










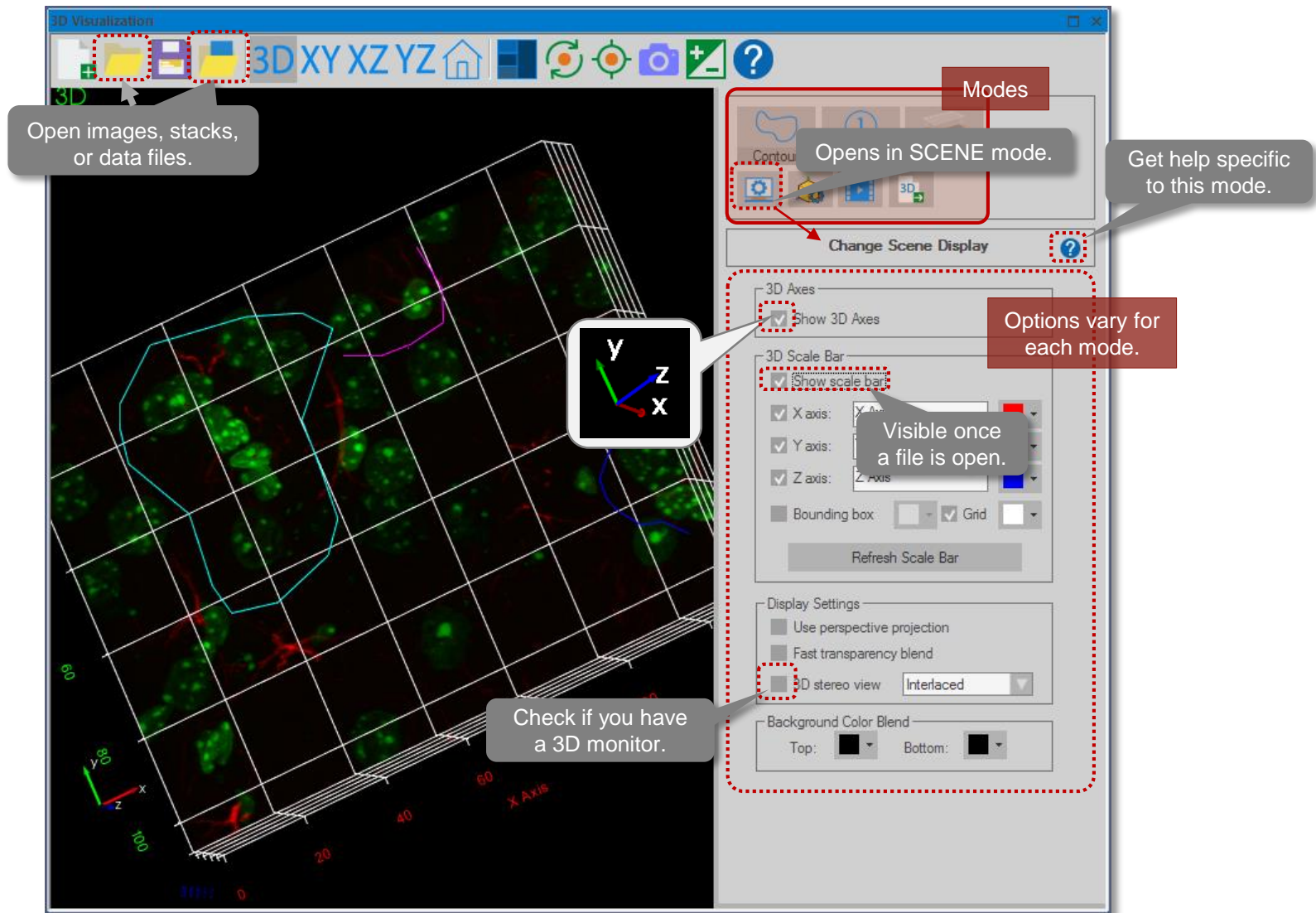
	Create a new data file.
	Open a tracing/data file.
	Save the data file.
	Open an image or image stack.
	Visualize in 3D.
	Visualize with the projection views.
	Return to the original (acquisition) orientation.
	Display 3D view & projection views on the same screen.
	Rotate clockwise or counter-clockwise within a plane.
	Set the pivot point.
	Take a snapshot
	Show/hide tracings

- If there is no file open, click the **Open Tracing** or the **Open Image** icon.



