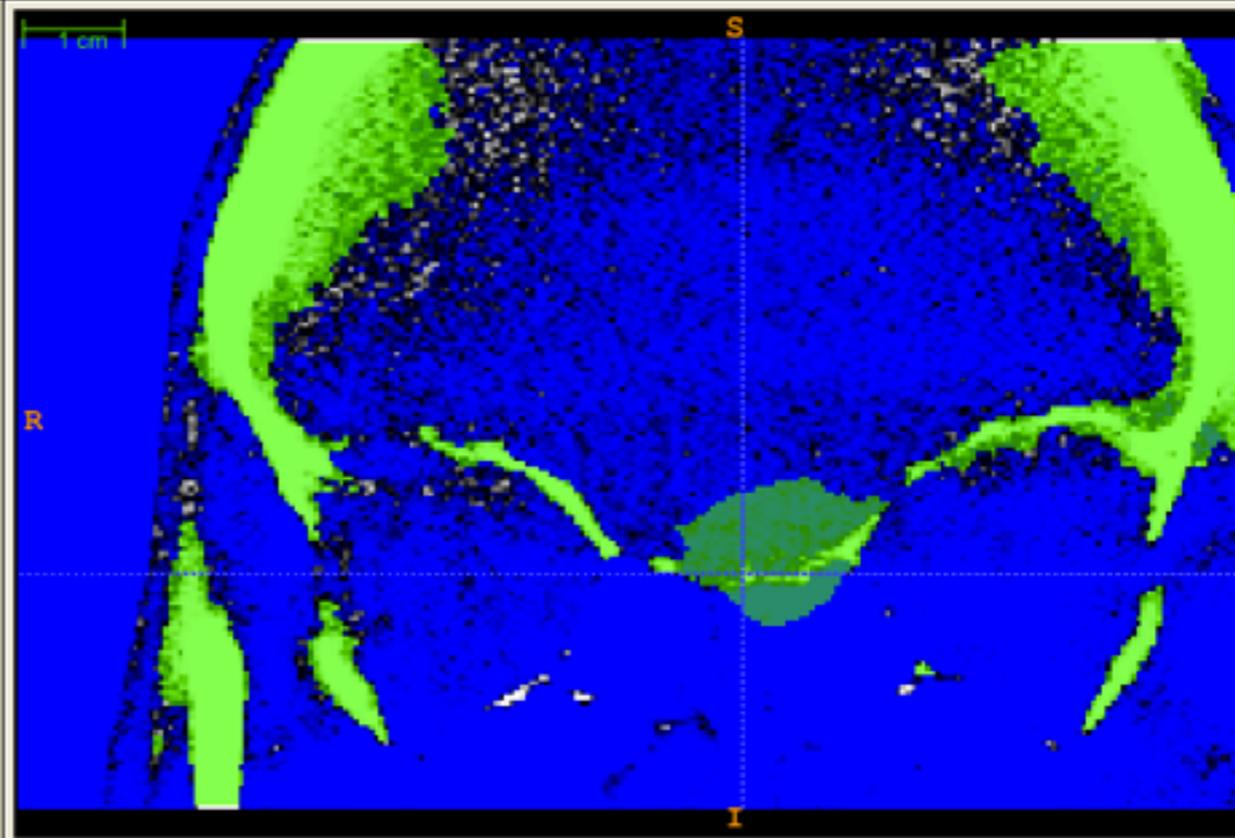
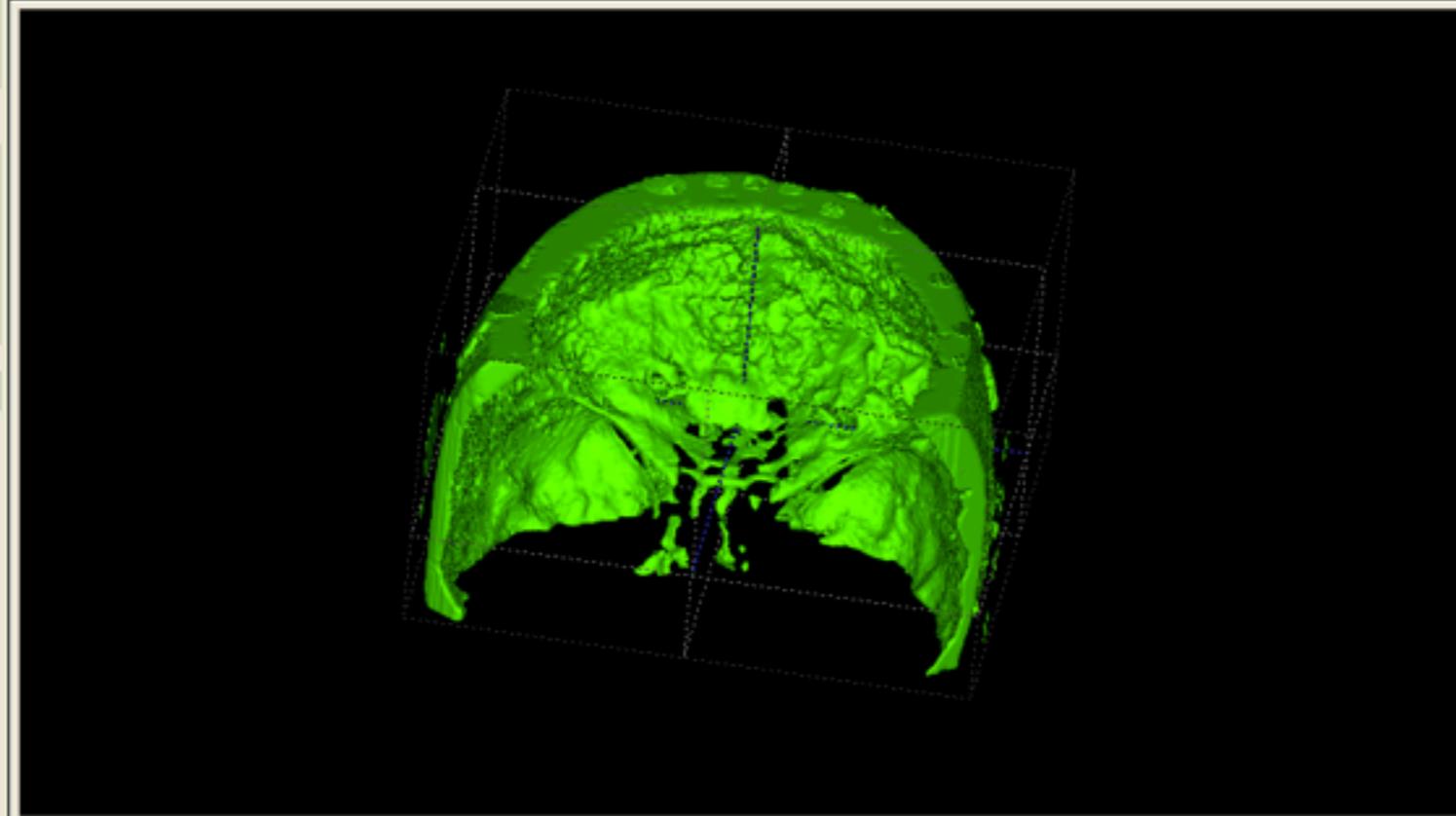


