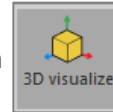
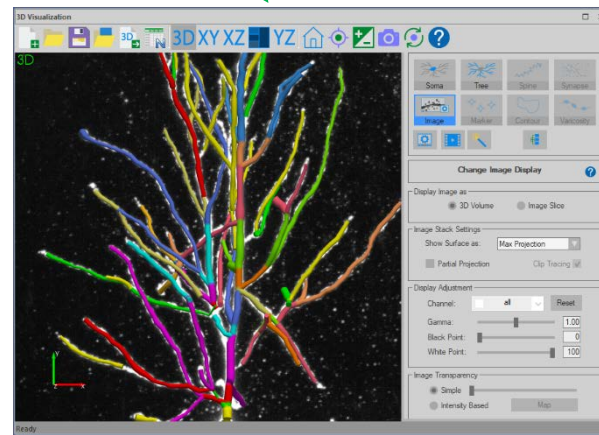
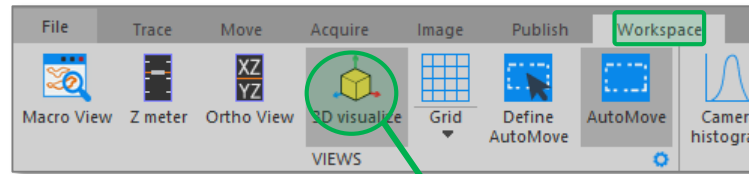


To open the 3D window, click the button



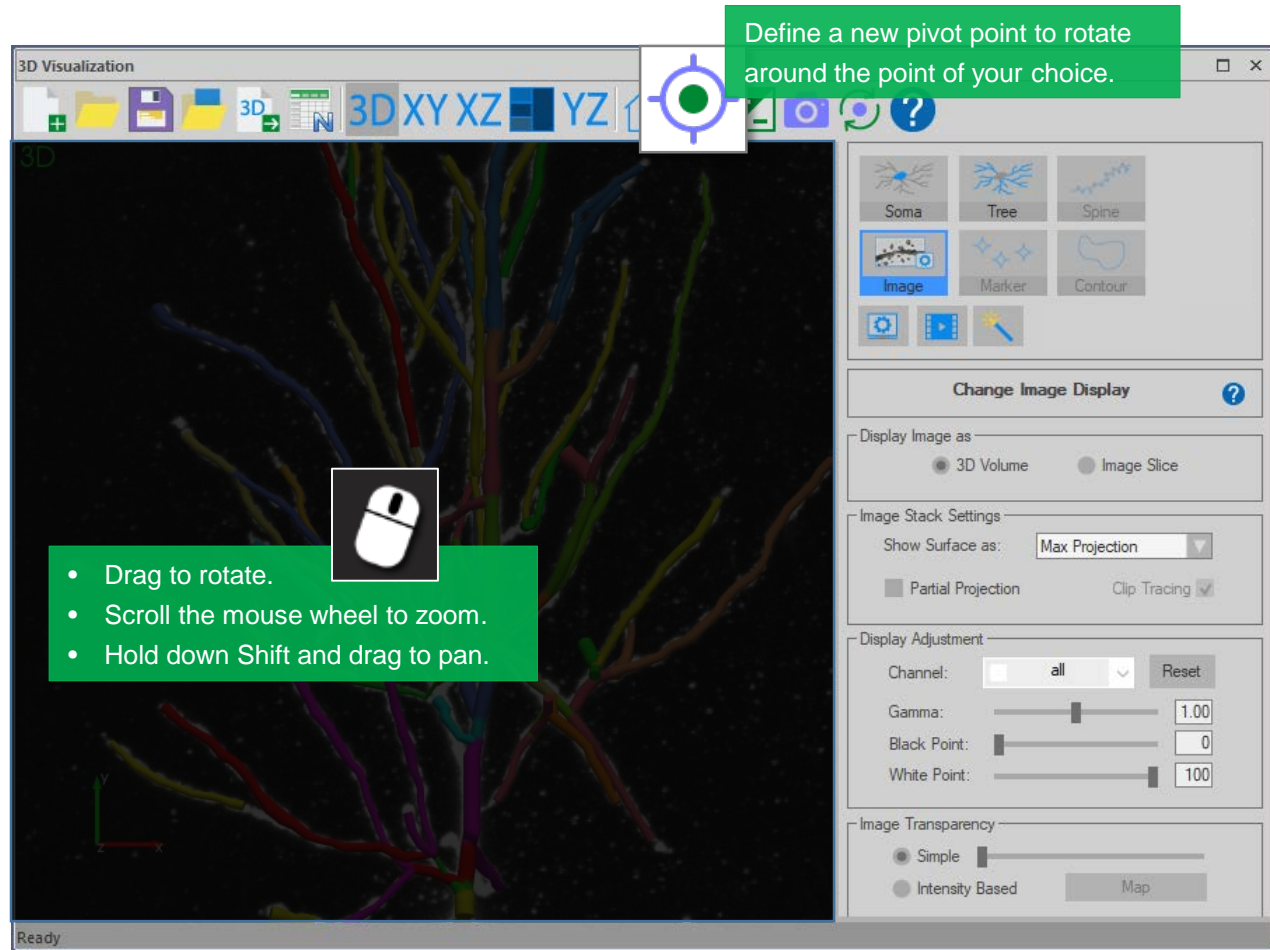
in the Trace or the Workspace ribbon.