Once your file is loaded, the **IMAGE** panel is displayed. If you loaded a stack, you can now rotate to visualize in 3D. You also have the option to view the stack as cross-sections (**IMAGE SLICE**) instead of 3D.

3D Visualization

3D XY XZ YZ

The IMAGE mode is active after opening a file.

Two views.

Detected by software.

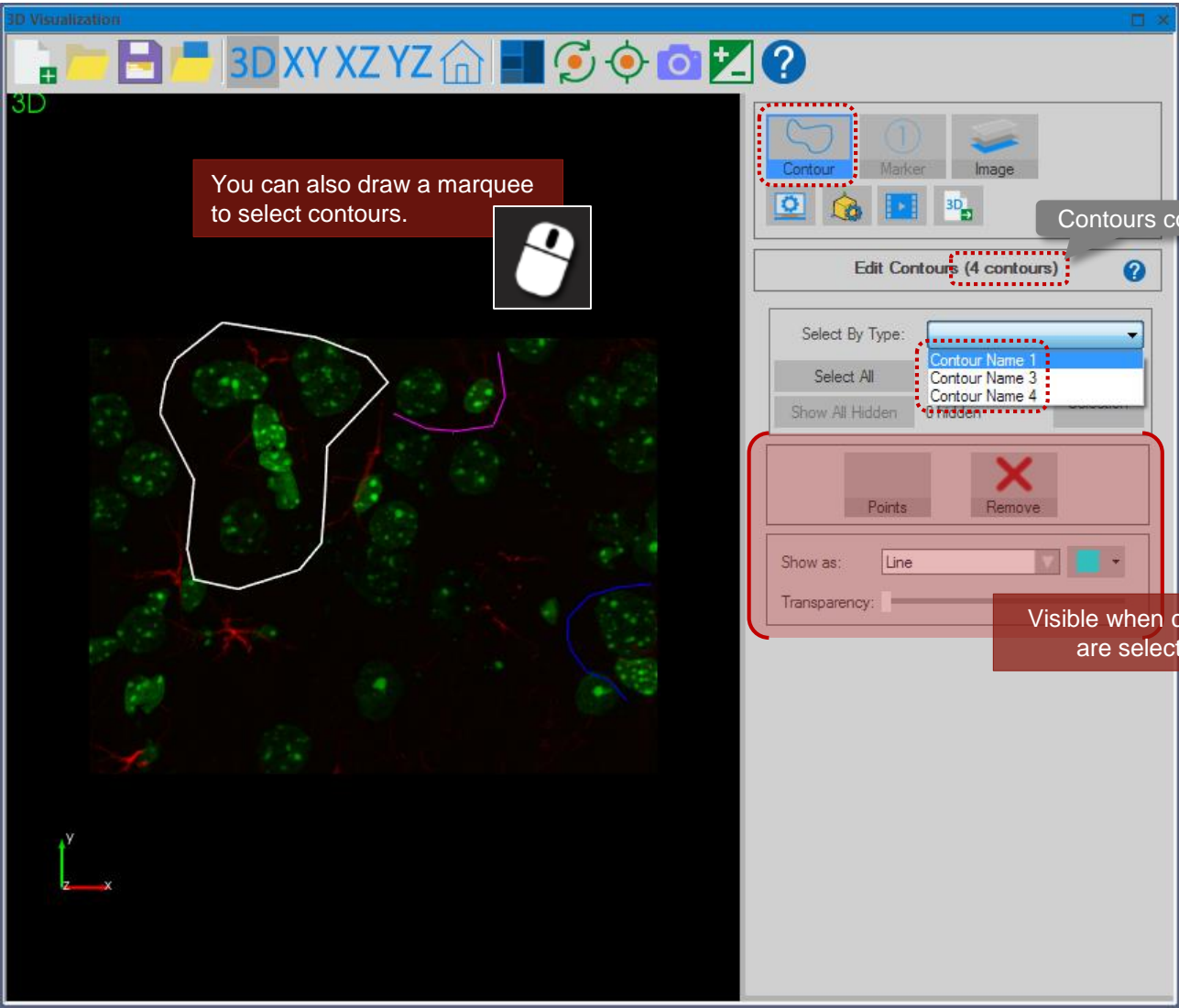
Display image adjustments made outside of the 3D window.