zoom to fit 102 of 271

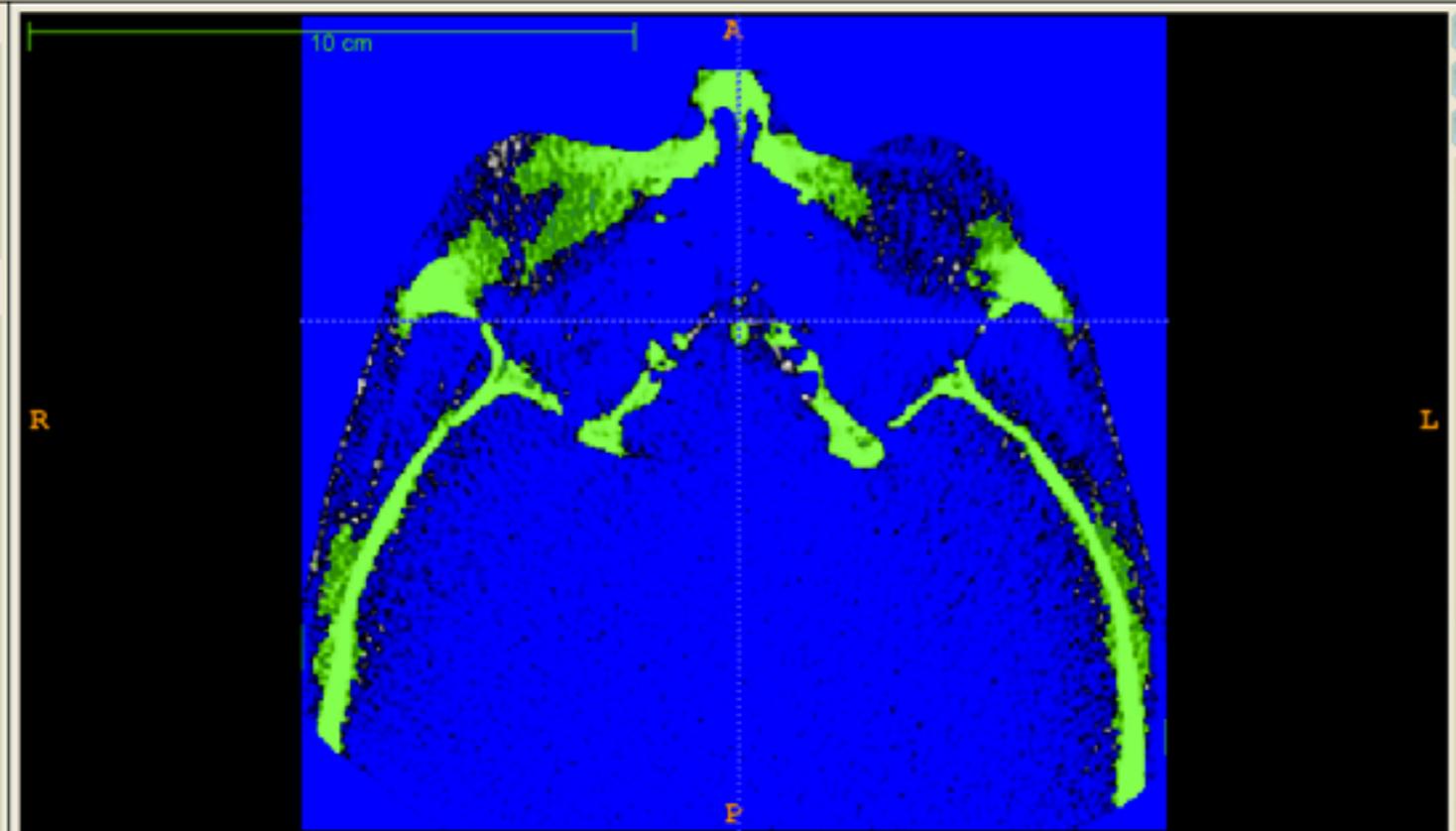




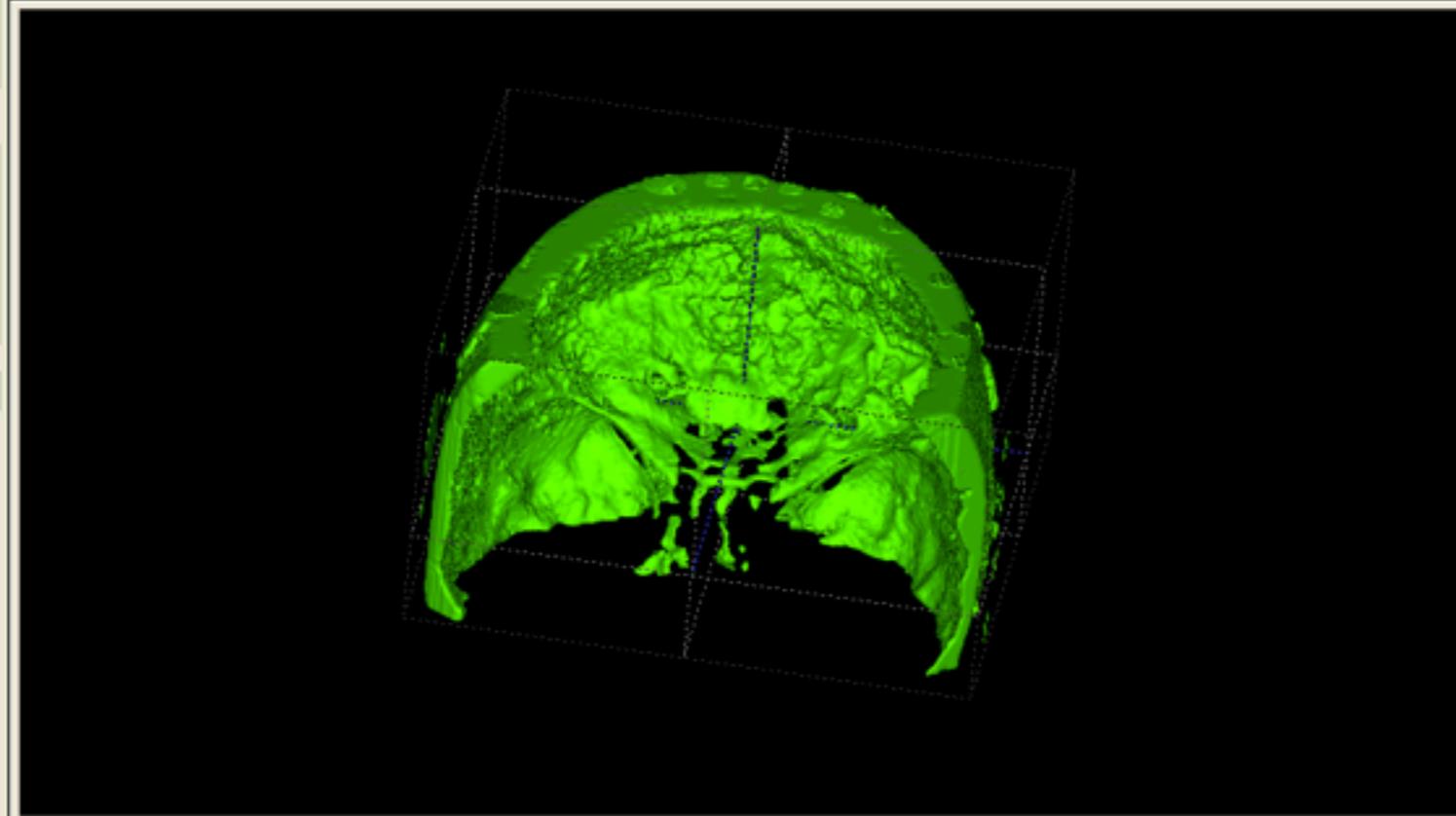
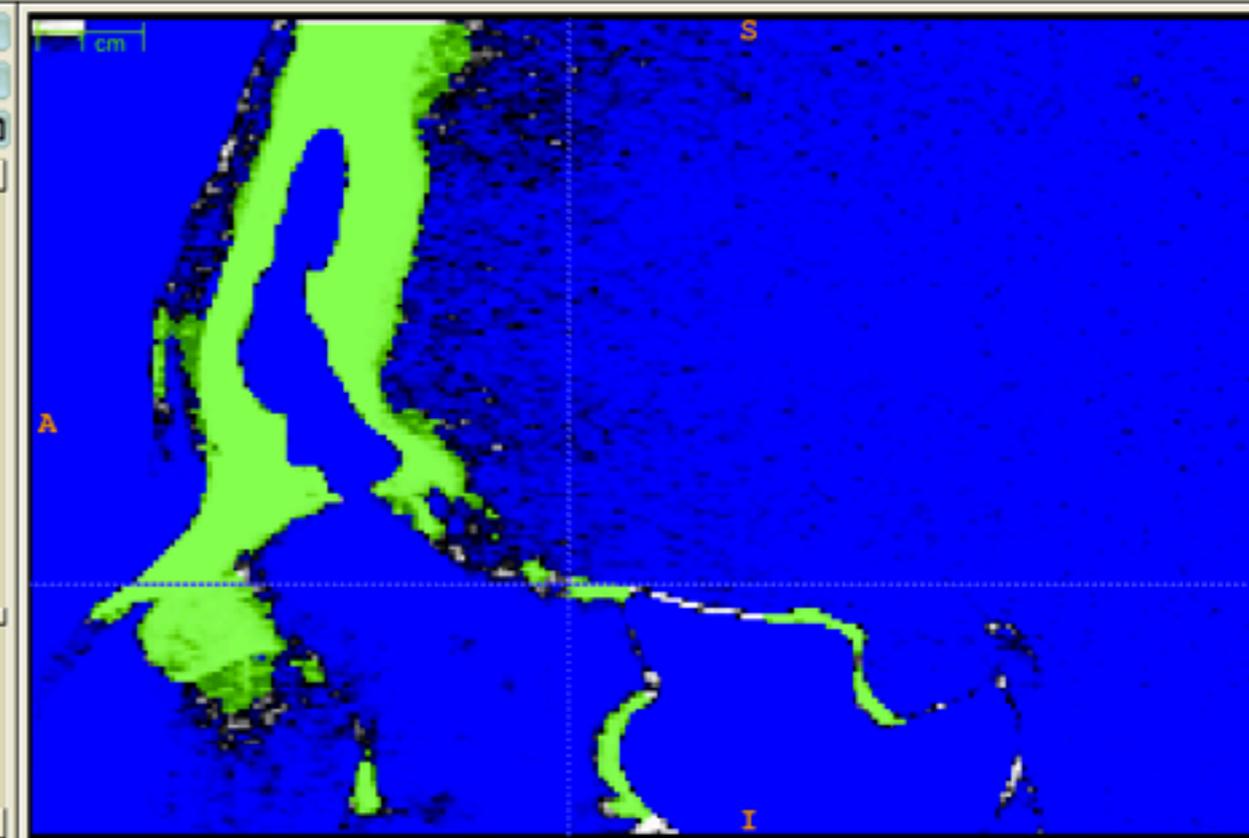
zoom to fit 48 of 155



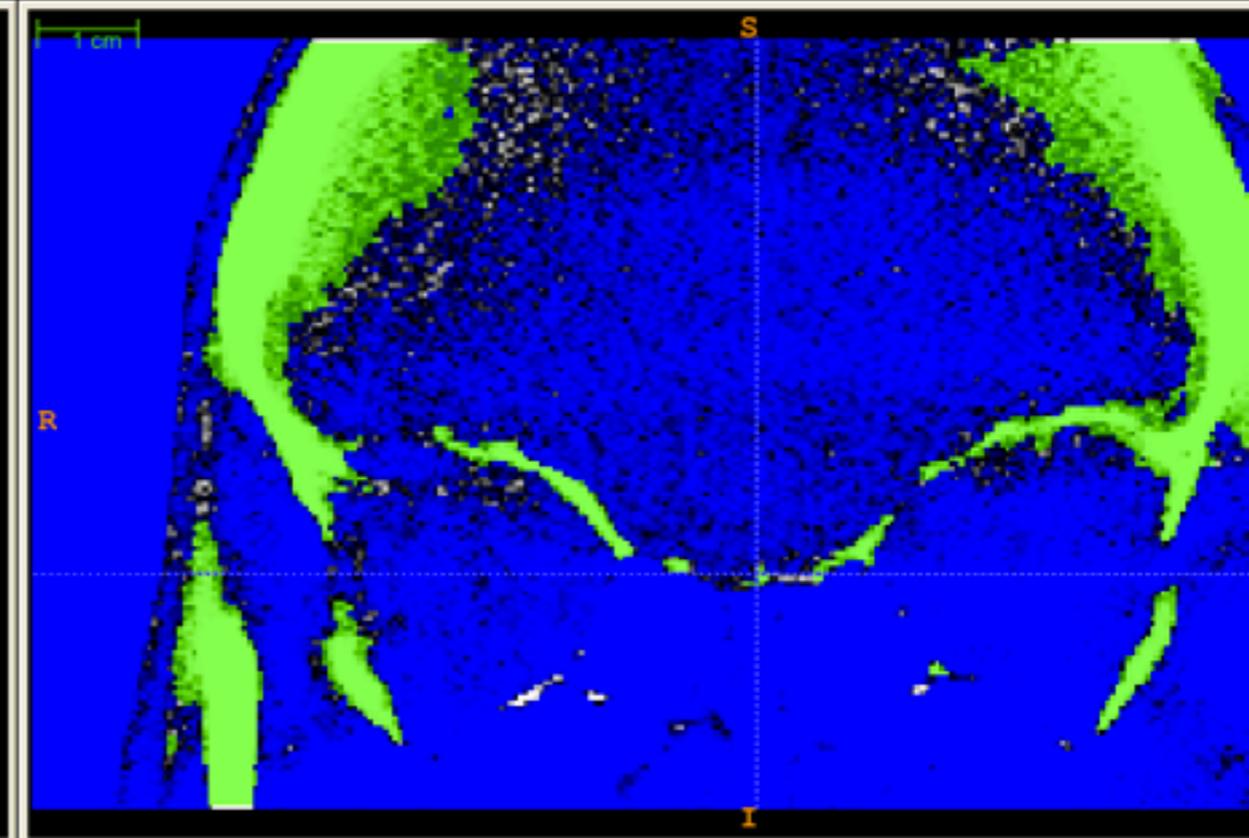
update mesh auto-update reset view [system icons]