Use your mouse to navigate.

To use the pivot point, click the icon in the toolbar then click in the image to place the new pivot point. You can now rotate (by dragging the mouse) from your chosen point.





Use the SCENE mode to modify display settings such as the 3D scale bar or the background color.

Open images, stacks, or data files.

MODES

SCENE mode

Get help specific to this mode.

Options vary for each mode.



Once your file is loaded, the **IMAGE** panel is displayed.

- For typical stacks, you have the option to view the stack as cross-sections (IMAGE SLICE) instead of 3D VOLUME.
- For images with very large Z spacing and small XY spacing, select SECTIONS.

Show surface as

Min projection

The image foreground is brighter than the structures (e.g., brightfield).

Max projection

The image background is darker than the structures (e.g., fluorescent & confocal).

Alpha composite

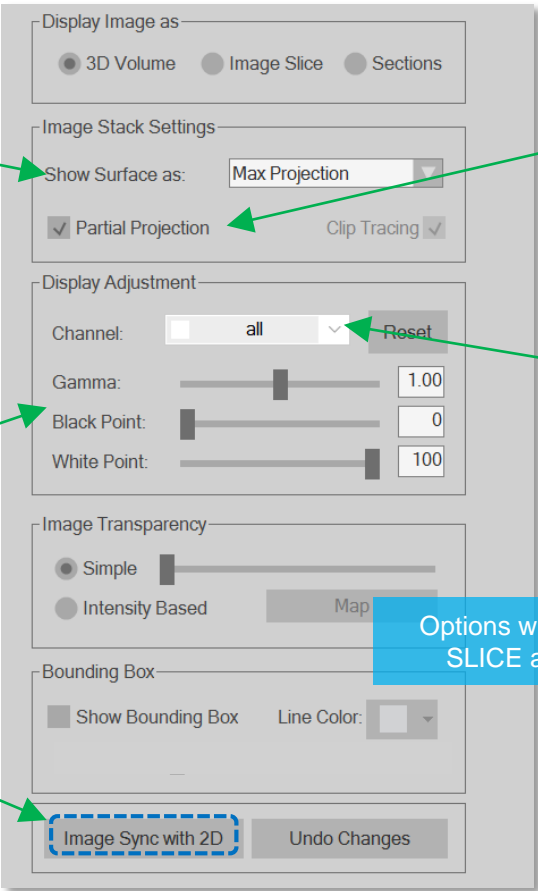
Adds 3D depth and more detail.

Gamma/black point/white point

Enhance 3D display only.
Adjustments are not saved.

Image sync with 2D

Apply changes made via Image Adjustments in the 2D window (typically for multichannel images).



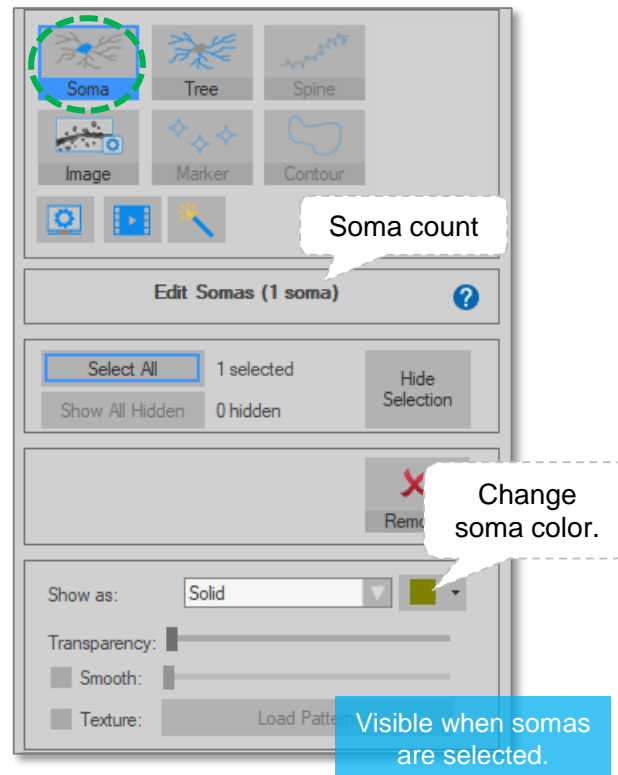
Partial projection

Display a subset of the data in X,Y or Z.