- Drag to rotate.
- Scroll the mouse wheel to zoom.
- Hold down **Shift** and drag to pan.

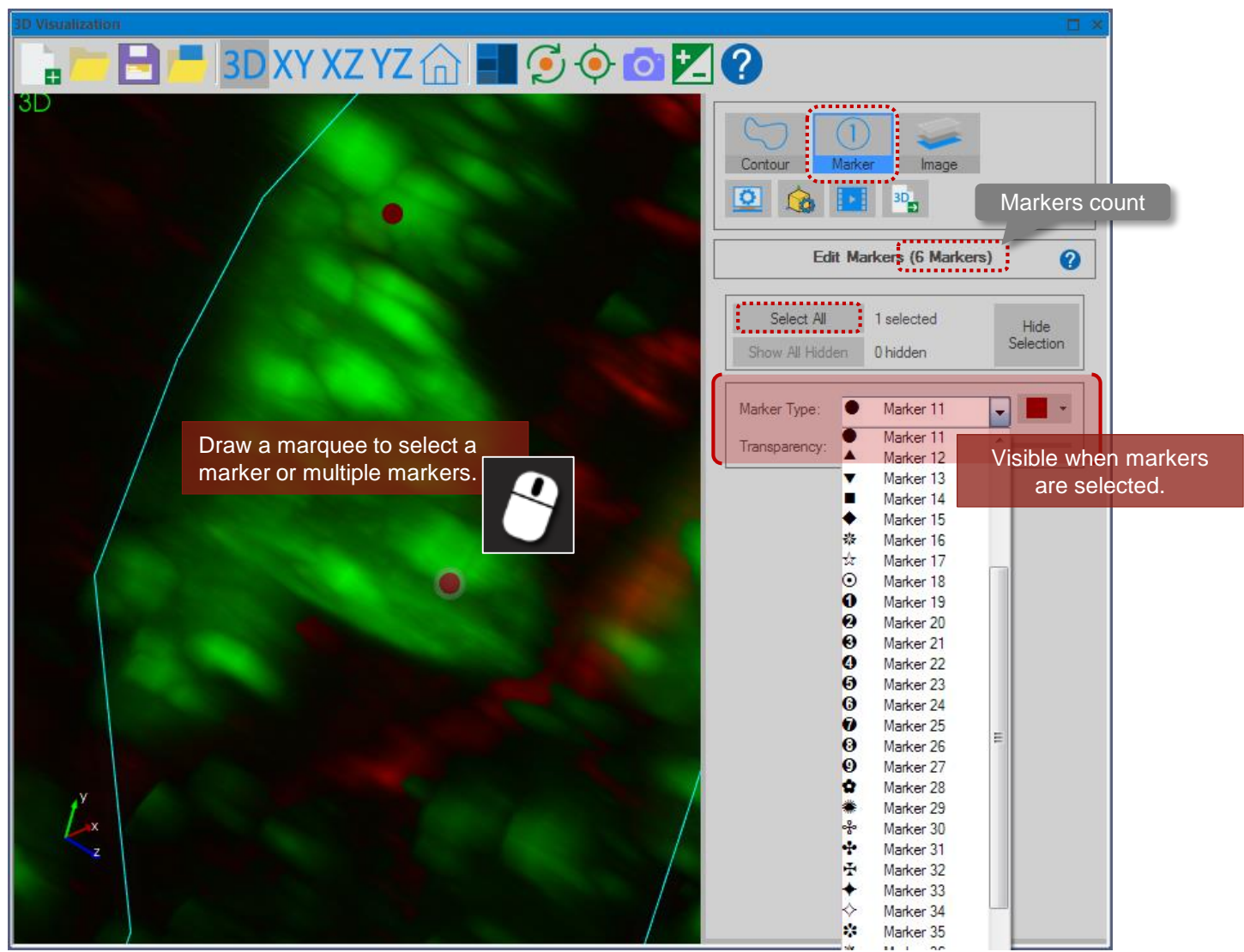
Image Sync with 2D

Undo Changes

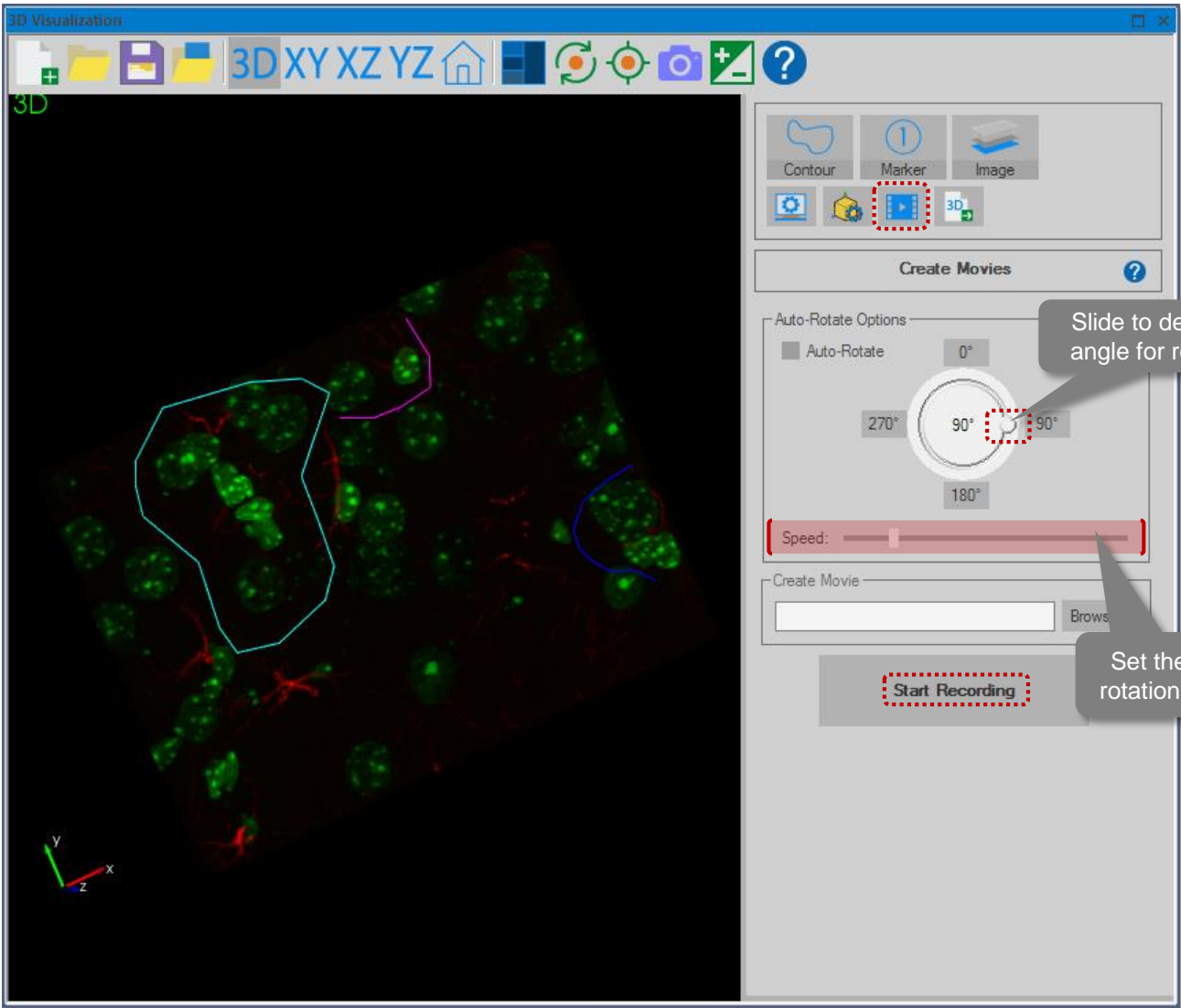
You can edit contours in the 3D window, but contours must be drawn in the 2D window.



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



Easily create video clips (mp4 format).



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

