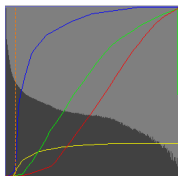
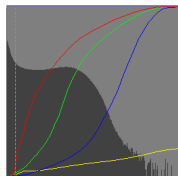
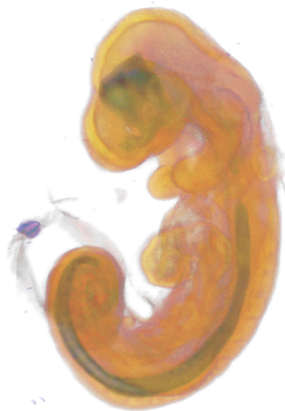


MARender: A Simple JavaScript Library for Biomedical Visualisation

Bill Hill and Richard A. Baldock

Visualisation of 3D Data

- ▶ Volume Rendering
- ▶ Surfaces
- ▶ Sections
- ▶ Point Clouds



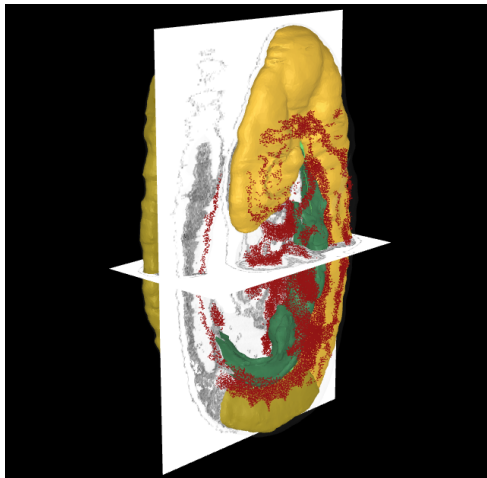
Visualisation of 3D Data

- ▶ Volume Rendering
- ▶ Surfaces
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Visualisation of 3D Data

- ▶ Volume Rendering
- ▶ Surfaces
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Programming Interface

- ▶ JavaScript (based on three.js)
- ▶ MAREnderer
- ▶ Models:
Add/Update/Remove
- ▶ Animate

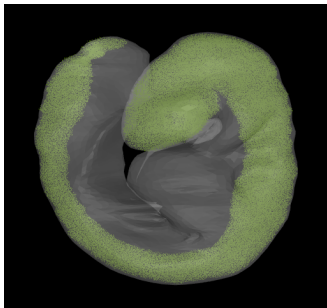
```
var con = document.  
    getElementsByTagName('div')[0].  
    value;  
var ren = new MAREnderer(window,  
    con);  
ren.init();  
ren.addModel({name: 'emb',  
    path: 'models/emb_srf.vtk',  
    color: 0xc0c0c0,  
    transparent: true,  
    opacity: 0.5});  
ren.addModel({name: 'neu',  
    path: 'models/neu_pts.vtk',  
    color: 0xa0f010,  
    mode: MAREnderMode.POINT});  
ren.animate();
```

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Programming Interface



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```

Programming Interface

MARenderer Methods

- addModel() - adds a new model
- updateModel() - updates named model
- removeModel() - removes named model
- animate() - starts rendering the scene
- goHome() - camera to home position
- setHome() - sets camera home
- setCamera() - sets camera position
- getIIP3DBBVertices() - vertices corresponding to IIP3D
- opacityIncrement() - increments all opacities
- pointSizeIncrement() - increments all point sizes

Programming Interface

IIP3D Integration

```
var u = url + '&dst=' + dst +  
    '&pit=' + pit + '&yaw=' + yaw;  
var v = ren.getIIP3DBBVertices(u,  
    new THREE.Vector3(0.34, 0.34, 2));  
var t = u + '&sel=0&cvt=png';  
ren.addModel(name: 'plane',  
    mode: MAREnderMode.SECTION,  
    vertices: v,  
    color: 0xffffffff,  
    opacity: 1.0,  
    transparent: true,  
    texture: t);
```

