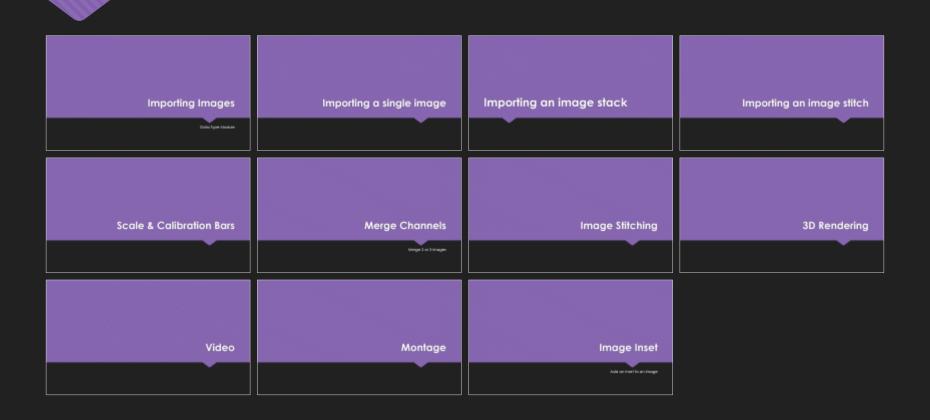
Image processing with Fanosoft

Content

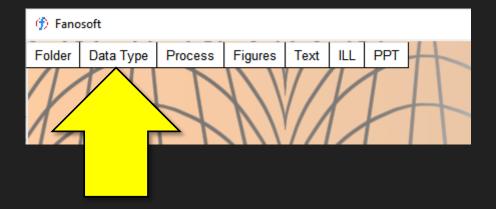


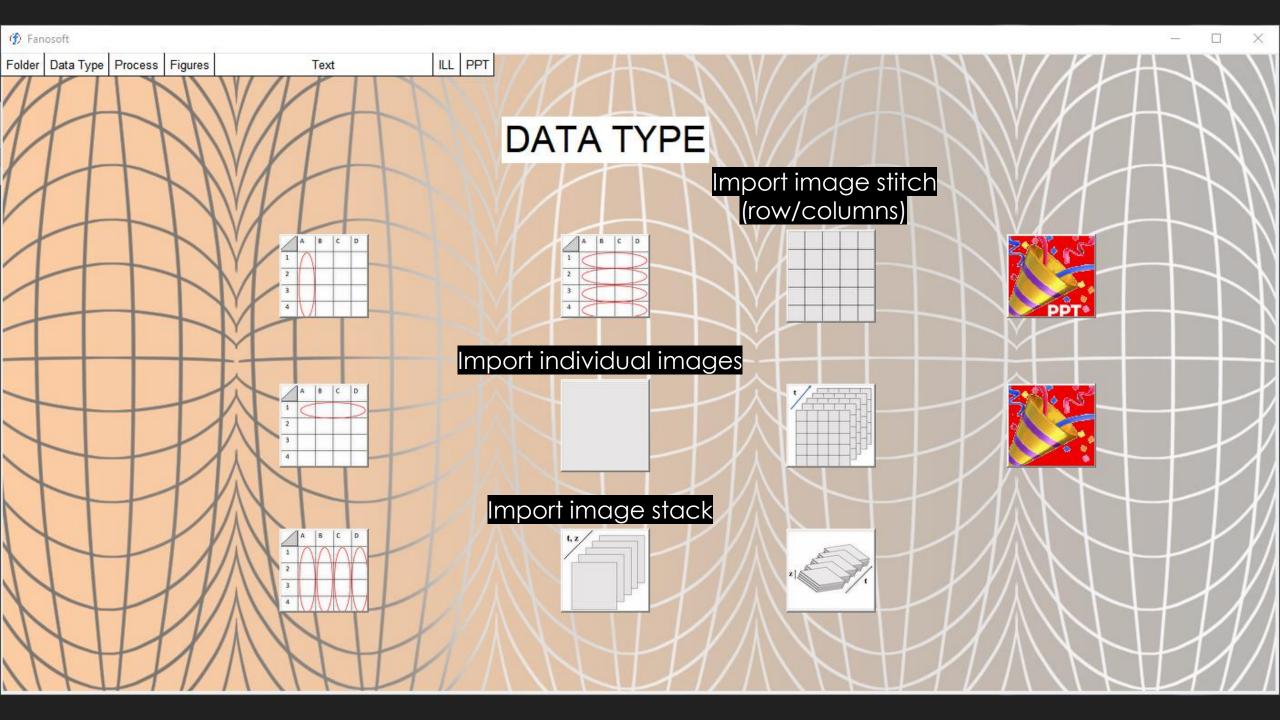
Importing Images

Data Type Module

Importing Images

O Click on "Data Type" in the upper left corner of the main window

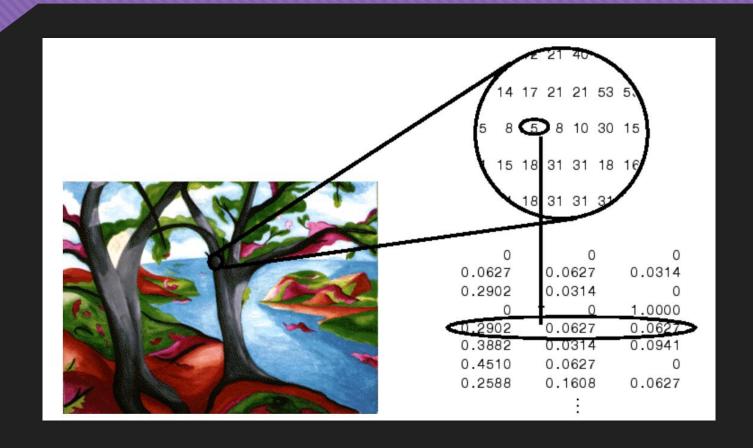




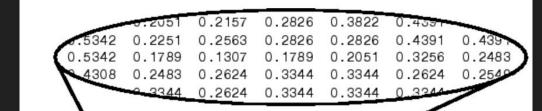
Supported Image Formats

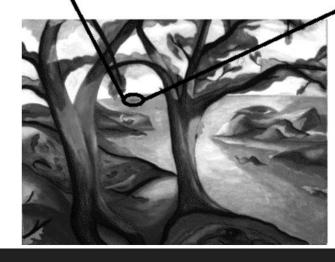
- O Supported Image formats (.bmp .gif .jpg .png .tif .mat)
- Supported Image types:
 - O Grayscale (Intensity images): NxM array of class double, uint8 or uint16
 - O Indexed images
 - O RGB (Truecolor images): NxMx3 array of class double, uint8 or uint16

