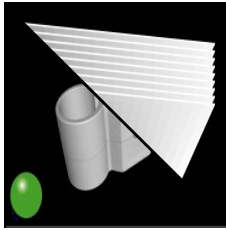


# More than meets the eye

VGSTUDIO MAX Working from Home—myVGL

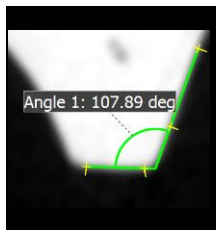
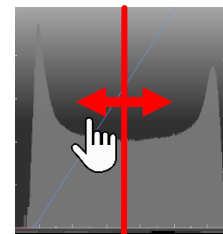


## Get a head start: Open and Import

- **Import single volume** for raw data only.
- **Open Project** to load scene from an existing VG project.
- Use **Resolution reduction** and uncheck analyses to reduce memory needed.

## For a personal touch: Rendering

- Use the **Rendering tool** to adjust global visualization.
- Use the **Colors tab** in analyses to adjust color bars.

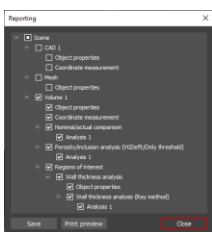
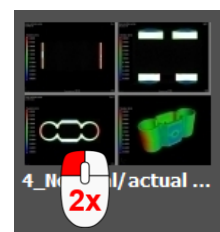


## Get it right the first time: Instruments

- Use **Distance**, **Angle**, or **Polyline length** to get an idea of an object's dimensions.
- Place **Indicators** to be included in **Reports**.

## From the right angle: Navigation

- Double-click on **Bookmarks** to jump to views defined by the project's creator.
- Check and uncheck objects in the Scene Tree.
- Click on **Annotations** or **Indicators** to see points in 2D.



## Pass it on: Reporting

- **Save Image(s)** of the 2D and 3D views.
- Use **Report** tab in analyses to save.
- Right-click on a volume > **Top-level reporting** for a combined report.

