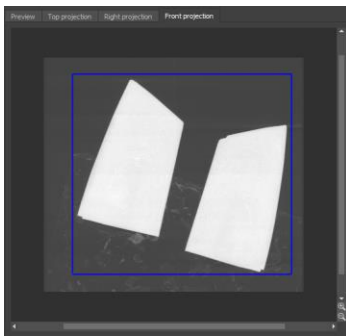
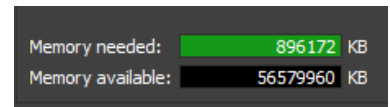


Reducing memory usage

VGSTUDIO MAX Working from Home—Import wizard

At a glance: Memory preview

- Shows the memory needed for the selected import settings
- “Keep it green” for maximum performance

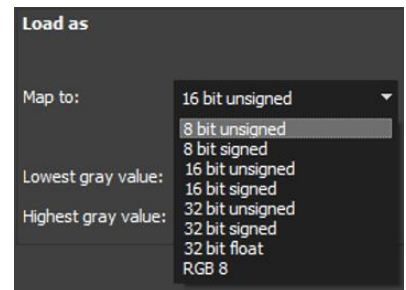


For the best fit: Import preview

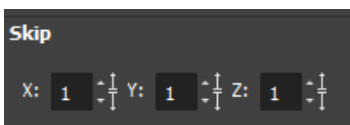
- Drag the blue lines in the top, front, and side projections to remove air surrounding the object
- Leave some room around the object for a subvoxel-accurate surface determination

Less is more: Bit-depth mapping

- For professional image analyses, 16-bit data is typically used
- A reduction to 8-bit substantially reduces memory usage and is acceptable for low-precision analyses



Mind the gap: Skipping slices



- Use an x, y, and z-skip to only import every other slice to greatly reduce memory needed
- Ideal for visualizing large data sets