Slicer4Minute Tutorial

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Drag and drop the "slicer4minute" MRML scene to the Slicer window.
After dragging and dropping the “MRML Scene” into the Slicer window, click on OK.
Slicer displays the elements of the slicer4minute scene, which contains the MR volume of the brain and a series of 3D surface models.
Next, click the viewing mode menu and select the **Conventional Widescreen** option.
Select the **Models** module
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The **Models** module GUI displays the list of models loaded in the **slicer4minute** scene, their color, and the value of their opacity (between 0.0 and 1.0).
Click on the **pin icon** in the top left corner of the Red axial slice to display the slice viewer menu, then click on the **eye icon** to display the axial slice in the 3D Viewer.
Slicer simultaneously displays the slices in the 3D viewer. Use the slider of the red viewer to browse through the axial MR slices.
Under the **Scene** tab, select the scene **Skin.vtk**, then click on the **Display** tab.
Under the **Display** tab, locate the option **Opacity** and lower the opacity of **Skin.vtk**.
Click on the **pin icons** of the axial and coronal slices and select both **eye icons** to display both the axial and coronal slices in the 3D viewer.
Select the scene `skull_bone.vtk` and click on the Display tab.
Under the **Display** tab, uncheck the option for **Visible**. The white matter surface, as well as the left and right optic nerves, appear in the 3D viewer.
Select the scene `hemispheric_white_matter.vtk`, and under the **Display** tab check the option **Clip**
Scroll down the Models module and select the tab Clipping, and check off the options for Green Slice Clipping in the Negative space.
Use the slider of the axial and coronal slices to expose the optic chiasm.
Select the scene **Skin.vtk** again, and under the **Display** tab slightly increase the opacity.
Click on the viewing mode menu and select the 3D only view.
The slice viewers disappear. Click on the **pin icon** of the 3D viewer and select the option **Spin** the 3D view.
The 3D model starts to spin. Click the same option to stop the model from spinning.
This tutorial was a short introduction to the 3D visualization capabilities of Slicer. Visit the Slicer4 training compendium for more information on the software.

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