

Segmentation



The *Segmentation* widget provides access to the labels that are used to identify and segment objects (bones, implants, etc.) in the image data. The labels are contained in a table with their name, color, and upper and lower threshold values. The recommended approach for segmenting image data is described in [How To: Segment Image Data and Create Surface Models](#). When you are finished with the first object, selecting the next object will delete the existing segmentation label. 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.

From:

<https://has-motion.com/wiki/> - Wiki Documentation Site

Permanent link:

<https://has-motion.com/wiki/doku.php?id=other:dsx:surface3d:segmentation&rev=1721157682>

Last update: **2024/07/16 19:21**