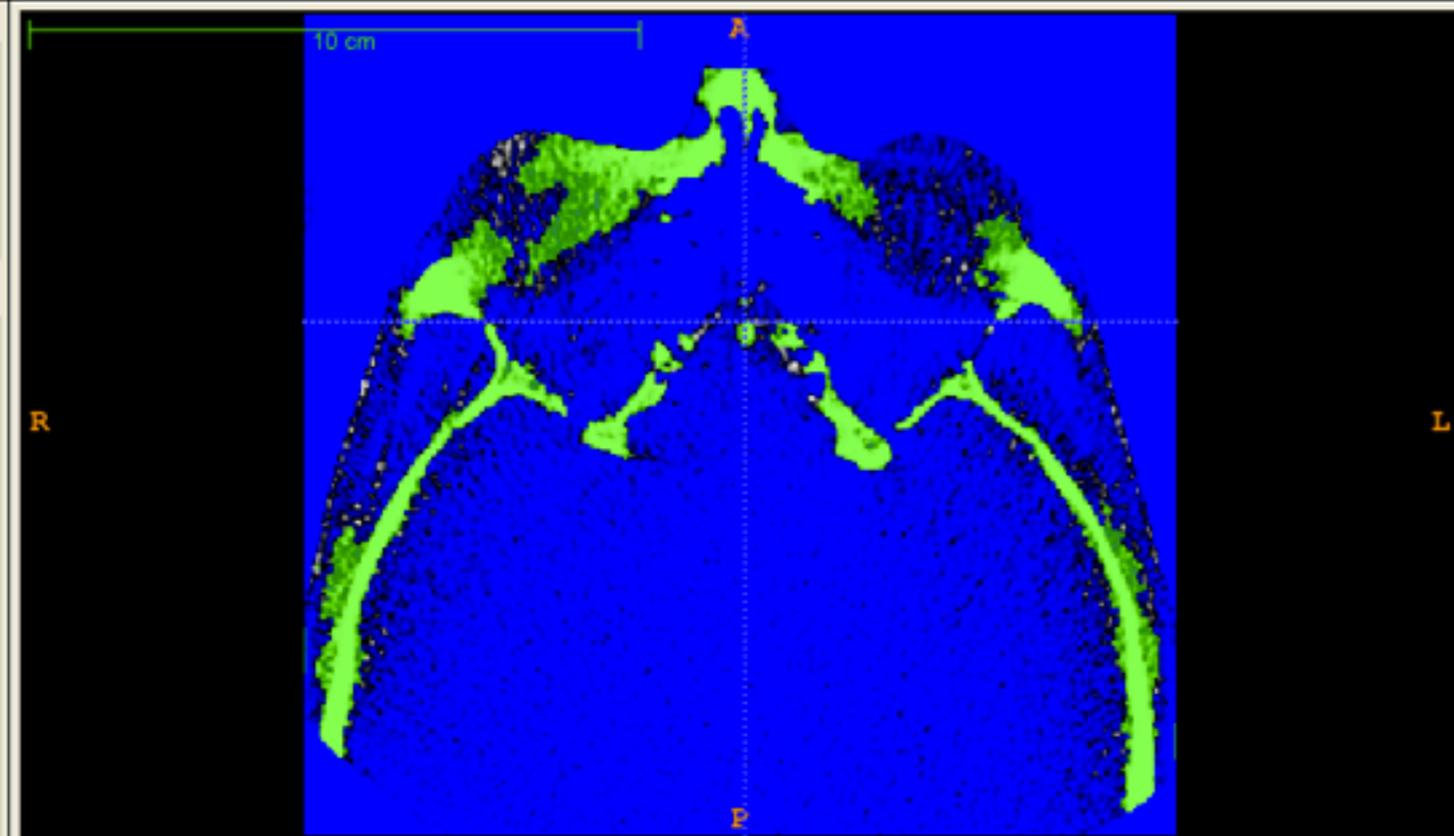


zoom to fit 48 of 155

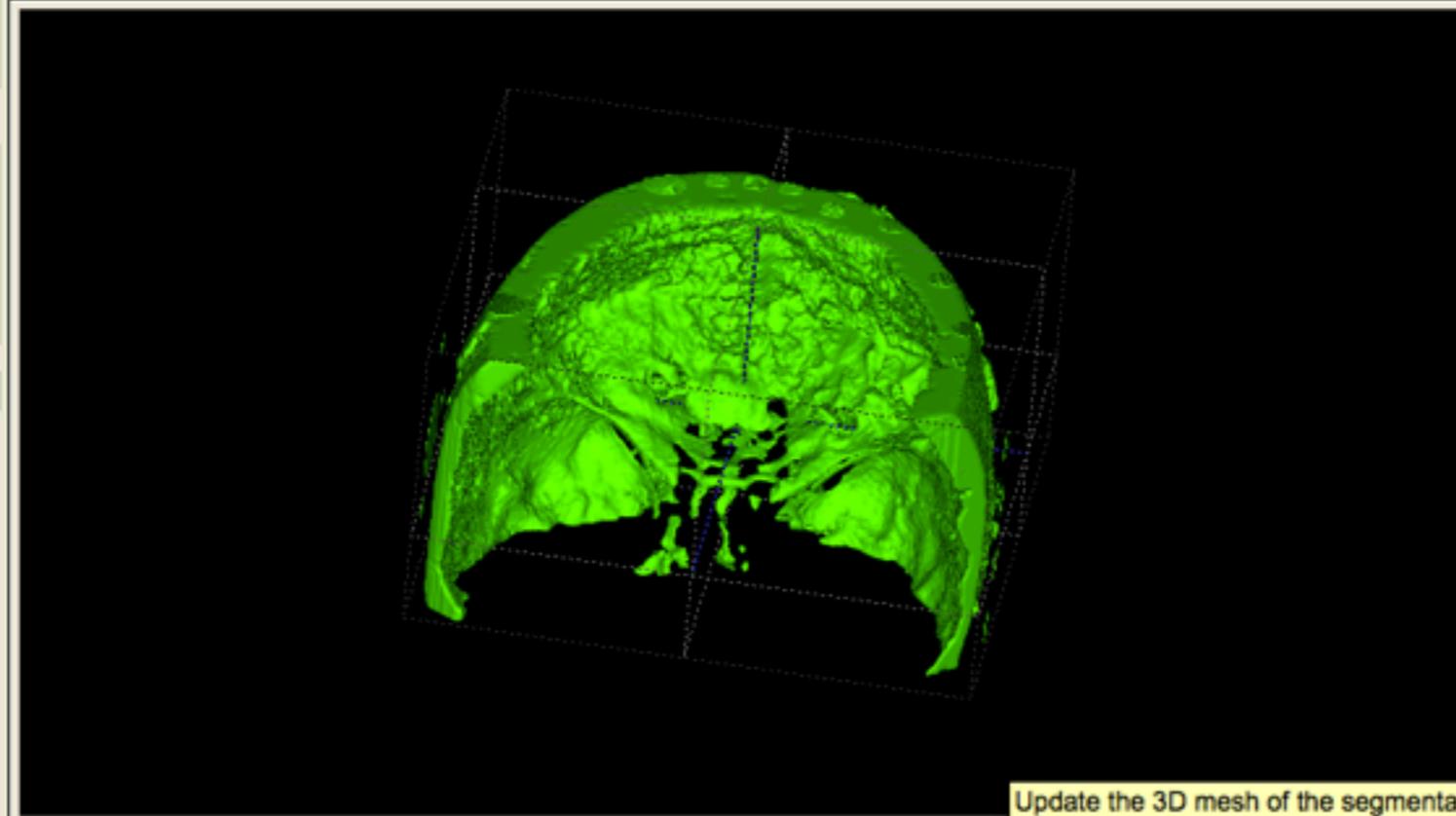
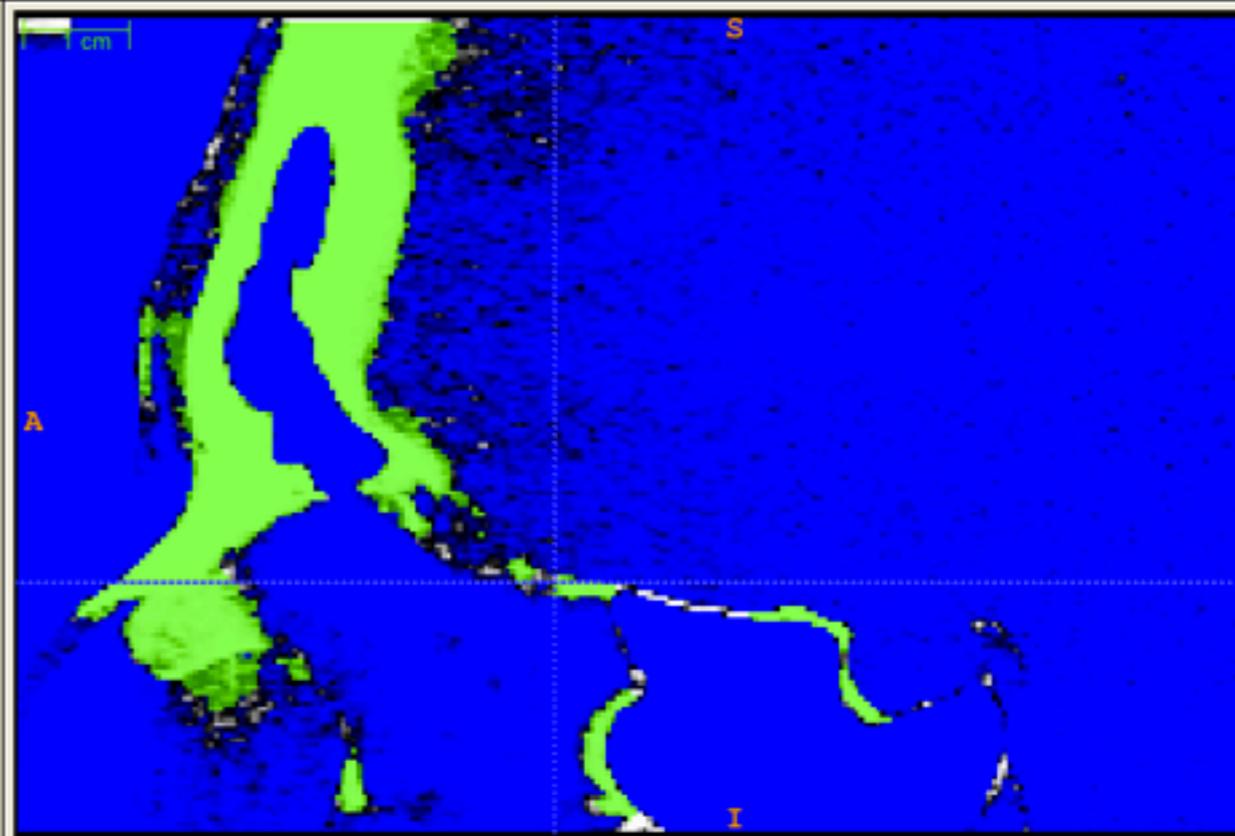


update mesh auto-update reset view [system icons]

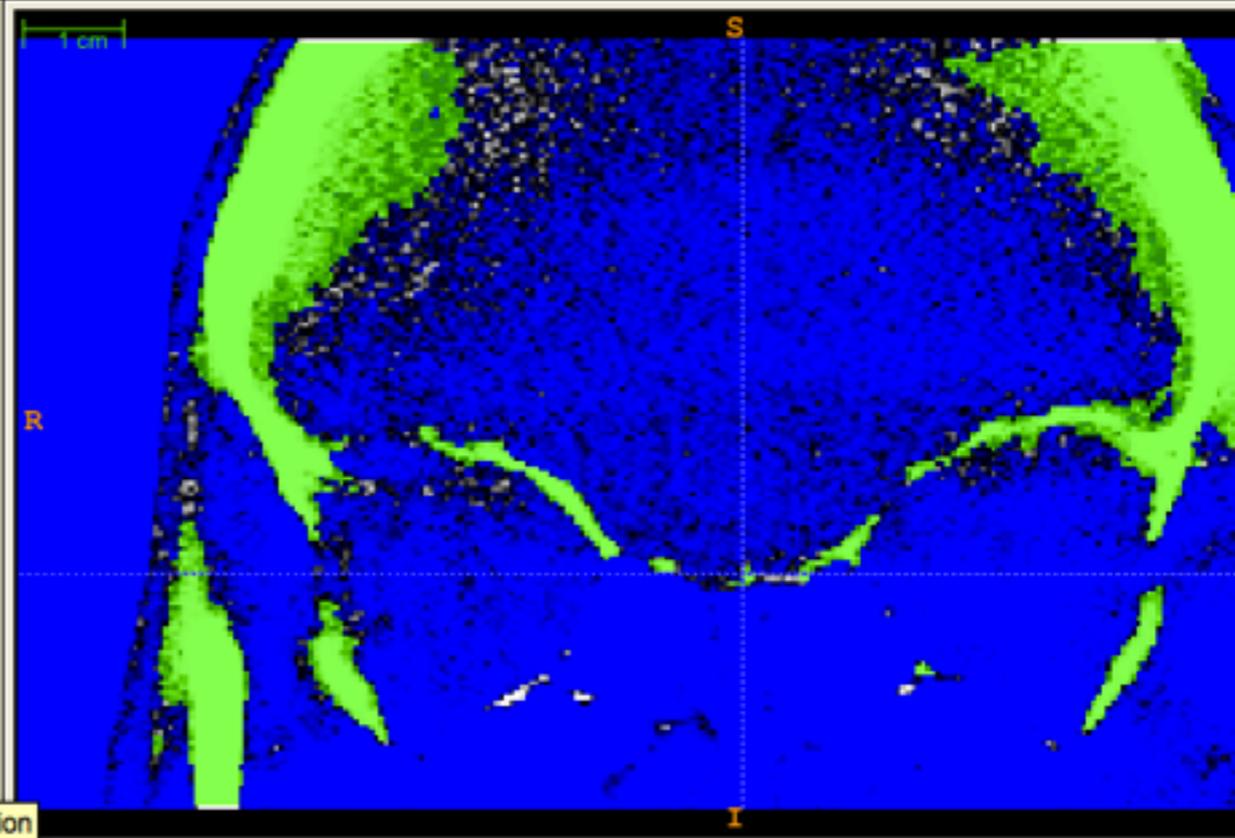




zoom to fit 48 of 155

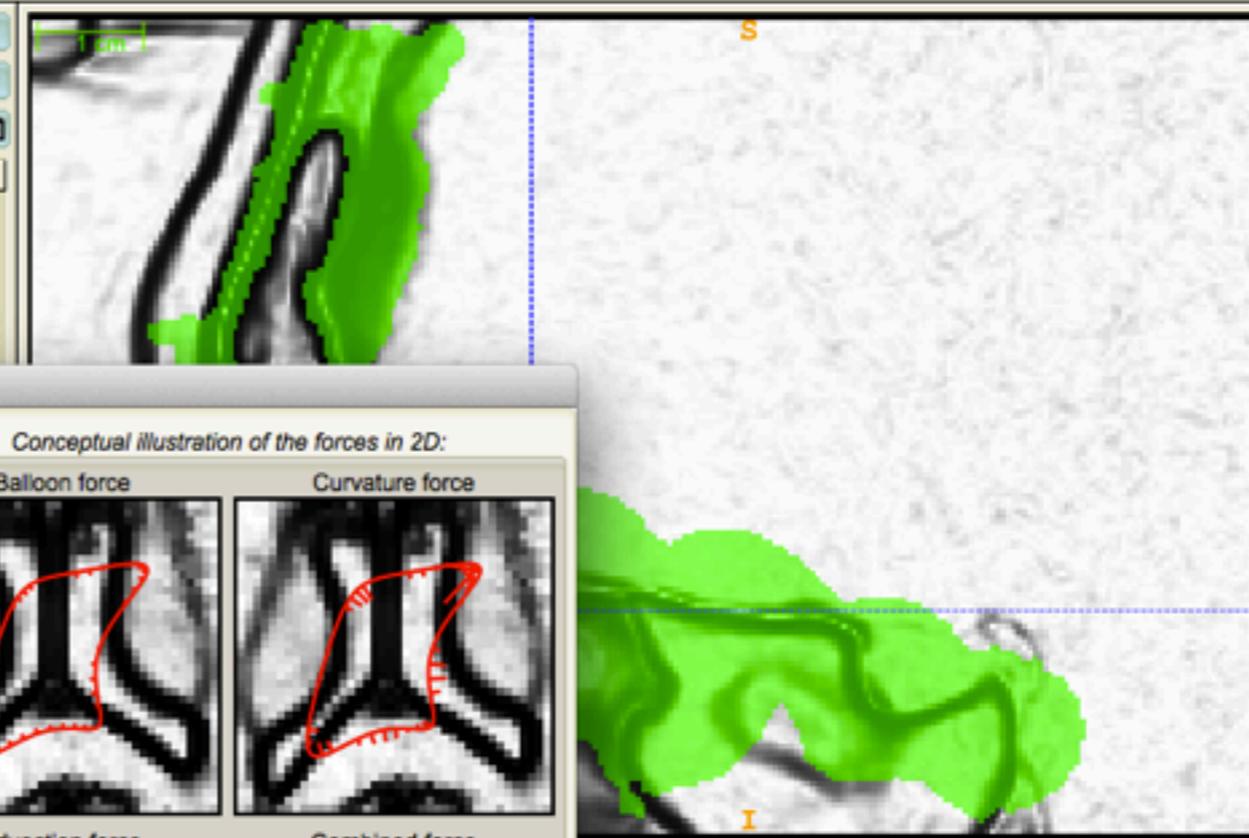


Update the 3D mesh of the segmentation



update mesh [checkbox] auto-update reset view [system icons]





