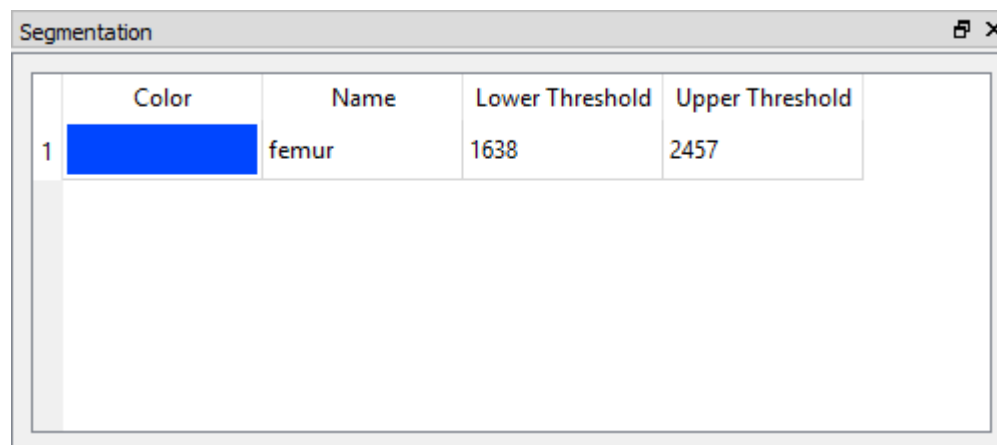


Segmentation

Surface3D's *Segmentation* widget provides access to the labels that are used to identify and segment objects (bones, implants, etc.) in the image data. The recommended approach for segmenting image data is described in the [How To: Segment Image Data and Create Surface Models](#) tutorial.



The screenshot shows a window titled "Segmentation" with a table containing one row. The table has five columns: an index column, "Color", "Name", "Lower Threshold", and "Upper Threshold". The first row is indexed "1", has a blue color swatch, the name "femur", a lower threshold of 1638, and an upper threshold of 2457.

	Color	Name	Lower Threshold	Upper Threshold
1		femur	1638	2457

Surface3D's Segmentation widget displays the labels in a table along with their name, color, and upper and lower threshold values.

- To create a label, use the command *Segmentation* → *Add Object Label*.
- To remove a label, use the command *Segmentation* → *Remove Object Label*.
- To change the name of a label, double-click on the name and type in a new one.
- To change its color, double-click on the color cell in the table and select a new color from the dialog.
- The upper and lower threshold values can be changed by dragging the vertical lines in the [Histogram of Image](#) widget, or by double-clicking on the cells in the table and typing in new values.

When you are finished with the first object, selecting the next object will delete the existing segmentation label.

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