Indexed images

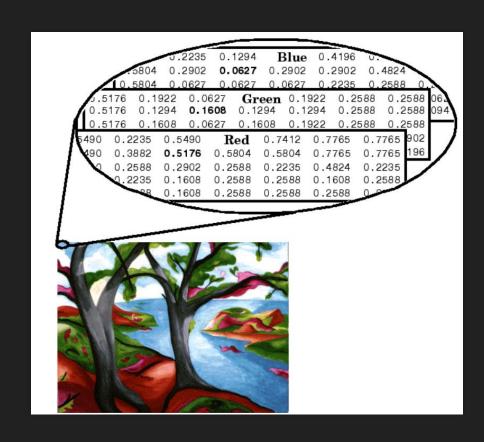


Greyscale (Intensity) Images





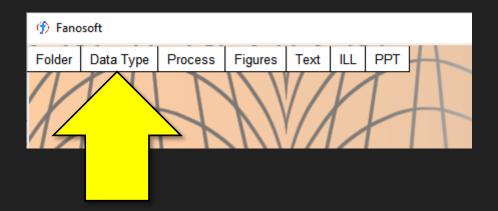
RGB Images

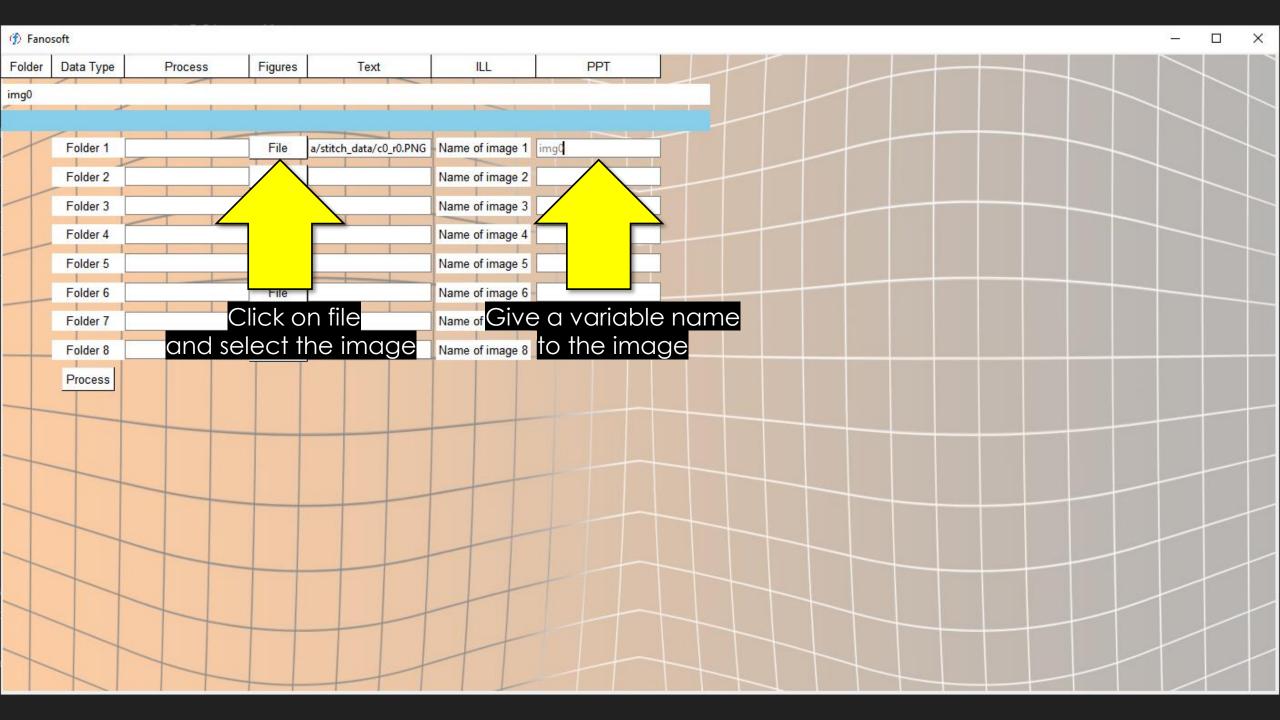


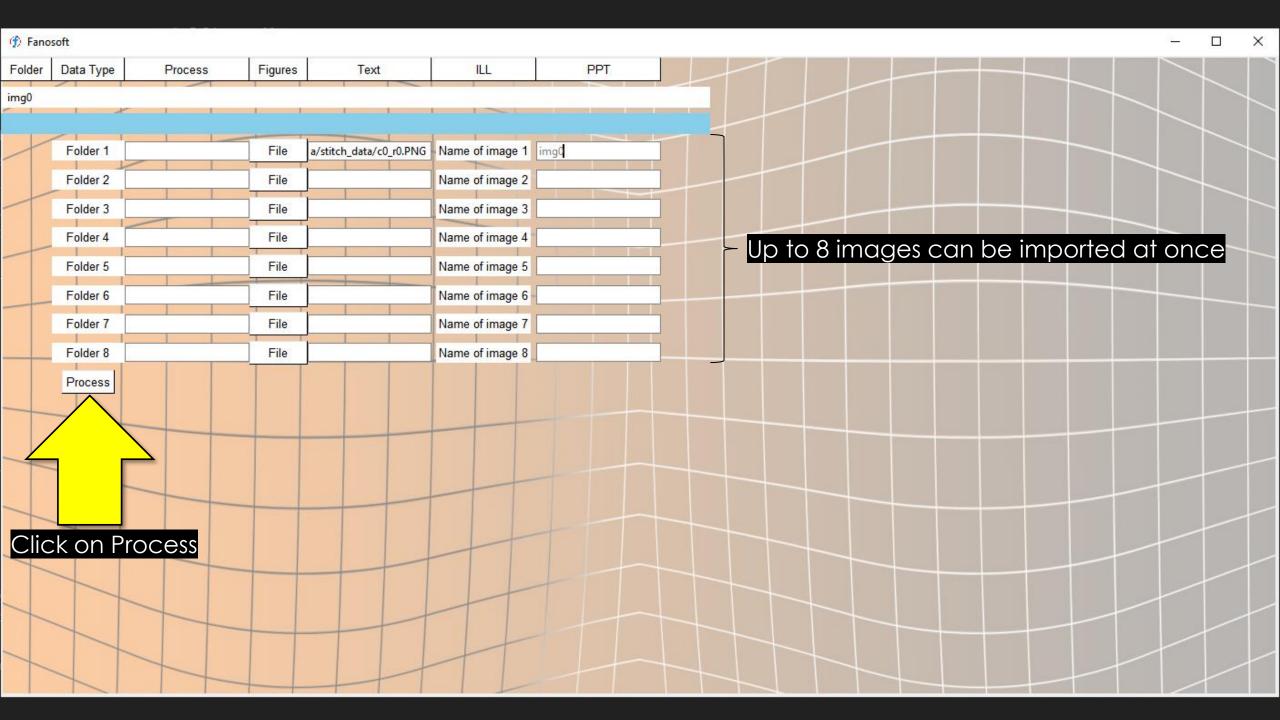
Importing a single image

Example importing a single image

Click on "Data Type" in the upper left corner of the main window

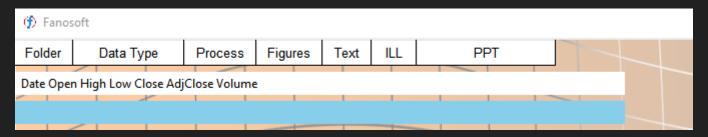






Example: Importing a single image

- O If the process is successful, a checkmark is displayed
- The imported variables are visible in the white banner and can be referenced:

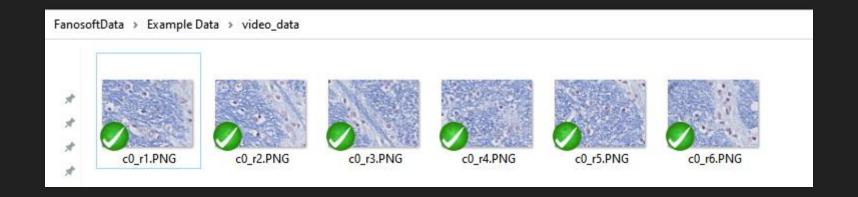


Importing an image stack

Image stacks

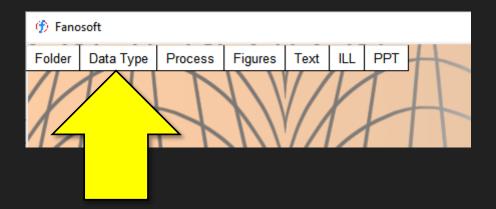
- O Load an image stack under a single variable name
- O An image stack consists of multiple files with the same filename indexed by a number
 - o e.g. "image0.png" "image2.png" "image3.png" ... "image24.png"
 - O e.g. "c0_r1.png" "c0_r1.png" ... "c0_r6.png"
- O The user specifies the filename with a "%d" token, a start and a stop
 - O e.g. "image%d.png" with %d from 0 to 24
 - o e.g. "c0_r%d.png" with %d from 1 to 6
- The image stack is imported in a subfolder in the user directory
 - Import format can be selected: tif or png

