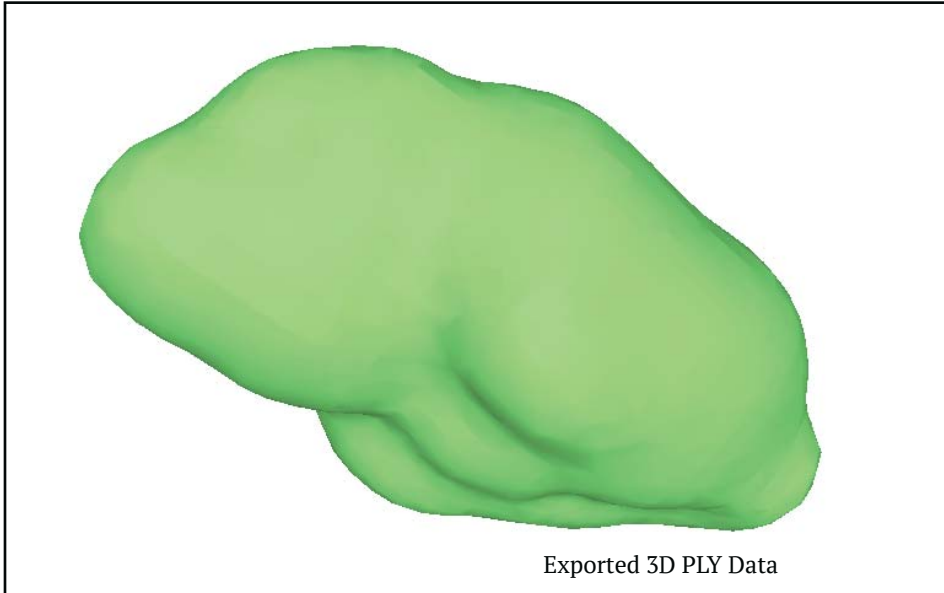


**ATLAS MODELER WORKSPACE**



**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.

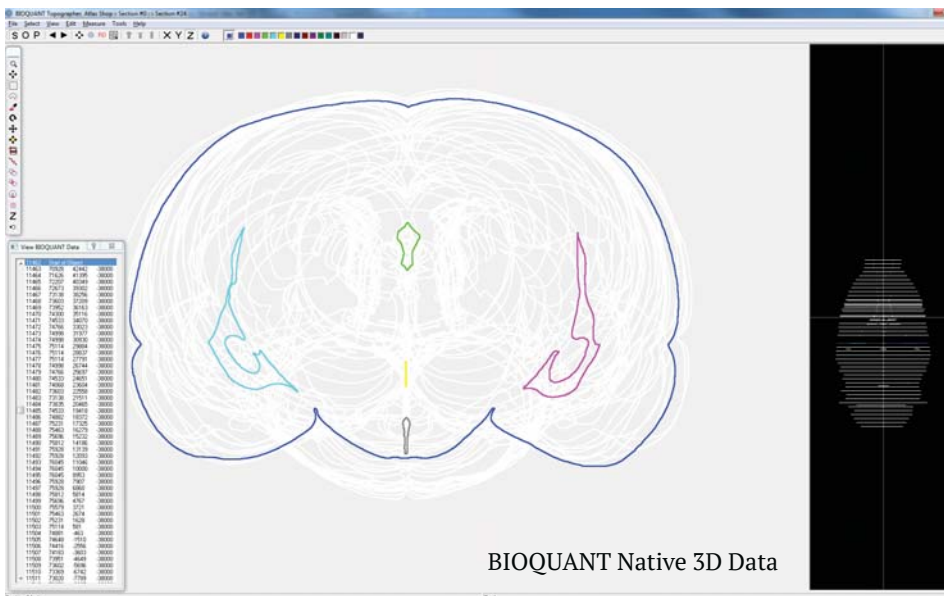
**Lighting, color, opacity parameters**

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.

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