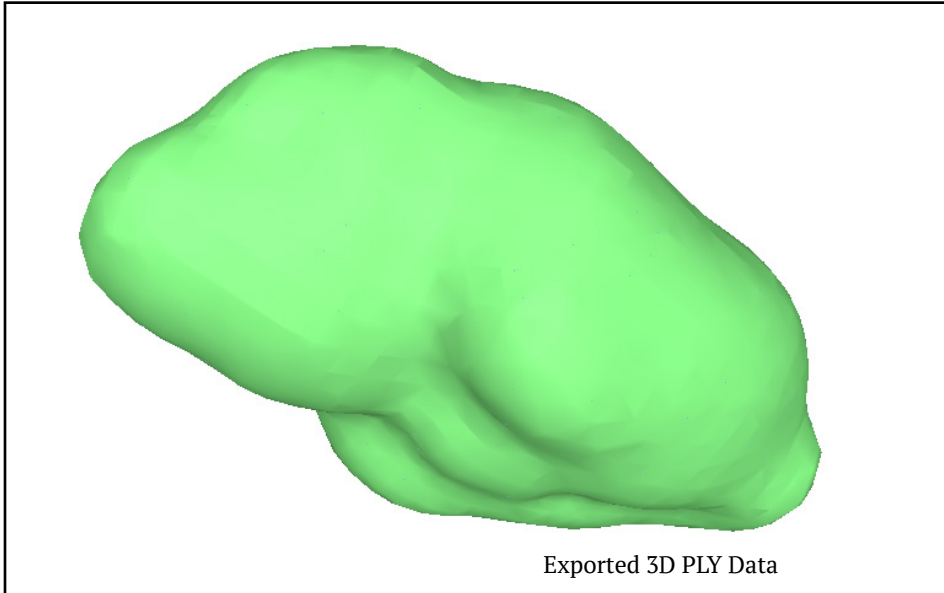


ATLAS MODELER WORKSPACE



Display tools

Show models as smooth surfaces, polygon meshes, or points. Display neuron bodies or other cells as spheres or points when modeled.

Export to PLY

Export edited model to PLY format for easy 3rd party rendering.

Hide portion of contour

Designate a portion of the model's contour as "not rendered" so that inner structures are featured.

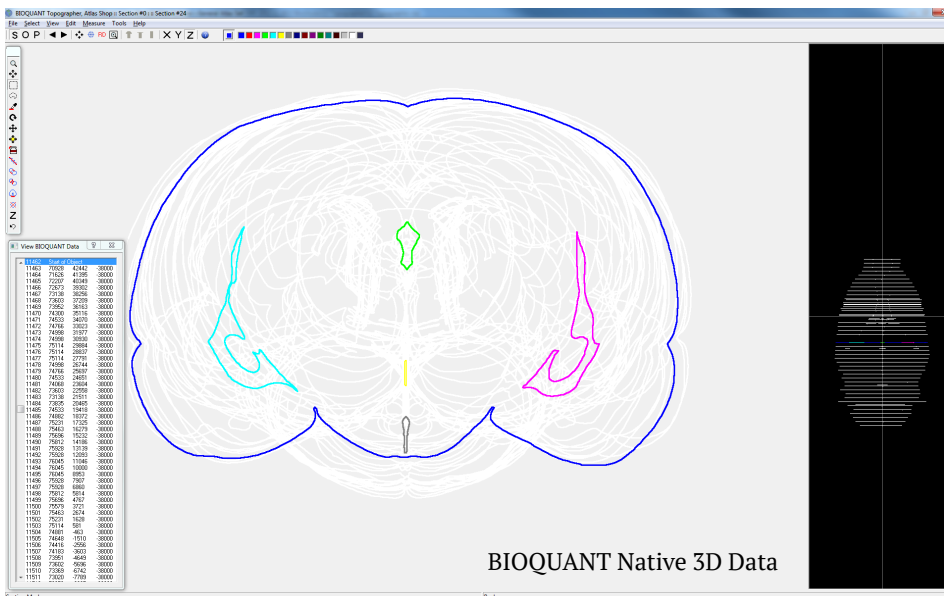
Lighting, color, opacity parameters

Define global ambient light, surround lighting, color, and opacity per structure.

Movement tools

Rotate with the mouse, scale, and pan your 3D model.

ATLAS SHOP AND VIEWER



Reconstruction quantification

Measure count per volume, area, count per area, and distance in microns.

Serial section alignment

Use dual point alignment to automatically align serial sections.

SVG output

Export BMP files with SVG overlay for dynamic resizing of tracings without distortion.

Object selection and manipulation tools

Select by color, select with polygon, select with rectangle, and select from data list. Rotate, resize, change Z height, change color, Z sort, change resolution, and open/close polygon.

Object editing tools

Include split and join objects, straighten edge, redefine edge, delete objects.

LEARN MORE

www.bioquant.com

Toll free: (800) 221-0549

Int'l: (615) 350-7866

Read more about the Topographer add-on for BIOQUANT LIFE SCIENCE or request a quote at www.bioquant.com