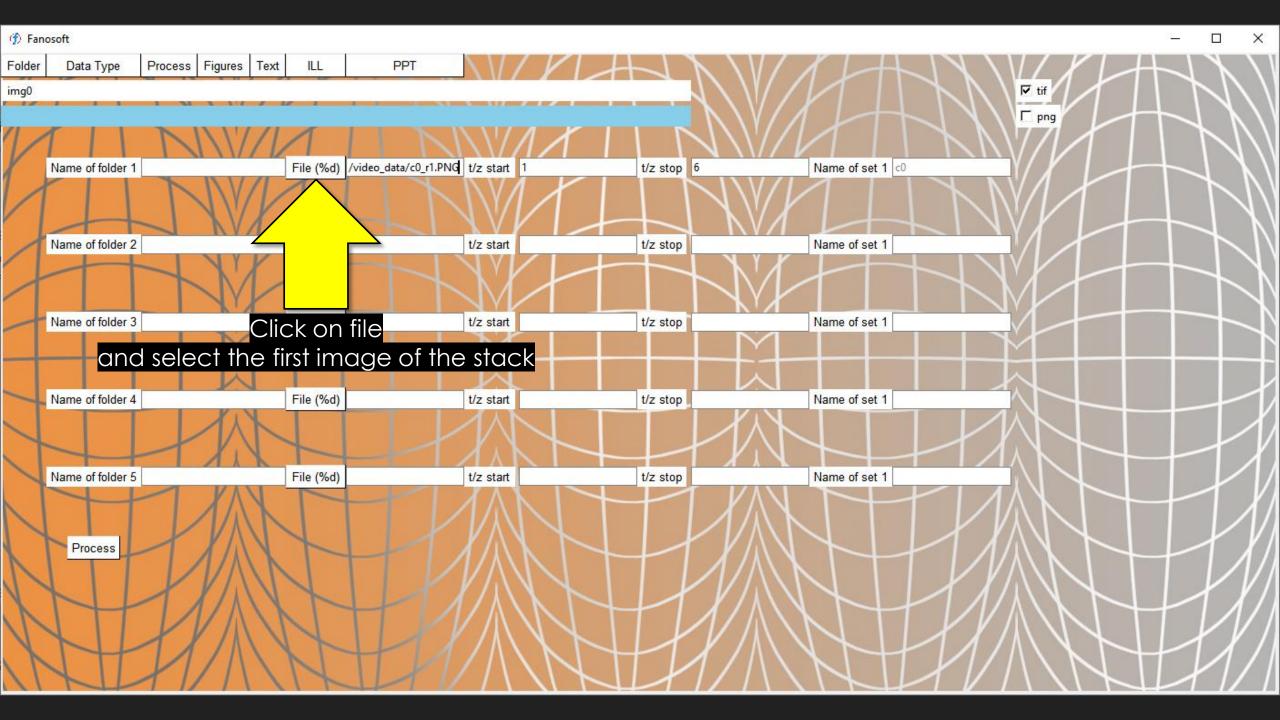
Example: Importing an image stack



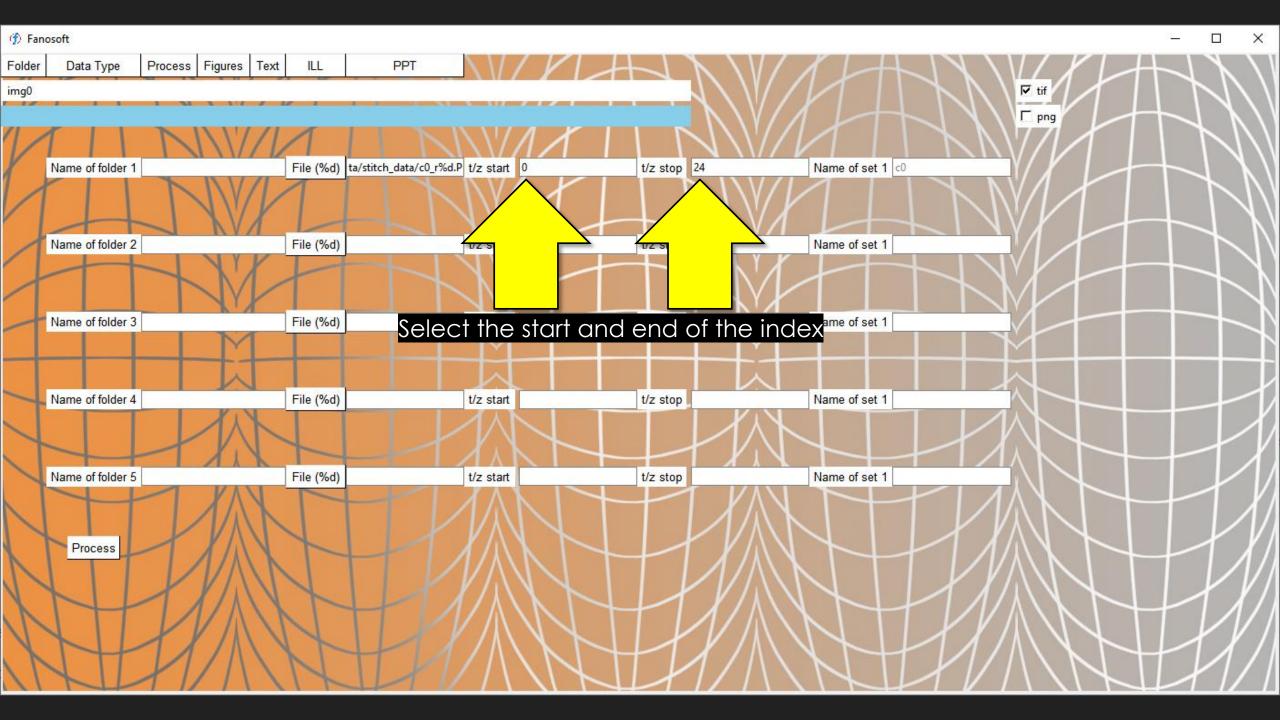
Example importing an image stack

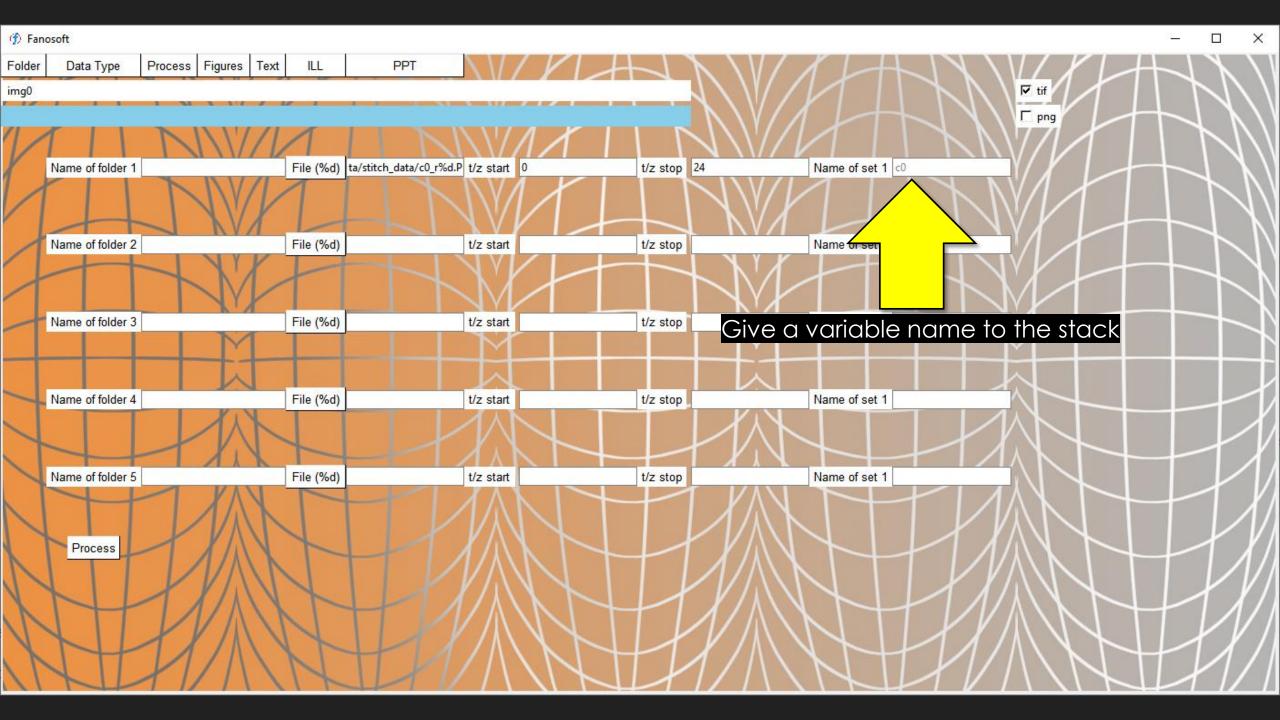
O Click on "Data Type" in the upper left corner of the main window

