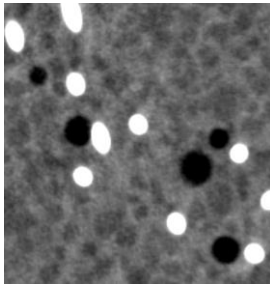


Finding out what's wrong

VGSTUDIO MAX Working from Home—Porosity/Inclusion analysis

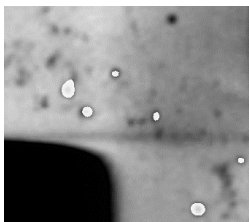
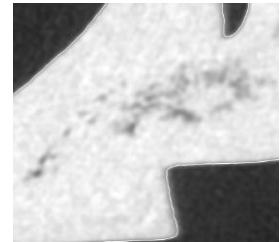


The quick one: Only Threshold

- Simple and quick analysis: Only define max./min. gray value for voids/inclusions
- Suitable for good material to defect contrast
- Surface determination not necessary but helpful

Looking for a change: VGEasyPore

- Finds voids due to local contrast
- Use absolute or relative mode
- Well suited for dealing with CT artifacts

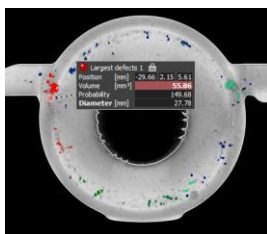
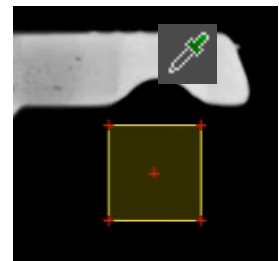


The flexible one: VGDefX

- Very customizable and powerful but resource intensive
- Finds voids or inclusions in Analysis area defined by gray value
- Can be adjusted to all sorts of data

You can always get what you want: Adjusting

- Remove particles and small voids in surface determination
- Define Material and Background manually with the pipette or Use determined surface
- Check Preview or Show analysis area to adjust
- Adjust min. and max. size in the filter



Show me what you got: Visualizing results

- Increase Transparency to show defects in 3D
- Click on a line in the Defects table to snap in 2D views
- Right-click on defects to create annotations