Default Mouse/Keyboard Inputs

- left mouse - rotate camera
- scroll wheel - zoom camera
- right mouse - pan camera
- ! - diagnostics
- ? - pick models
- < - decrement opacity
- > - increment opacity
- C - set camera and go home
- H - set home
- h - go home
- p - increment point size
- q - decrement point size
- s - phong render surfaces
- w - wireframe render surfaces

Data Preparation

- ▶ Surfaces
- ▶ Point Clouds
- ▶ Voxel Data

Data Preparation

ImageJ, ITKSnap, VTK or Woolz

- ▶ Surfaces
- ▶ Point Clouds
- ▶ Voxel Data

```
WlzDomainToVTKSurf.py -m 20000 -f  
-x -o surf.vtk dom.wlz
```

Data Preparation

- ▶ Surfaces
- ▶ Point Clouds
- ▶ Voxel Data

WlzPointsFromDomain

```
WlzPointsFromDomain -d 3 -D -o  
    points.wlz -x dom.wlz  
WlzExtFFConvert -o points.vtk  
    points.wlz
```

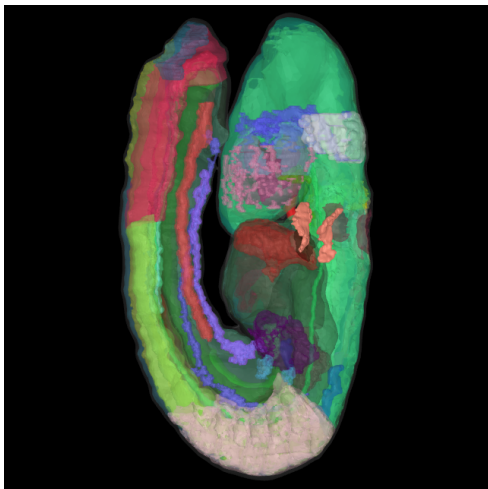
Data Preparation

- ▶ Surfaces
- ▶ Point Clouds
- ▶ **Voxel Data**