Channel

Apply the adjustments to a single channel in a multichannel image.
Adjustments are not saved.

Options will vary for IMAGE SLICE and SECTIONS





Use the **Edit Trees** panel to connect or detach branches, or to specify tree types for later analysis (trees have been traced in 2D).

The **Edit Trees (32 trees)** panel is shown with various options for editing tree structures. It includes buttons for **Soma**, **Tree** (highlighted with a green dashed box), **Spine**, **Image**, **Marker**, and **Contour**. Below these are buttons for **Points**, **Detach**, **Connect**, and **Remove**. There are also dropdown menus for **Type** (set to Dendrite) and **Show as** (set to Solid). A **Texture** dropdown is visible, and a **Color by branch order** checkbox is checked. At the bottom, there is a **Thickness** slider and a **Cancel** button.

You can also select individual trees by clicking in the image.

Change tree color.

Select a type for later analysis.

Visible when trees are selected.

The screenshot shows the 'Edit Spines' panel in NeuroLucida. At the top, there are icons for 'Soma', 'Tree', 'Spine' (highlighted with a green dashed circle), 'Image', 'Marker', and 'Contour'. Below these is a 'Select All' button (highlighted with a blue box) and a 'Show All Hidden' button. A status bar indicates '4 selected' and '0 hidden'. Below the buttons are tabs for 'Classify manually.', 'Points', and 'Re-assign'. The 'Type' dropdown is set to 'None' and the 'Show as' dropdown is set to 'Solid'. A 'Transparency' slider is visible. A red color swatch is shown next to the 'Type' dropdown. A blue box at the bottom right says 'Visible when spines are selected.'.

You can also select individual spines by clicking them.

Confirm spine head or re-assign to different branch.

Classify manually.

Change spine color.

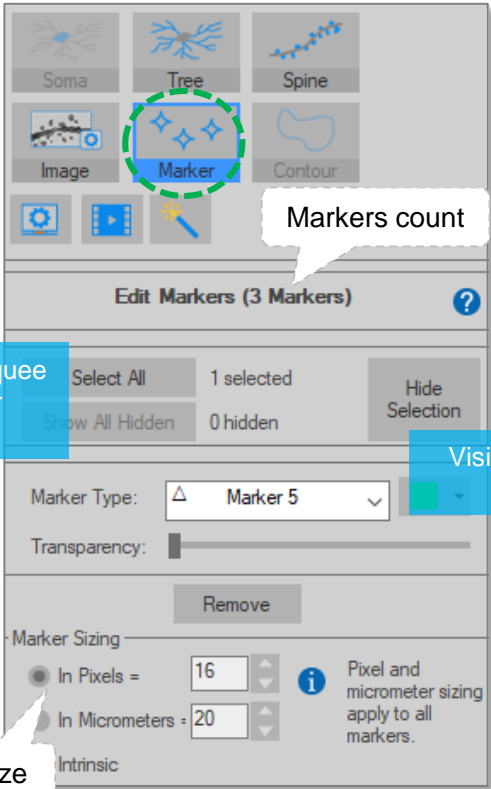
Visible when spines are selected.



You can edit markers in the 3D window, but markers must be placed in the 2D window.



You may also draw a marquee to select one marker or multiple markers.



Markers count

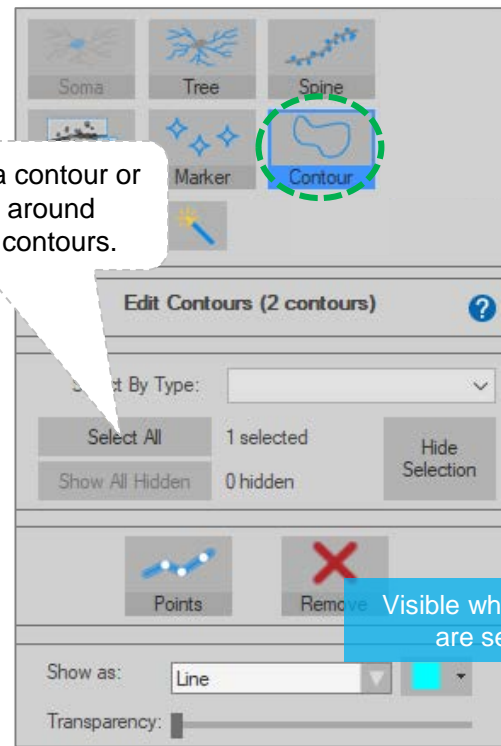
Visible when markers are selected.