### Snake Parameters

Intuitive Mode **Mathematical Mode** Advanced Settings

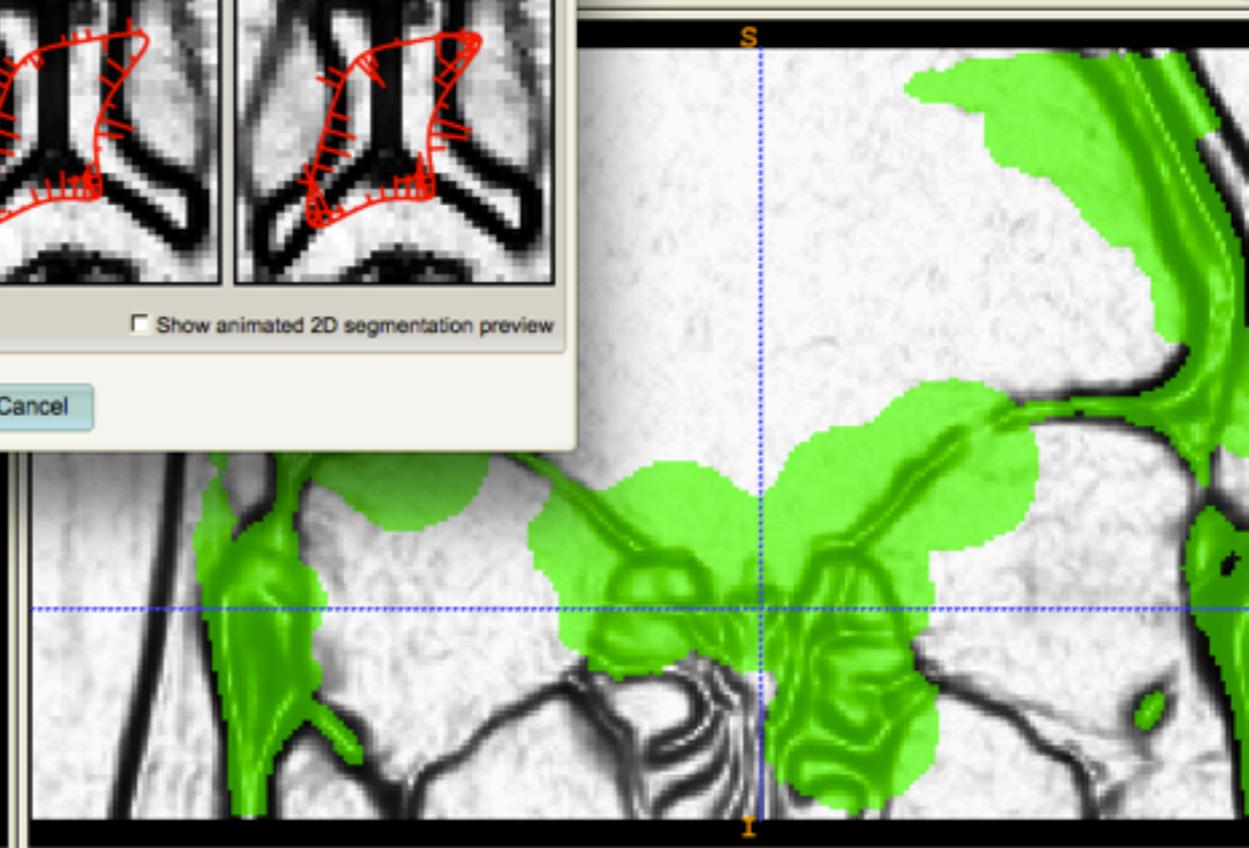
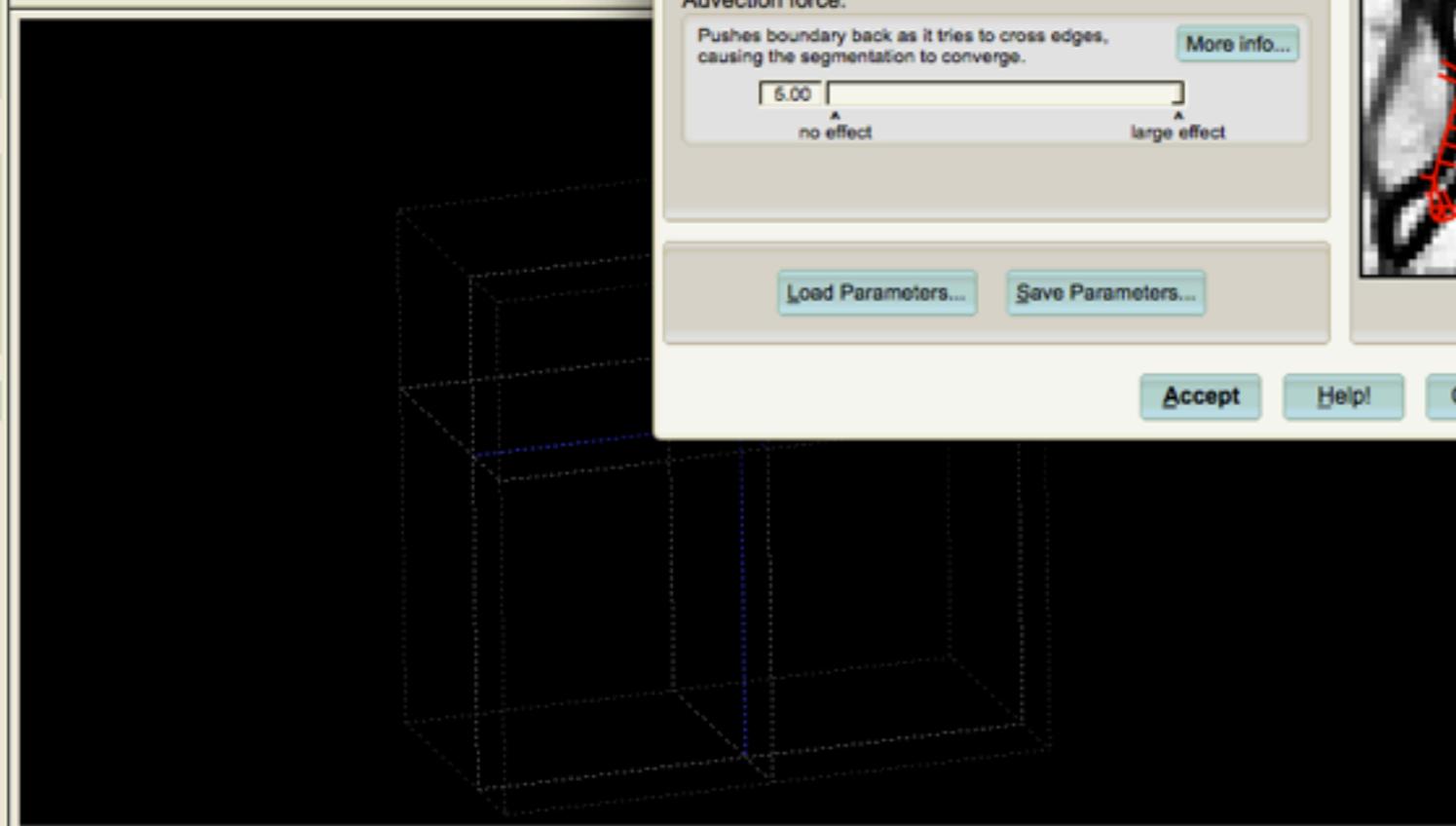
**Conceptual illustration of the forces in 2D:**