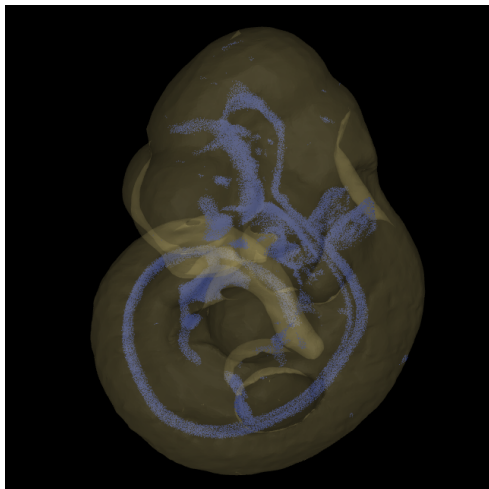
Static images, IIP, ..., IIP3D

Examples of MARender in Use

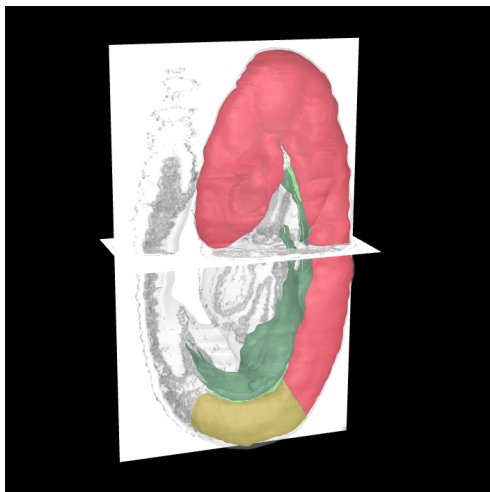
Example 1



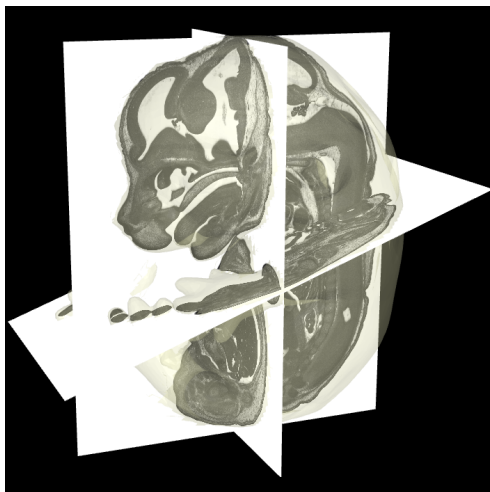
Example 2



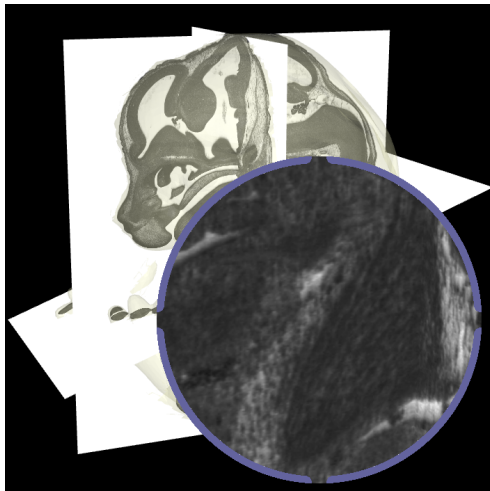
Example 3



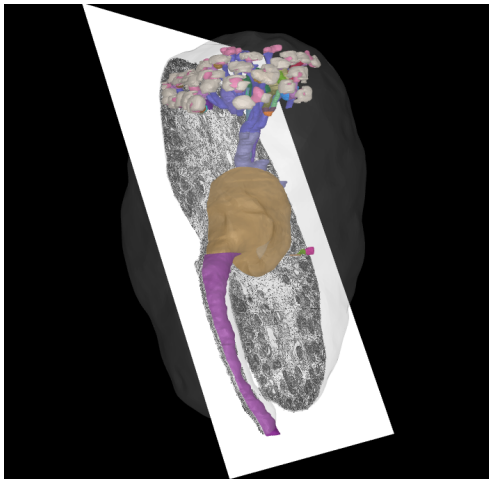
Example 4



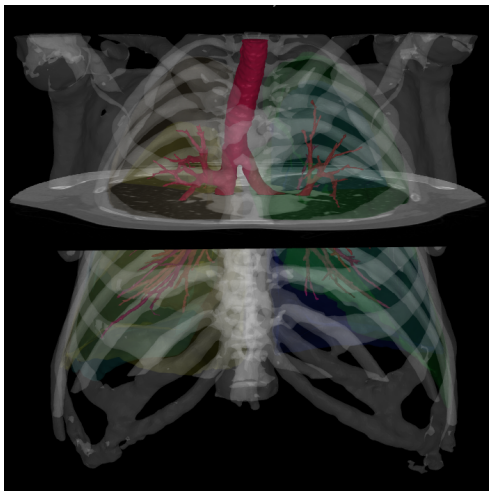
Example 4



Example 5



Example 6



Examples and Downloads

<http://aberlour.hgu.mrc.ac.uk/MARenderTests/ema27-test.html>
<http://aberlour.hgu.mrc.ac.uk/MARenderTests/test-plane.html>
<http://aberlour.hgu.mrc.ac.uk/MARenderTests/ema107-test.html>
<http://aberlour.hgu.mrc.ac.uk/MARenderTests/ema103-test.html>
<http://www.emouseatlas.org>
[http://www.emouseatlas.org/eAtlasViewer_ema/
application/ema/anatomy/EMA27.php](http://www.emouseatlas.org/eAtlasViewer_ema/application/ema/anatomy/EMA27.php)

<https://github.com/ma-tech>

<http://threejs.org/>