Resize



You can edit contours in the 3D window, but contours must be drawn in the 2D window.

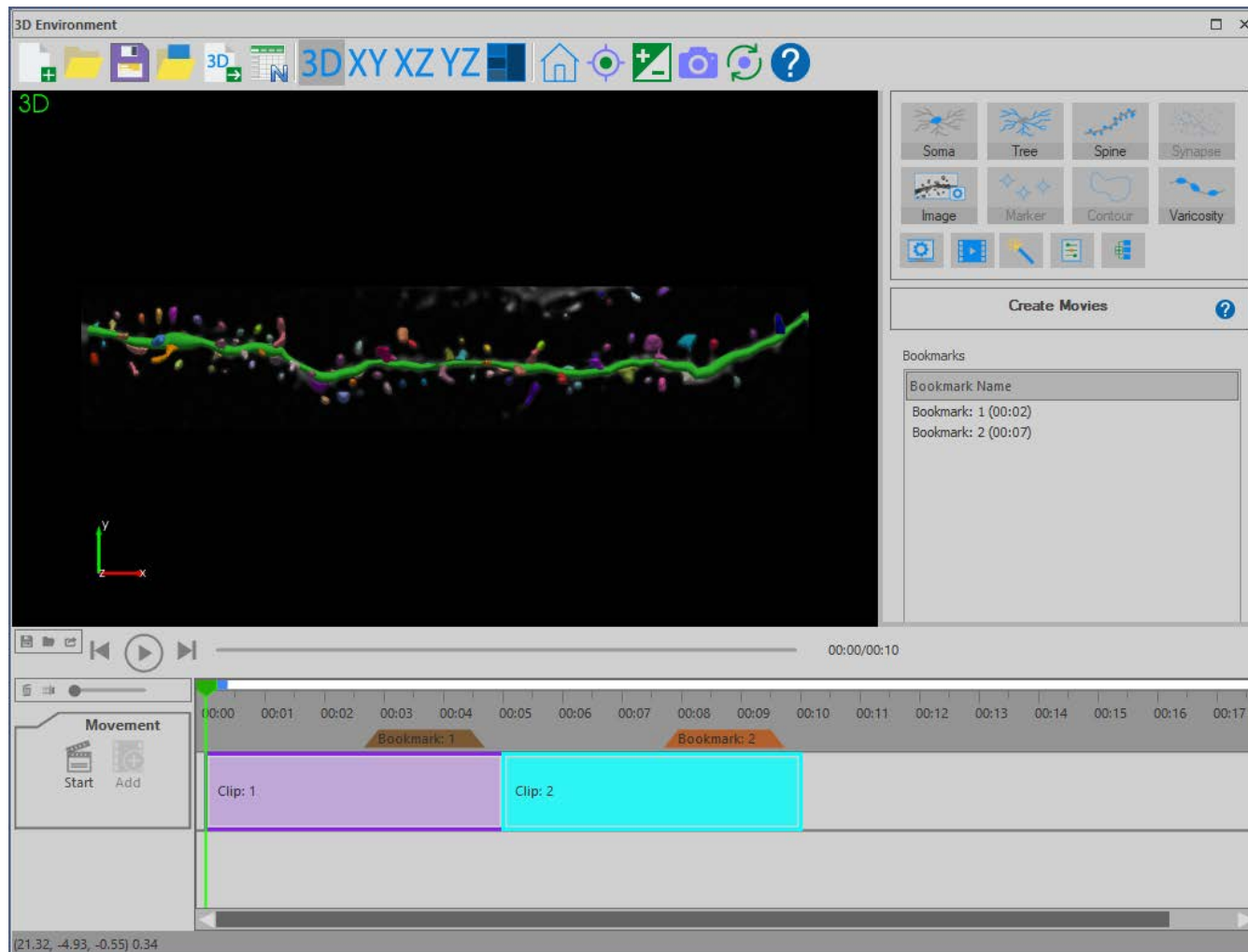
You may also click a contour or draw a marquee around contours to select contours.



Visible when contours are selected.



Easily create video clips (mp4 format).





Export to a third-party 3D rendering program (.stl, .obj, .wrl) .