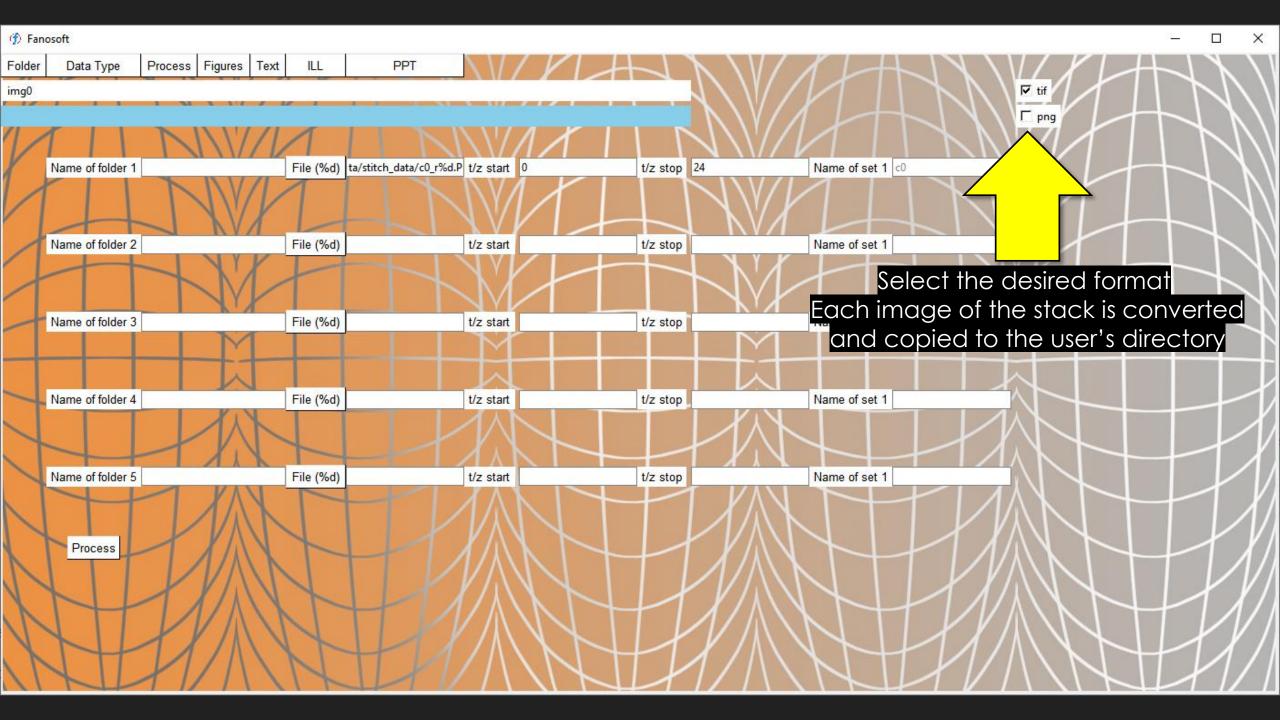














Example: Importing an image stack

- If the process is successful, a checkmark is displayed
- O The imported variables are visible in the white banner and can be referenced:



Example: Importing an image stack

 Fanosoft copied the images in the user's directory (e.g. FanosoftData\Test) in a sub-folder with the name of the variable (e.g. c0)



Importing an image stitch

Image stitch

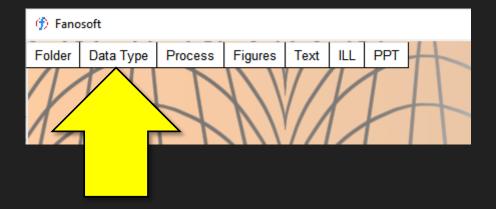
- Load an image stitch under a single variable name
- An image stitch consists of multiple files indexed by rows and columns e.g.
 - O First column: "c0_r0.png" "c0_r1.png" ... "c0_r24.png"
 - <u>O 2nd column: "c1_r0.png" "c1_r1.png" ... "c1_r24.png"</u>
 - 0 ...
 - O Last column: "c4_r0.png" "c4_r1.png" ... "c4_r24.png"
- Specifies the filename with a "%r" and a "%c" token for the row and column respectively
 - o e.g. "c%c_r%r.png" with %c from 0 to 4 and %r from 0 to 24
- O Fanosoft import images 2D arrays row-by-row.