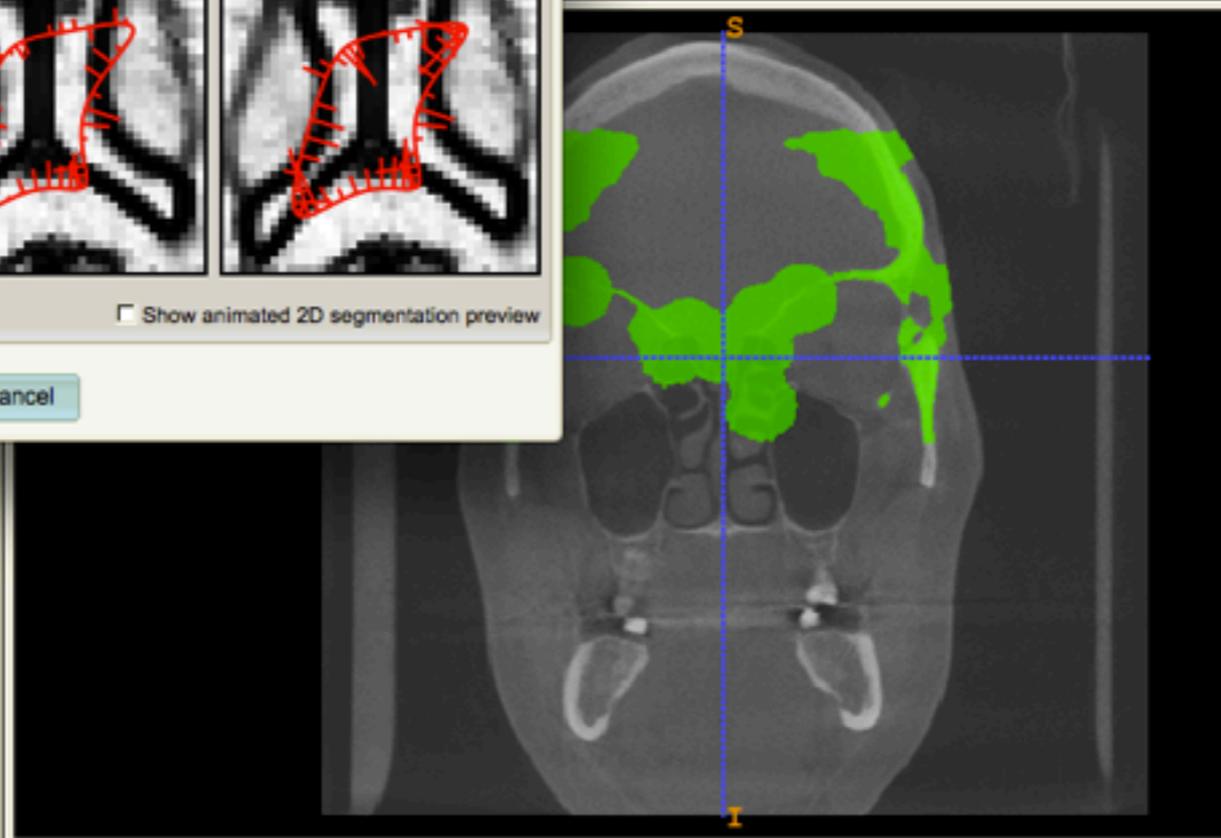
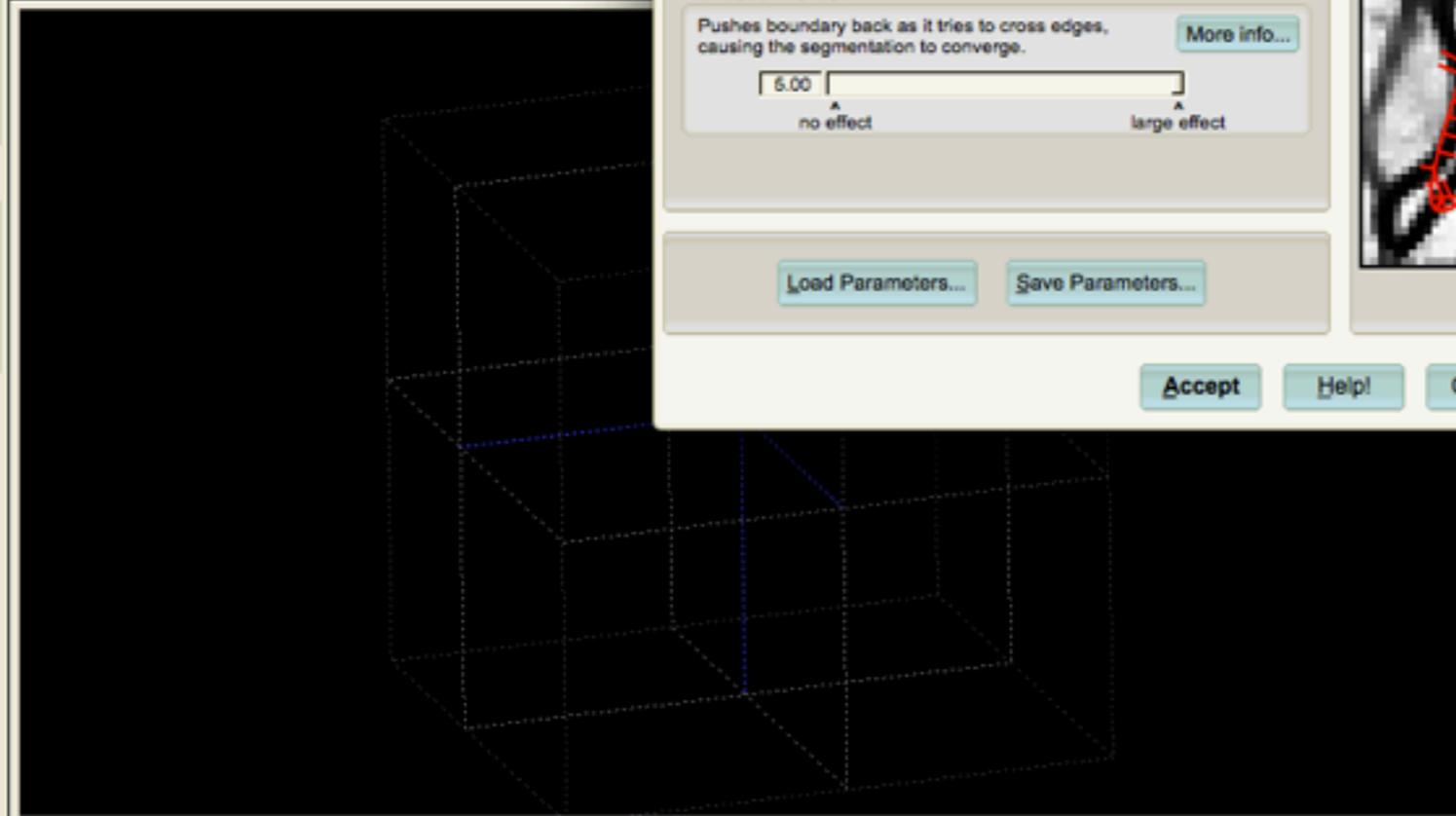
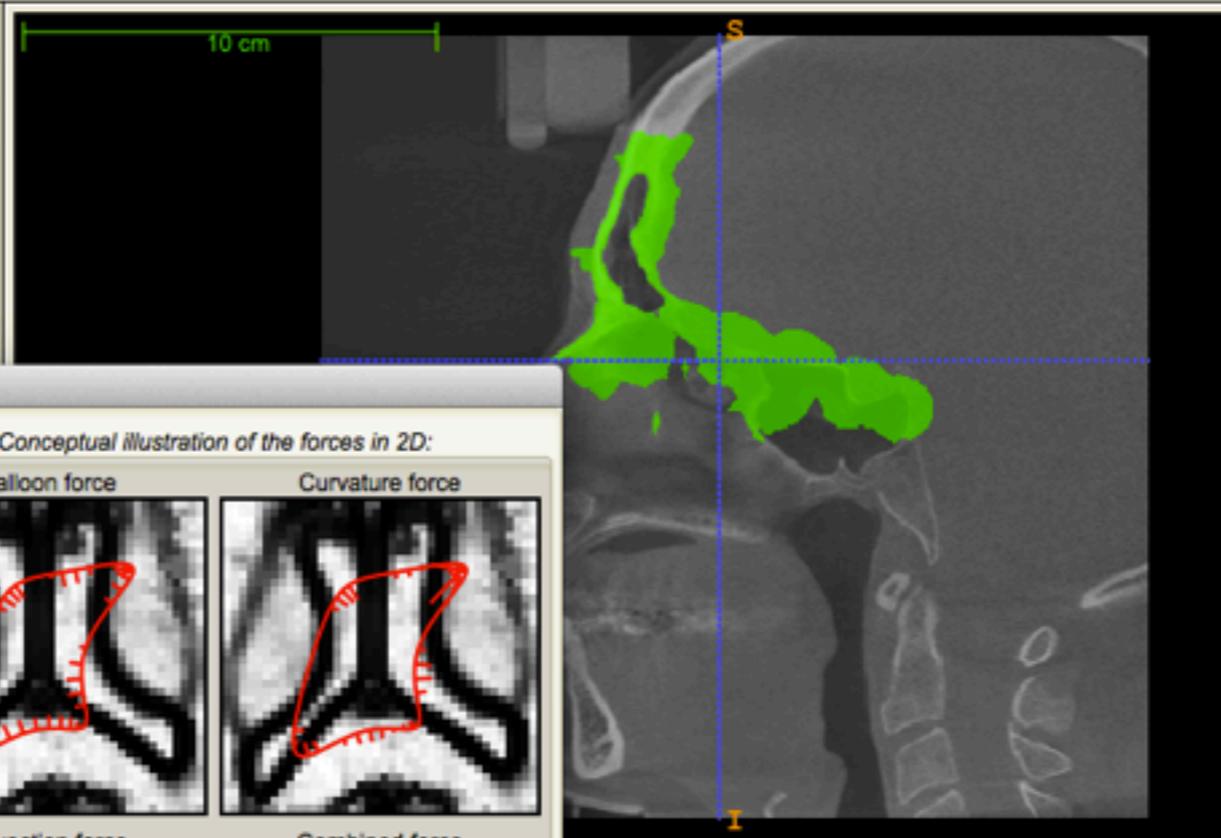
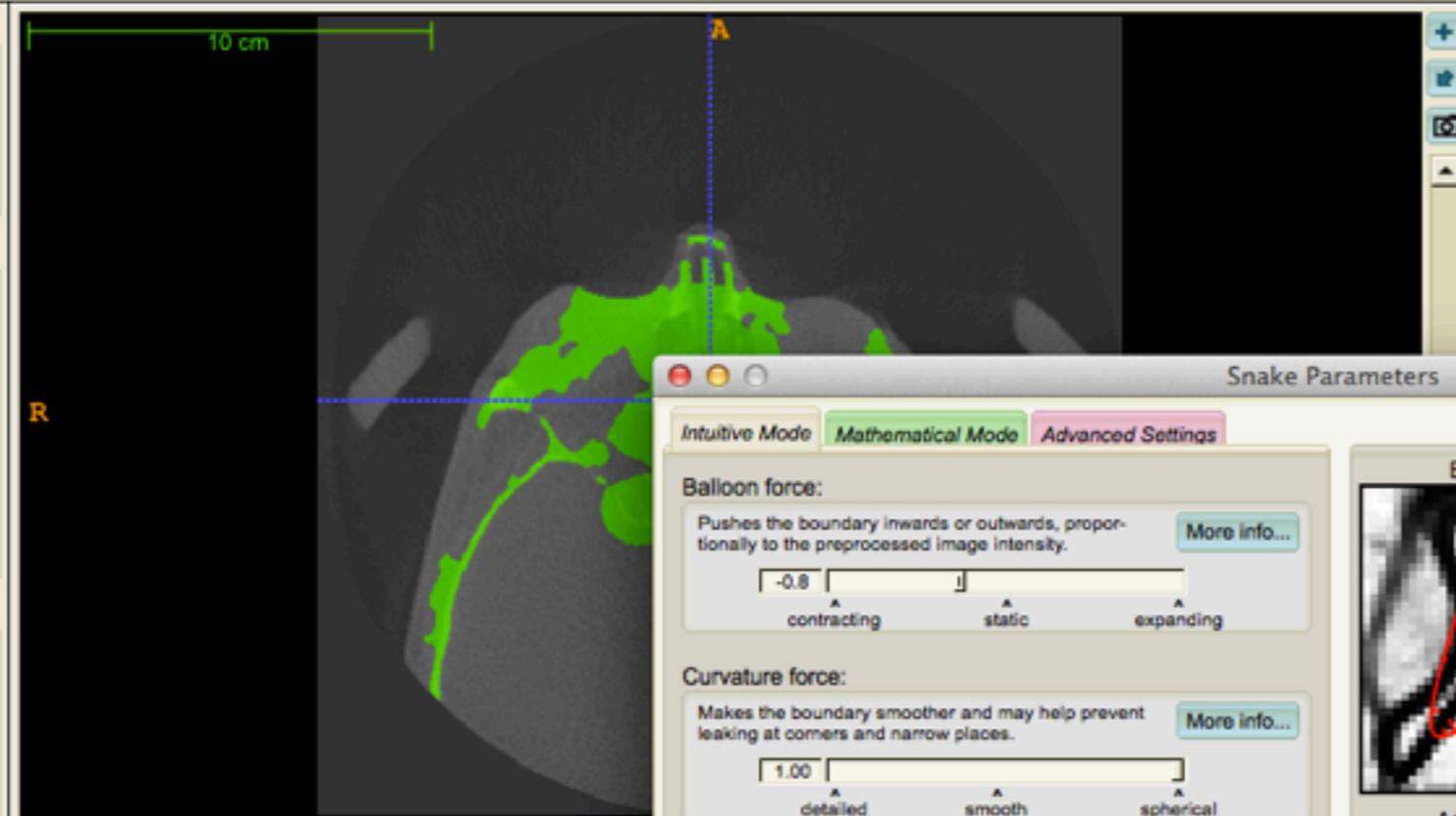
<p><b>Balloon force:</b> Pushes the boundary inwards or outwards, proportionally to the preprocessed image intensity. <a href="#">More info...</a></p> <p>-0.3  -----  1.00</p> <p>contracting      static      expanding</p>	<p><b>Balloon force</b></p>	<p><b>Curvature force</b></p>
<p><b>Curvature force:</b> Makes the boundary smoother and may help prevent leaking at corners and narrow places. <a href="#">More info...</a></p> <p>1.00  -----  5.00</p> <p>detailed      smooth      spherical</p>	<p><b>Advection force</b></p>	<p><b>Combined force</b></p>

Show animated 2D segmentation preview

[Load Parameters...](#)   [Save Parameters...](#)

[Accept](#)   [Help!](#)   [Cancel](#)





### Snake Parameters

Intuitive Mode **Mathematical Mode** Advanced Settings

**Conceptual illustration of the forces in 2D:**

**Balloon force:**  
Pushes the boundary inwards or outwards, proportionally to the preprocessed image intensity. [More info...](#)  
-0.8 [slider] 1.0  
contracting      static      expanding

**Curvature force:**  
Makes the boundary smoother and may help prevent leaking at corners and narrow places. [More info...](#)  
1.00 [slider] 1.00  
detailed      smooth      spherical

**Advection force:**  
Pushes boundary back as it tries to cross edges, causing the segmentation to converge. [More info...](#)  
5.00 [slider] 5.00  
no effect      large effect

**Force Illustrations:**

- Balloon force: Shows a red boundary being pushed outwards.
- Curvature force: Shows a red boundary being smoothed at corners.
- Advection force: Shows a red boundary being pulled back towards the center.
- Combined force: Shows the final result of all forces.

Show animated 2D segmentation preview

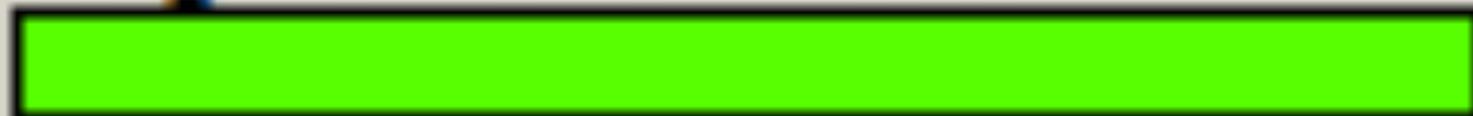
[Load Parameters...](#)   [Save Parameters...](#)

[Accept](#)   [Help!](#)   [Cancel](#)

## Image Interaction



Segmentation Label:



Grey:

23

Preproc.:

N/A

Label:

0



What's my grey intensity?

