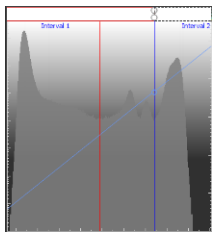
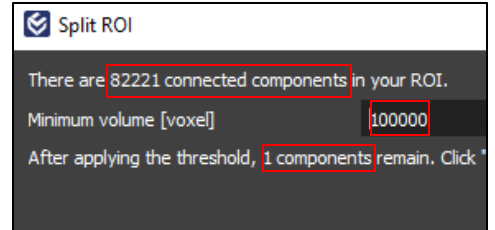


Bunny surprise

VGSTUDIO MAX Working from Home—Segmentation

Spot and shine: Select > Split ROI

- Remove noise particles using a high **Minimum volume** during the **Split ROI** operation
- Adjust the **Minimum volume** to retain the biggest components

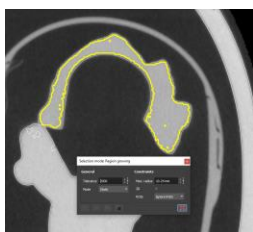
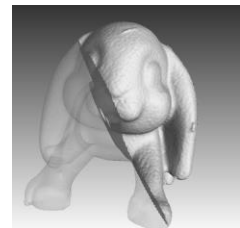


Shades: right-click > ROI from gray value interval

- For a global selection of materials with similar gray values, create an interval in the histogram and an ROI based on that
- Follow up with **Split ROI** to separate it into different components

Live preview: Transparency

- Activate rendering settings of your ROIs and set **Transparency** of the volume to **100**
- Use color-coding to easily identify different ROIs



Don't drown: Select > Selection modes > Region growing

- Adjust tolerance to avoid ROI flooding in neighboring areas (for 16-bit data: try to start with 2000)
- Use the constraint **Avoid other visible ROIs**

Clean-up: Select > Selection modes > Polyline 3D

- Select larger areas in 3D using **Polyline 3D** for easy removal of accidentally added regions