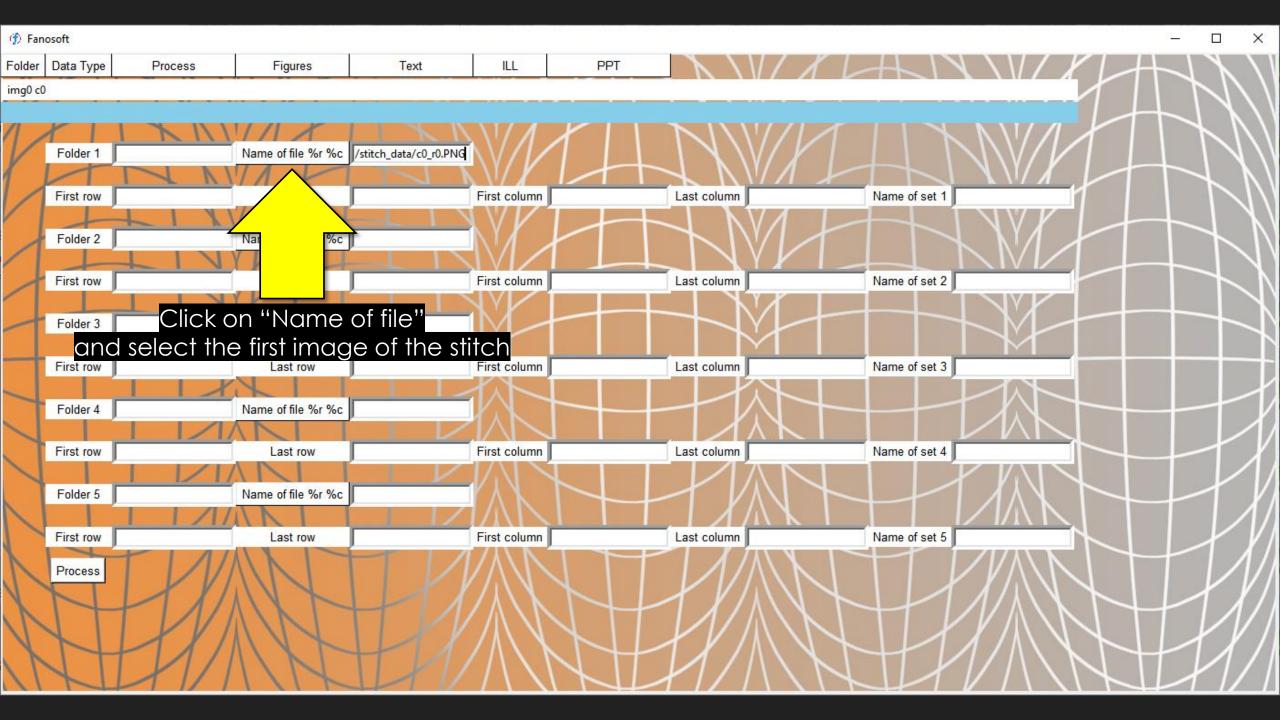
Example: Importing an image stich

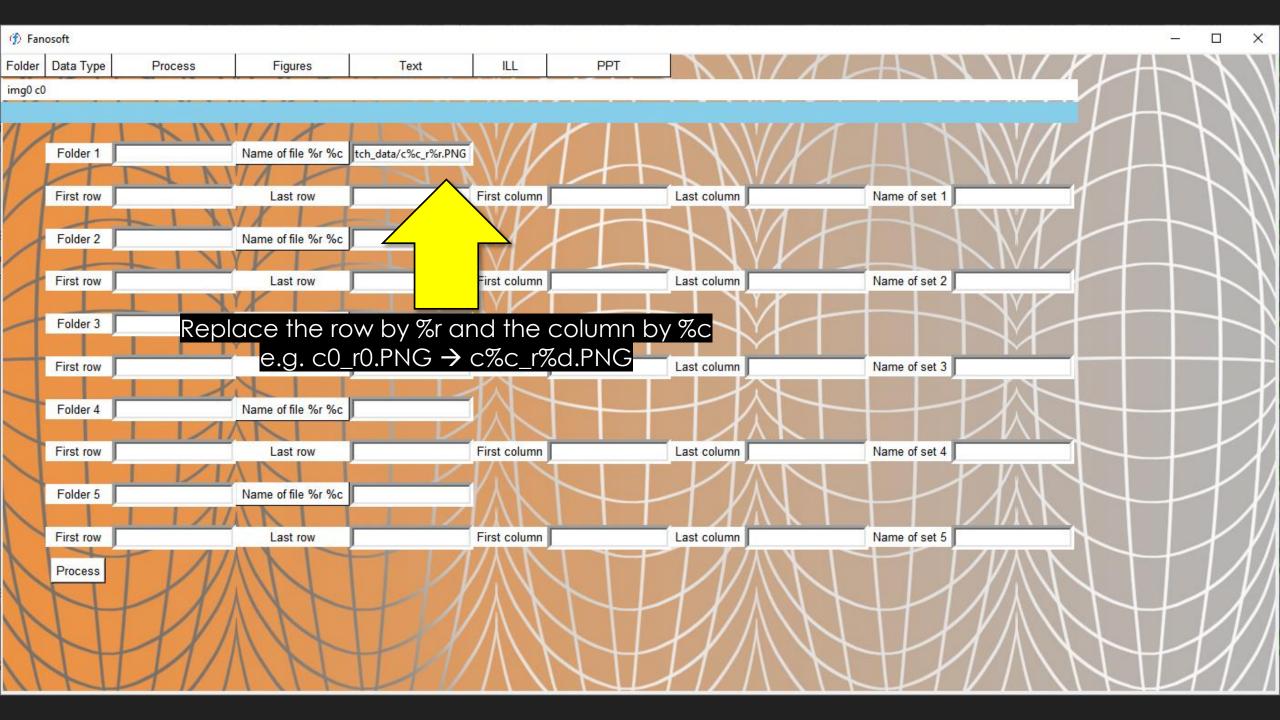


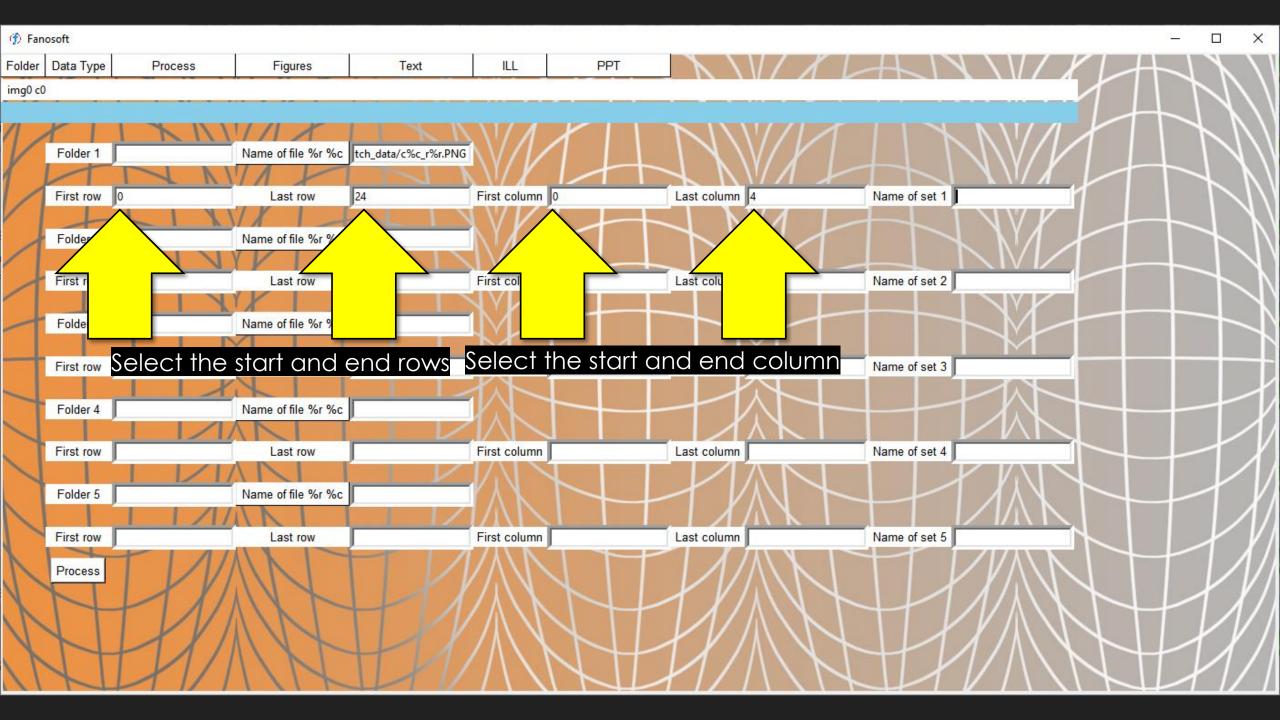