**Image Interaction**

Segmentation Label:

Grey:	Preproc.:	Label:
144	N/A	0

**Segmentation Pipeline**

**Step 1 of 3**  
Preprocessing

A. Choose what kinds of image features will drive active contour evolution:

- Intensity regions
- Image edges

B. Use buttons below to define image regions or edges:

Preprocess Image

or

Load from File

C. Press 'Next' to accept.

Back Next

**Display Options**

Image to display:

Original Grayscale

Color Map

Label opacity:

128

Cancel Segmentation

**Image Interaction**

Segmentation Label:

Grey:	Preproc.:	Label:
144	N/A	0

**Segmentation Pipeline**

**Step 1 of 3**  
Preprocessing

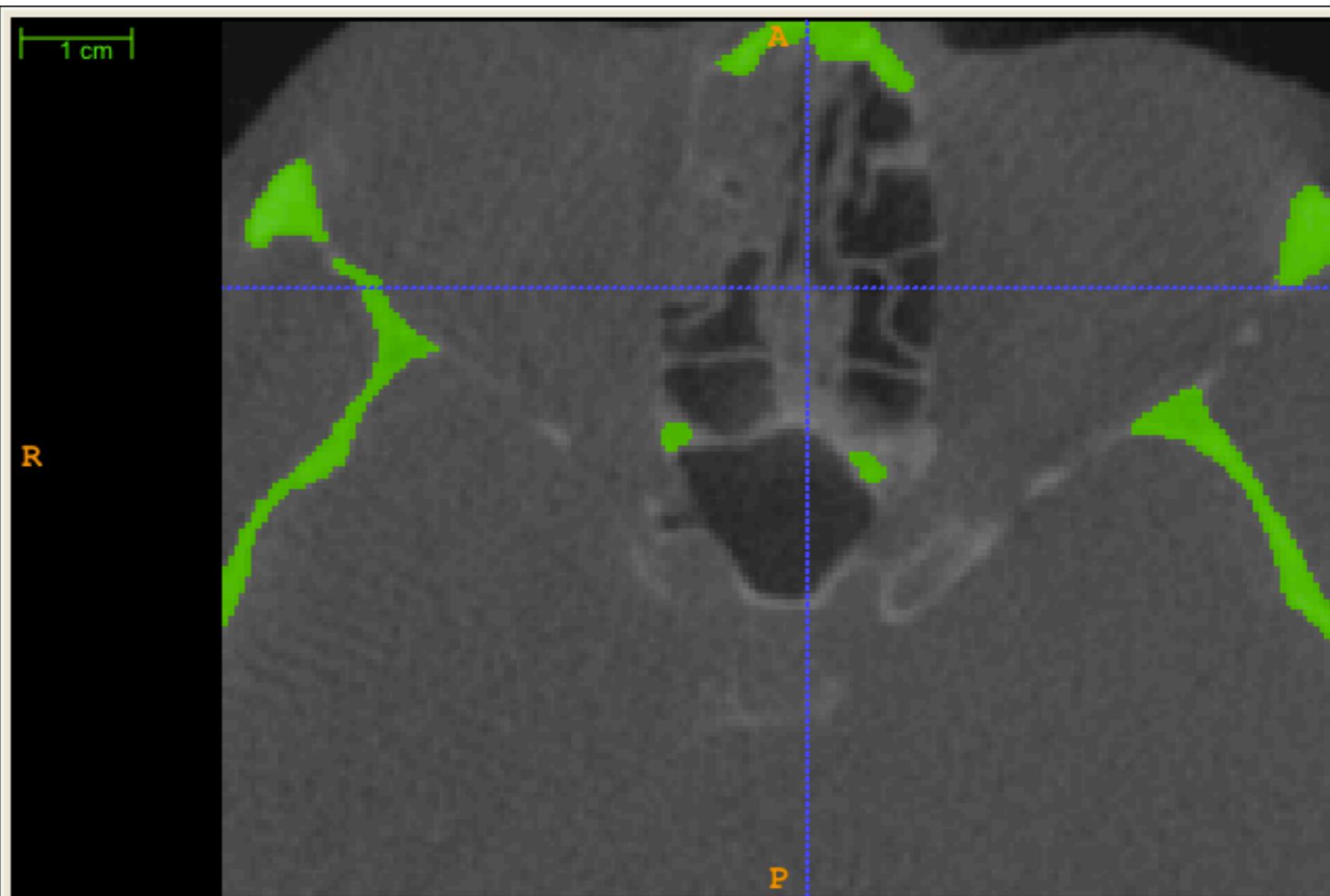
A. Choose what kinds of image features will drive active contour evolution:

- Intensity regions
- Image edges

B. Use buttons below to define image regions or edges:

Preprocess Image

or



**Image Interaction**

1 2 3

Crosshairs: left clicking moves the cursor

Segmentation Label:  
[Green bar]

Grey:	Preproc.:	Label:
156	N/A	0

**Segmentation Pipeline**

**Step 1 of 3**  
Preprocessing

A. Choose what kinds of image features will drive active contour evolution:

- Intensity regions
- Image edges

B. Use buttons below to define image regions or edges:

Preprocess Image

or

Load from File

1 cm

A

R

P

### Image Interaction

Segmentation Label:                     

Grey:	Preproc.:	Label:
-654	N/A	0

### Segmentation Pipeline

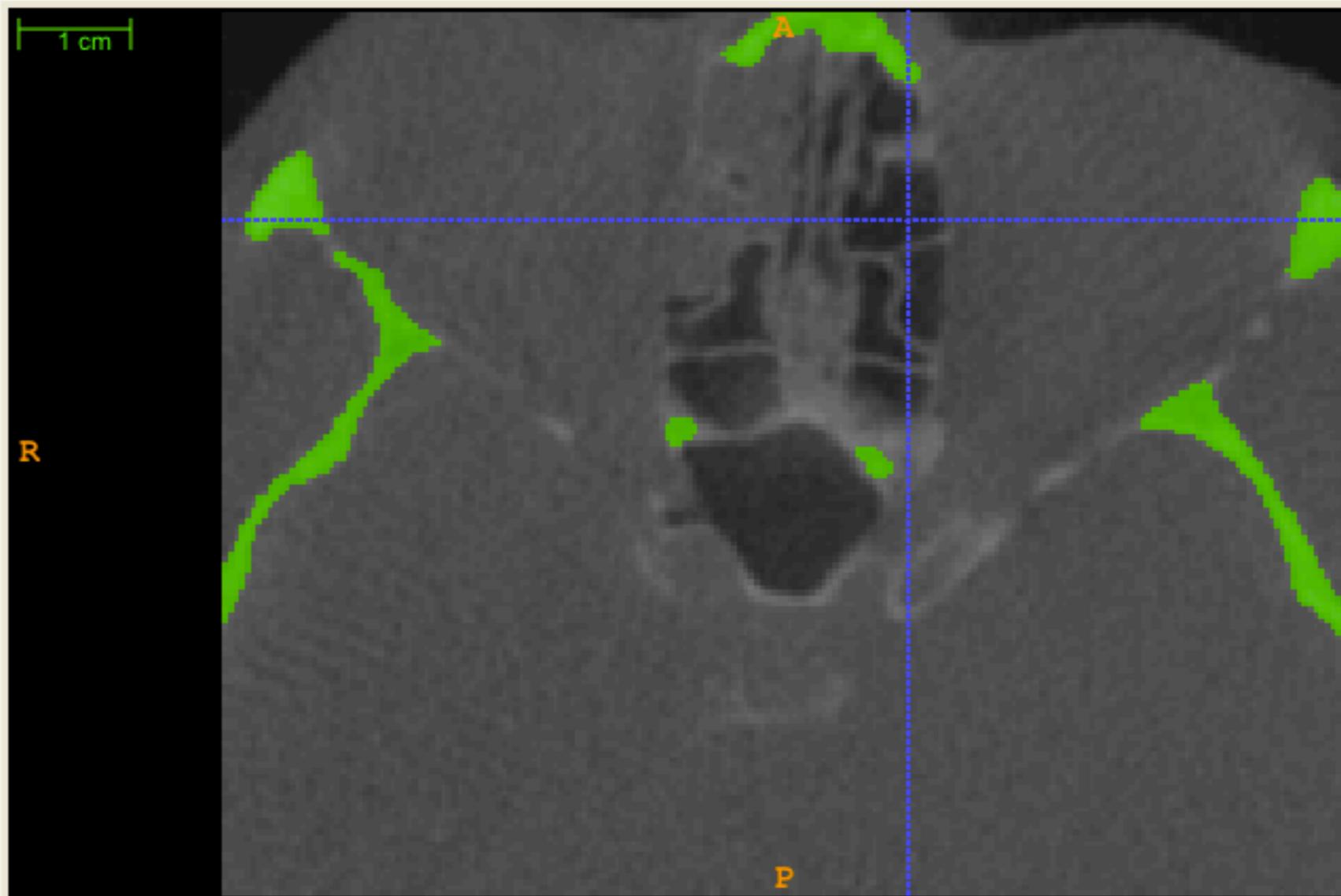
**Step 1 of 3**  
Preprocessing

A. Choose what kinds of image features will drive active contour evolution:

- Intensity regions
- Image edges

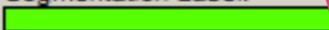
B. Use buttons below to define image regions or edges:

or



**Image Interaction**



Segmentation Label:  


Grey:	Preproc.:	Label:
23	N/A	0

**Segmentation Pipeline**

**Step 1 of 3**  
Preprocessing

A. Choose what kinds of image features will drive active contour evolution:

- Intensity regions
- Image edges

B. Use buttons below to define image regions or edges:

or

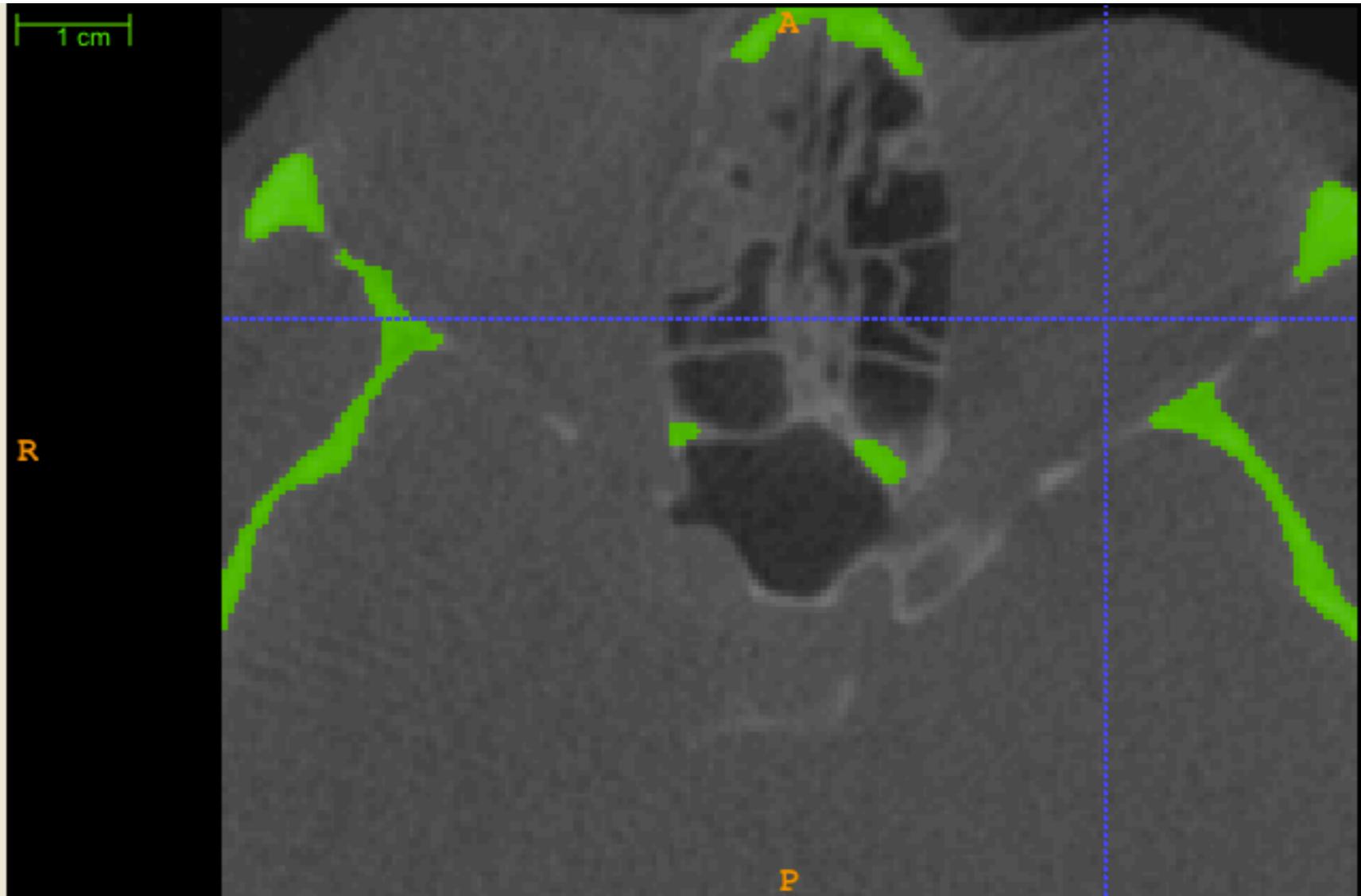


Image Interaction



Segmentation Label:

Grey:	Preproc.:	Label:
156	N/A	0

Segmentation Pipeline

**Step 1 of 3**  
Preprocessing

A. Choose what kinds of image features will drive active contour evolution:

- Intensity regions
- Image edges

B. Use buttons below to define image regions or edges:

Preprocess Image

or

Load from File

C. Press 'Next' to accept.

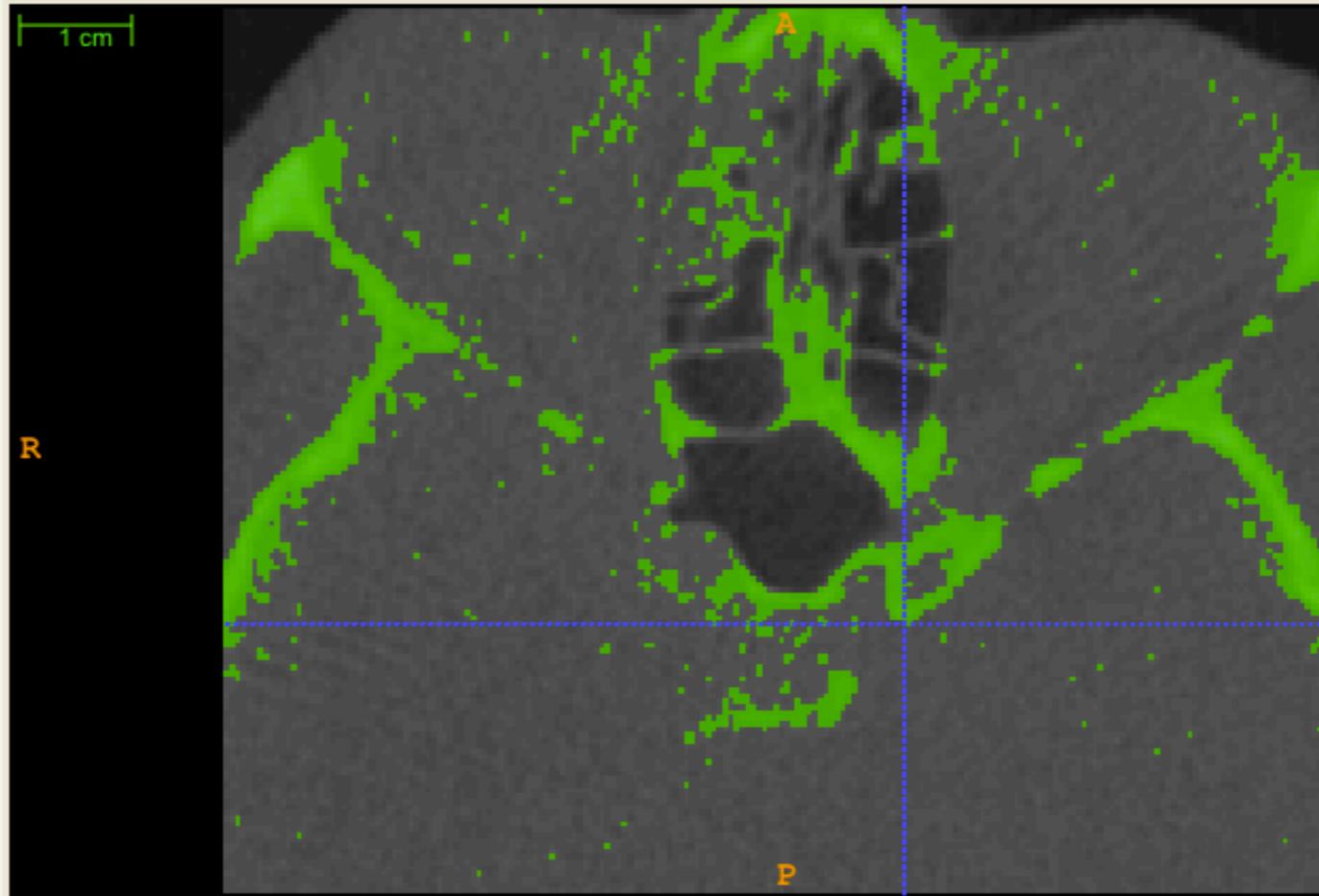
Display Options

Image to display:  
Preprocessed Image

Color Map

Label opacity:  
128

Cancel Segmentation



Intensity Region Filter

The thresholding function

Lower threshold: 114.96

Upper threshold: 5705.00

Smoothness: 7.28

Threshold direction:

- Below
- Above
- Below and Above

Preview result

Combined display

Okay Apply Close

**Image Interaction**

Segmentation Label:

Grey:	Preproc.:	Label:
156	N/A	0

**Segmentation Pipeline**

**Step 1 of 3**  
Preprocessing

A. Choose what kinds of image features will drive active contour evolution:

- Intensity regions
- Image edges

B. Use buttons below to define image regions or edges:

Preprocess Image

or

Load from File

C. Press 'Next' to accept.

◀ Back    Next ▶

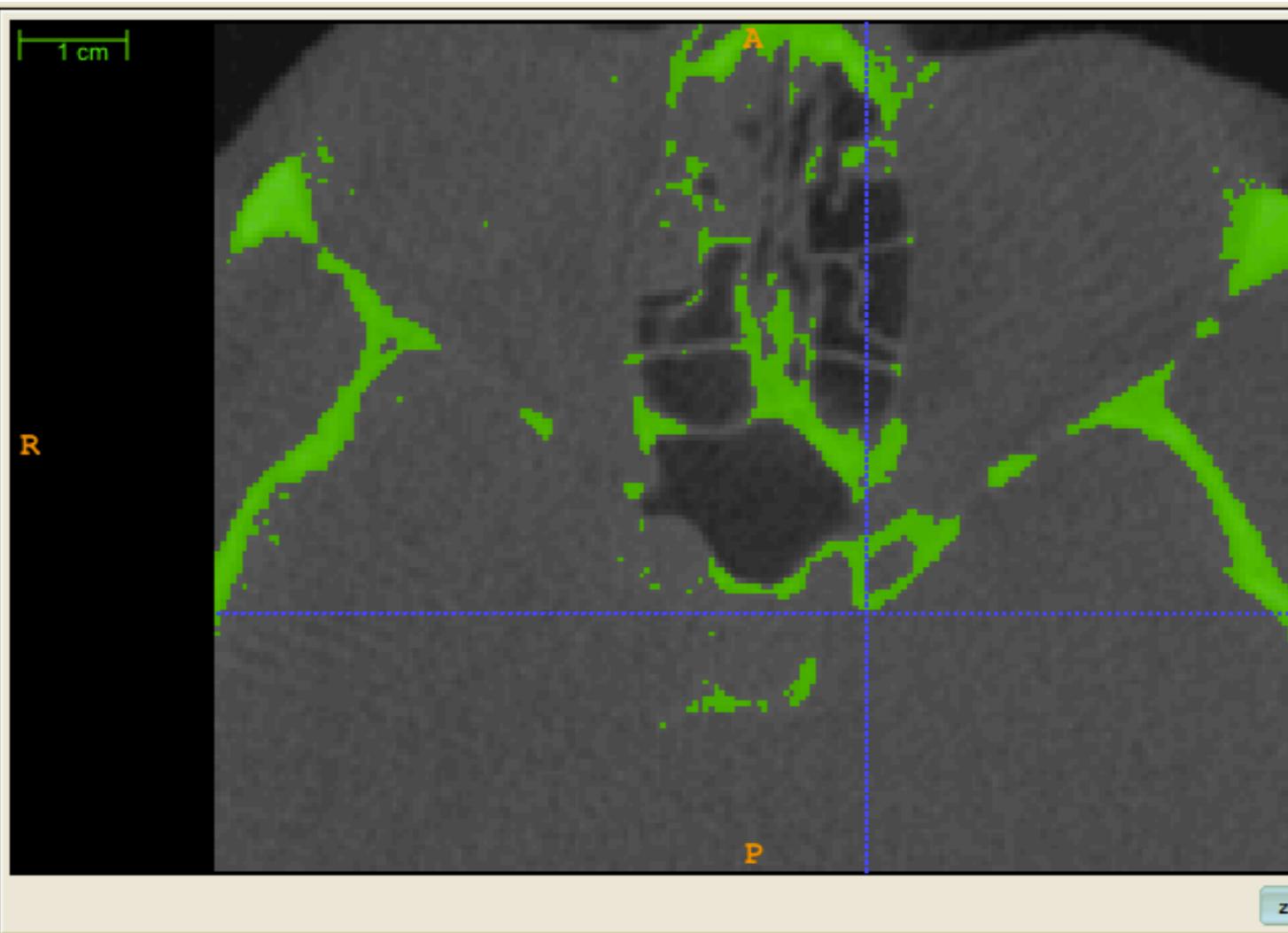
**Display Options**

Image to display:  
Preprocessed Image

Color Map

Label opacity:  
128

Cancel Segmentation



**Intensity Region Filter**

The thresholding function

Lower threshold: 182.23

Upper threshold: 5705.00

Smoothness: 7.28

Threshold direction:

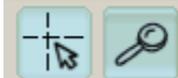
- Below
- Above
- Below and Above

Preview result

Combined display

Okay    Apply    Close

Image Interaction



Segmentation Label:

Grey:	Preproc.:	Label:
156	N/A	0

Segmentation Pipeline

Step 1 of 3  
Preprocessing

A. Choose what kinds of image features will drive active contour evolution:

- Intensity regions
- Image edges

B. Use buttons below to define image regions or edges:

Preprocess Image

or

Load from File

C. Press 'Next' to accept.

Display Options

Image to display:

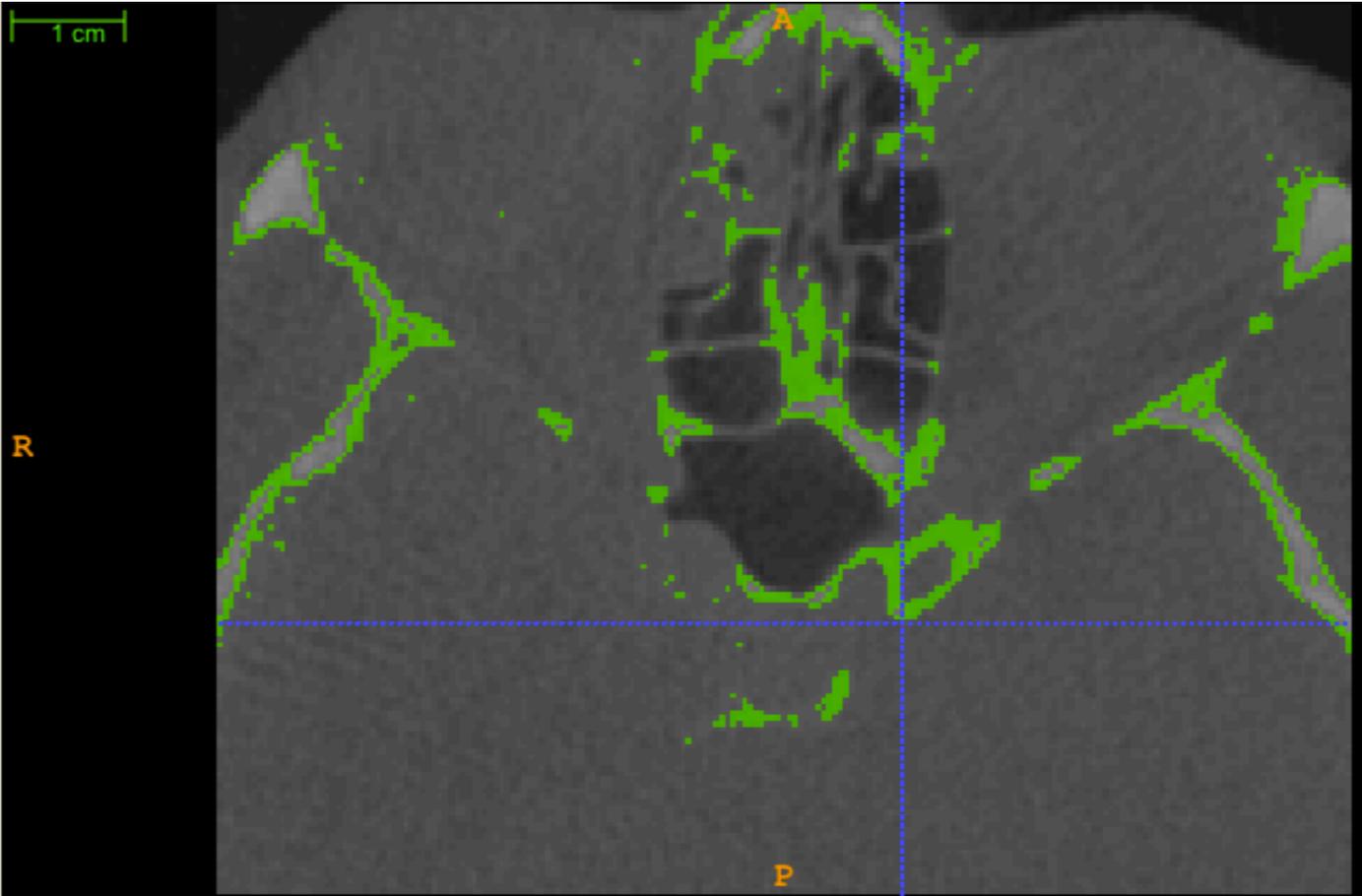
Preprocessed Image

Color Map

Label opacity:

128

Cancel Segmentation



Intensity Region Filter

The thresholding function

Lower threshold: 182.23

Upper threshold: 541.32

Smoothness: 7.28

Threshold direction:

- Below
- Above
- Below and Above

Preview result

Combined display

Okay Apply Close

**Image Interaction**

Segmentation Label:  