Example importing an image stitch

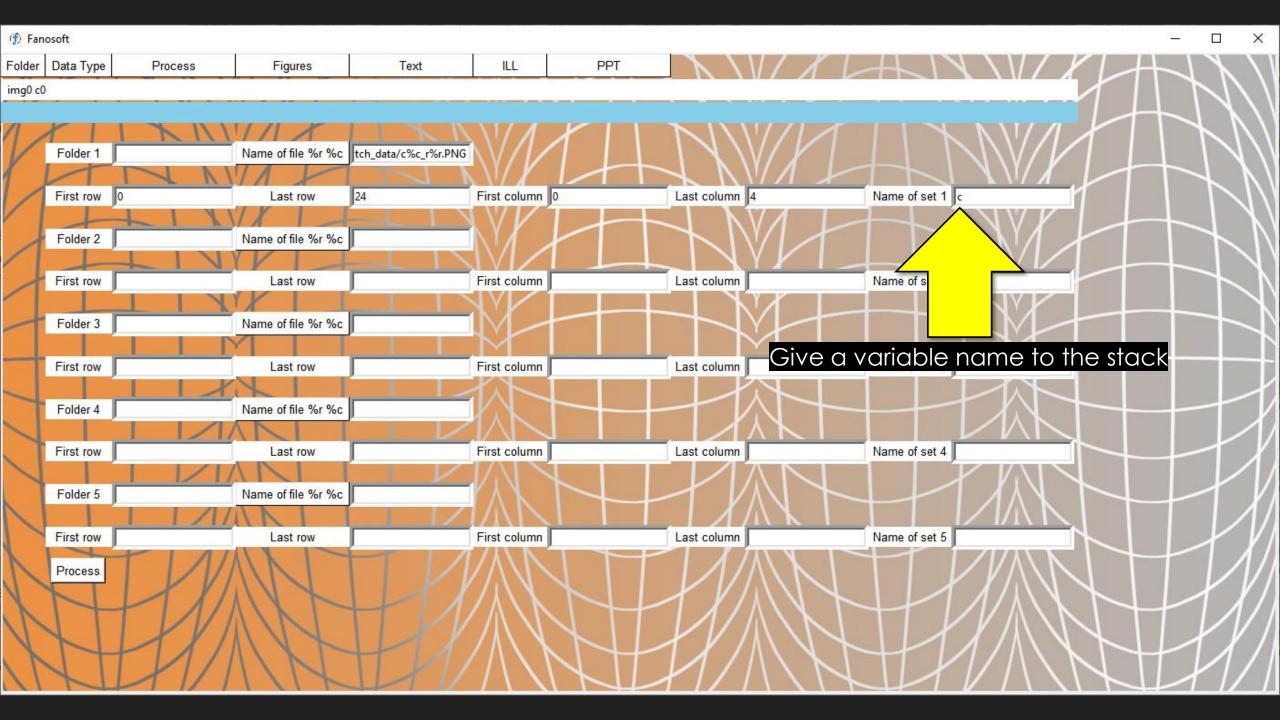
O Click on "Data Type" in the upper left corner of the main window