Grey:	Preproc.:	Label:
156	N/A	0

**Segmentation Pipeline**

**Step 1 of 3**  
Preprocessing

A. Choose what kinds of image features will drive active contour evolution:

- Intensity regions
- Image edges

B. Use buttons below to define image regions or edges:

Preprocess Image

or

Load from File

C. Press 'Next' to accept.

◀ Back    Next ▶

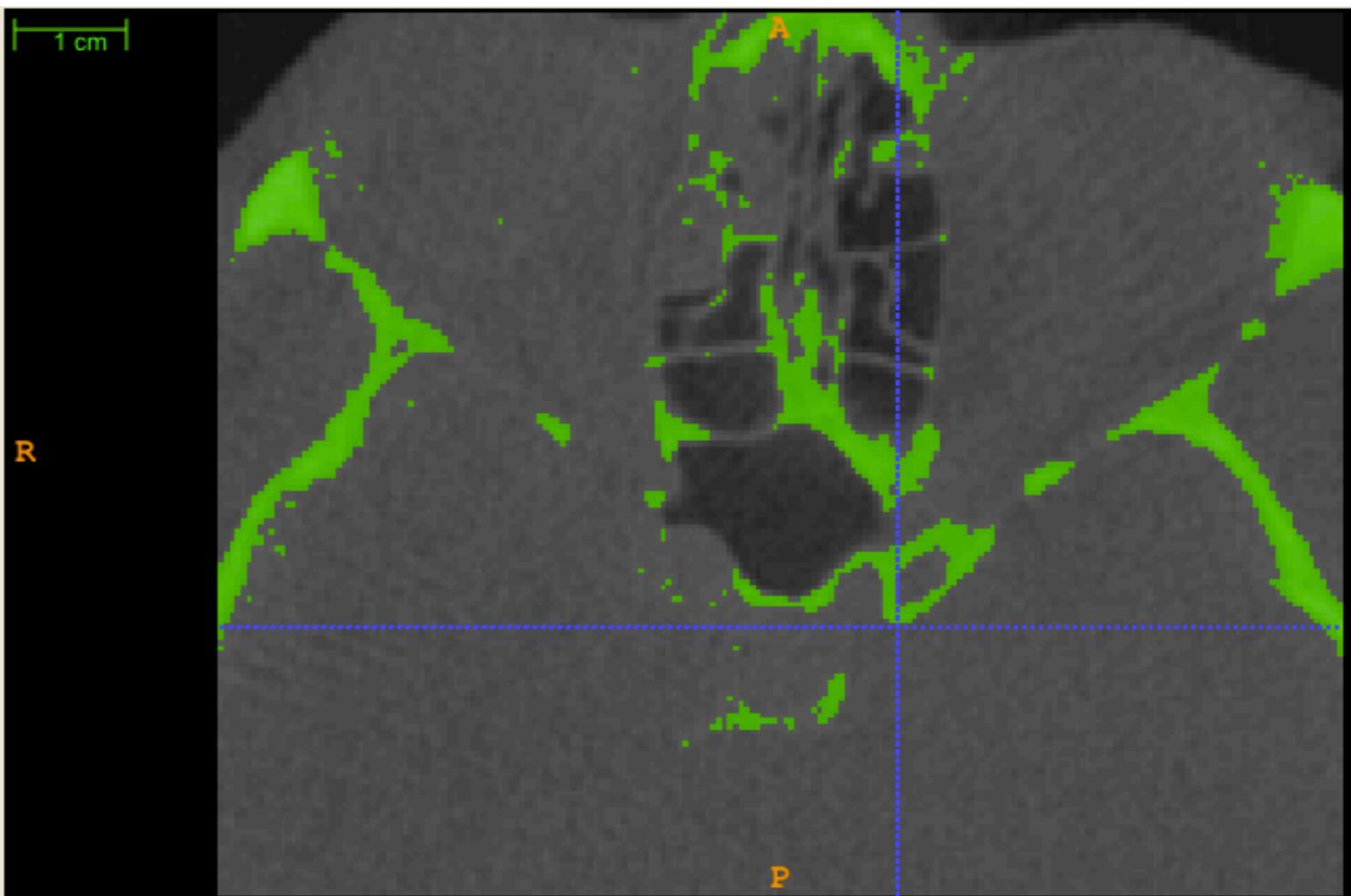
**Display Options**

Image to display:  
 Preprocessed Image ▾

Color Map

Label opacity:  
 128

Cancel Segmentation



**Intensity Region Filter**

The thresholding function

Lower threshold: 182.23

Upper threshold: 3904.82

Smoothness: 7.28

Threshold direction:

- Below
- Above
- Below and Above

Preview result

Combined display

Okay    Apply    Close

# Snake Parameters

Intuitive Mode

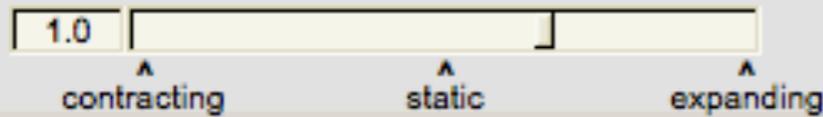
**Mathematical Mode**

Advanced Settings

## Balloon force:

Pushes the boundary inwards or outwards, proportionally to the preprocessed image intensity.

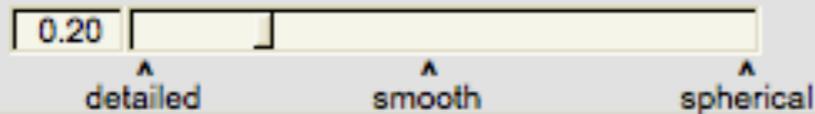
More info...



## Curvature force:

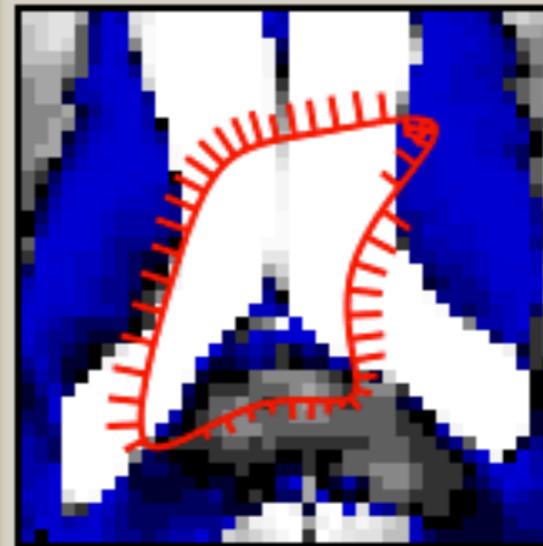
Makes the boundary smoother and may help prevent leaking at corners and narrow places.

More info...

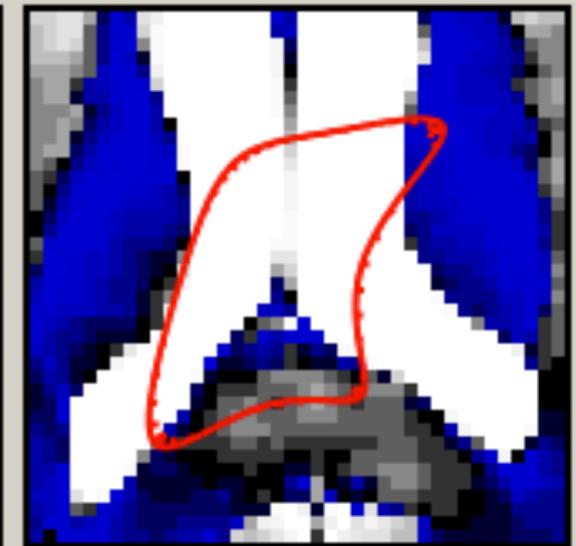


## Conceptual illustration of the forces in 2D:

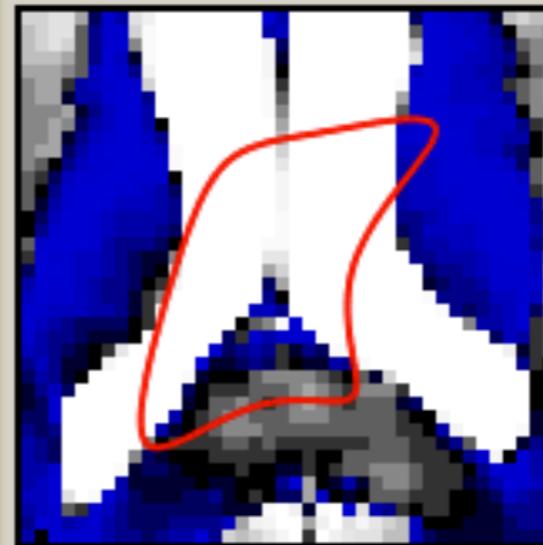
Balloon force



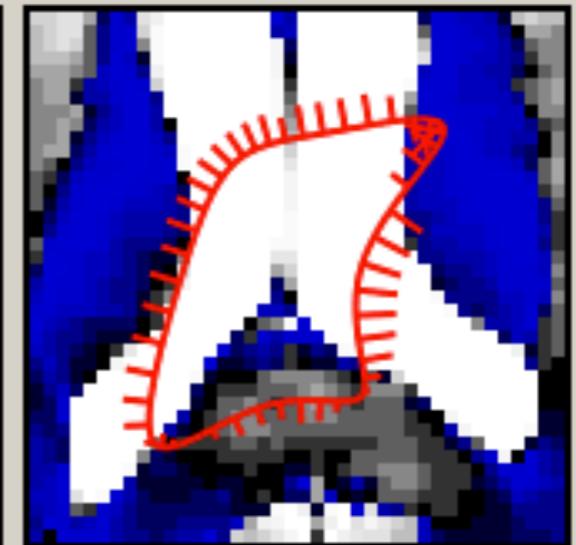
Curvature force



Advection force



Combined force



Show animated 2D segmentation preview

Load Parameters...

Save Parameters...

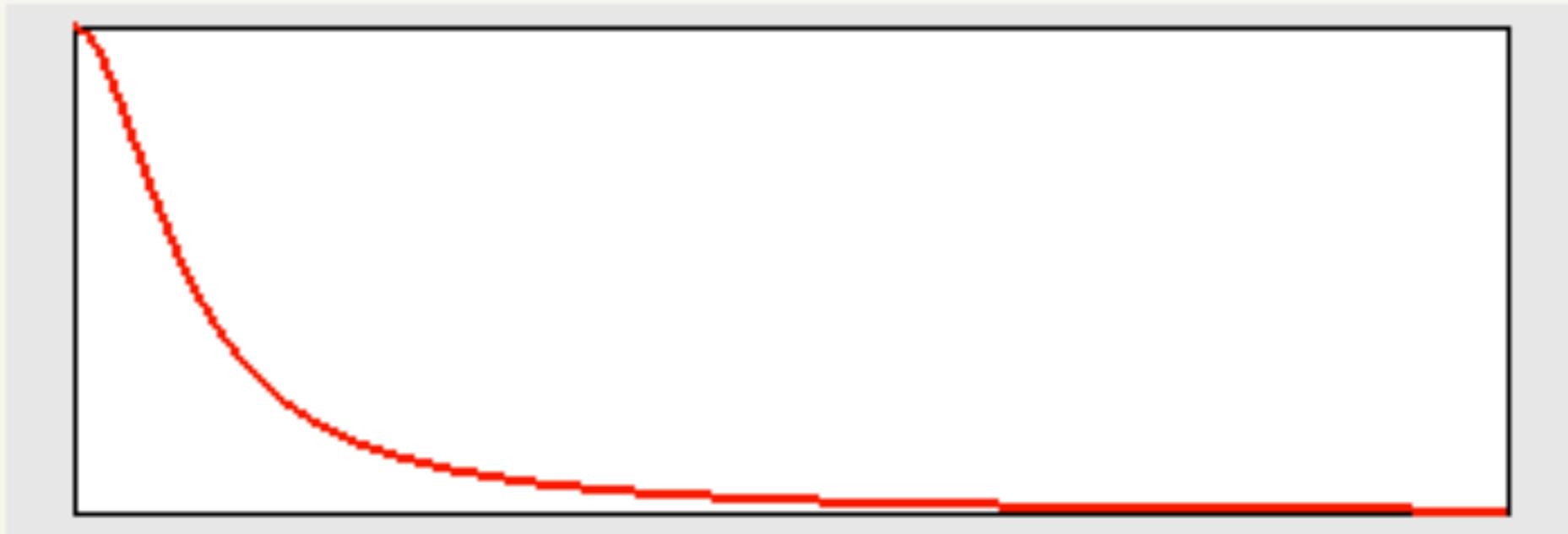
Accept

Help!

Cancel



# Image Edge Filter



The function  $g()$  applied to the gradient magnitude image

Scale of Gaussian blurring (sigma)

Preview result

Edge contrast (kappa)

Edge mapping exponent

Okay

Apply

Close

# Snake Parameters (Image Edges)

Snake Parameters

*Intuitive Mode* **Mathematical Mode** *Advanced Settings*

**Balloon force:**  
Pushes the boundary inwards or outwards, proportionally to the preprocessed image intensity. [More info...](#)  
1.2  
contracting      static      expanding

**Curvature force:**  
Makes the boundary smoother and may help prevent leaking at corners and narrow places. [More info...](#)  
0.70  
detailed      smooth      spherical

**Advection force:**  
Pushes boundary back as it tries to cross edges, causing the segmentation to converge. [More info...](#)  
2.86  
no effect      large effect

[Load Parameters...](#)    [Save Parameters...](#)

**Conceptual illustration of the forces in 2D:**

Balloon force      Curvature force

Advection force      Combined force

Show animated 2D segmentation preview

[Accept](#)    [Help!](#)    [Cancel](#)