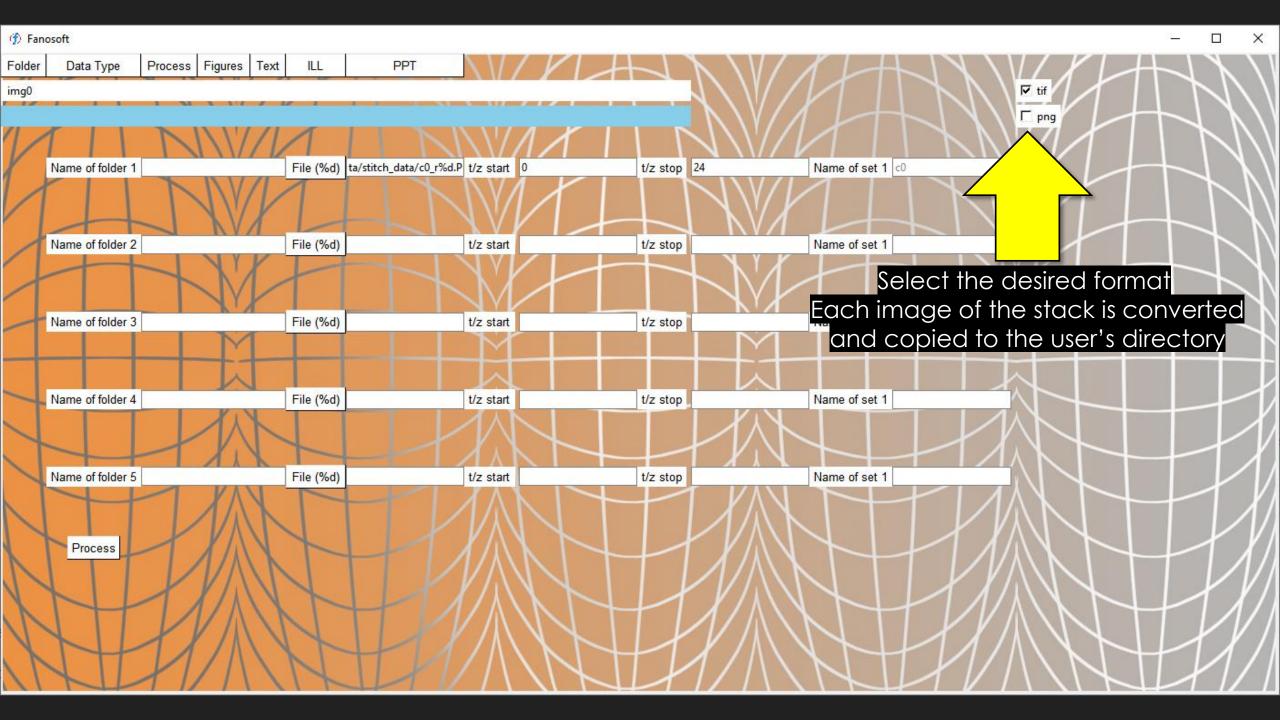














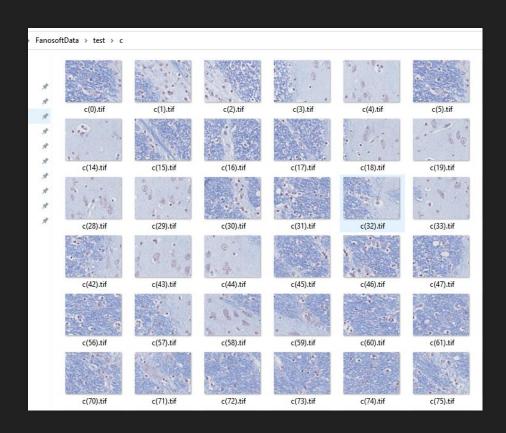
Example: Importing an image stitch

- O If the process is successful, a checkmark is displayed
- O The imported variables are visible in the white banner and can be referenced:

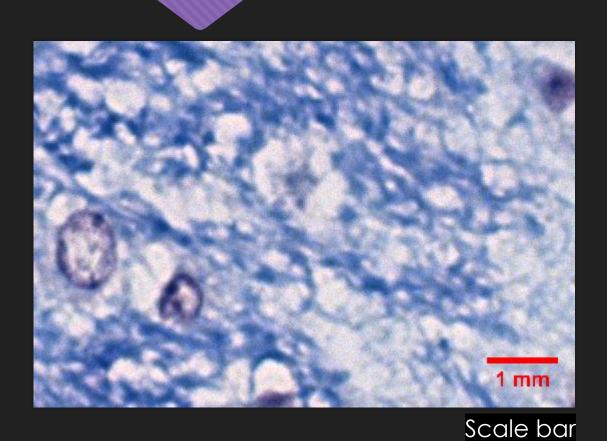


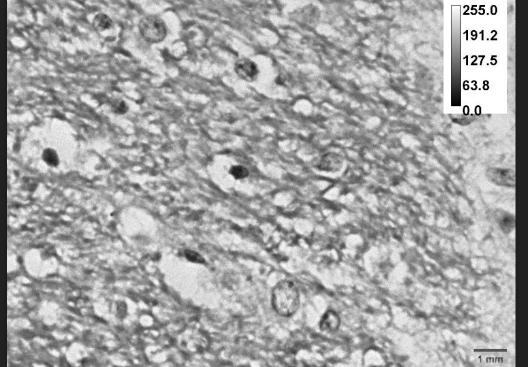
Example: Importing an image stitch

O Fanosoft copied the images in the user's directory (e.g. FanosoftData\Test) in a sub-folder with the name of the variable (e.g. c)



Scale & Calibration Bars Examples



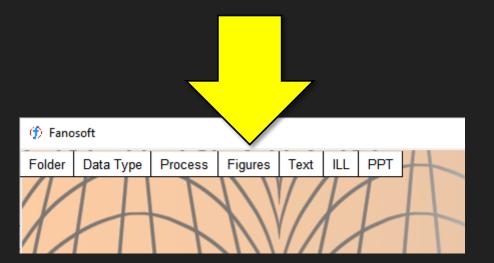


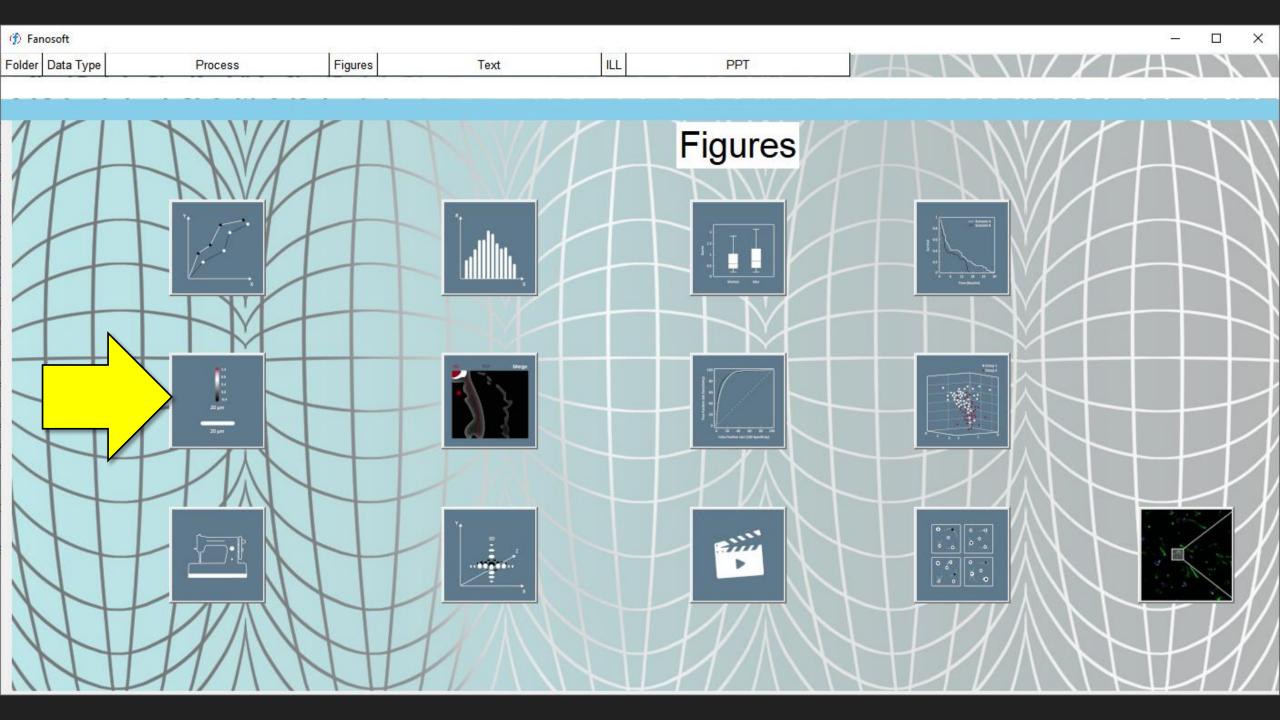
Calibration bar

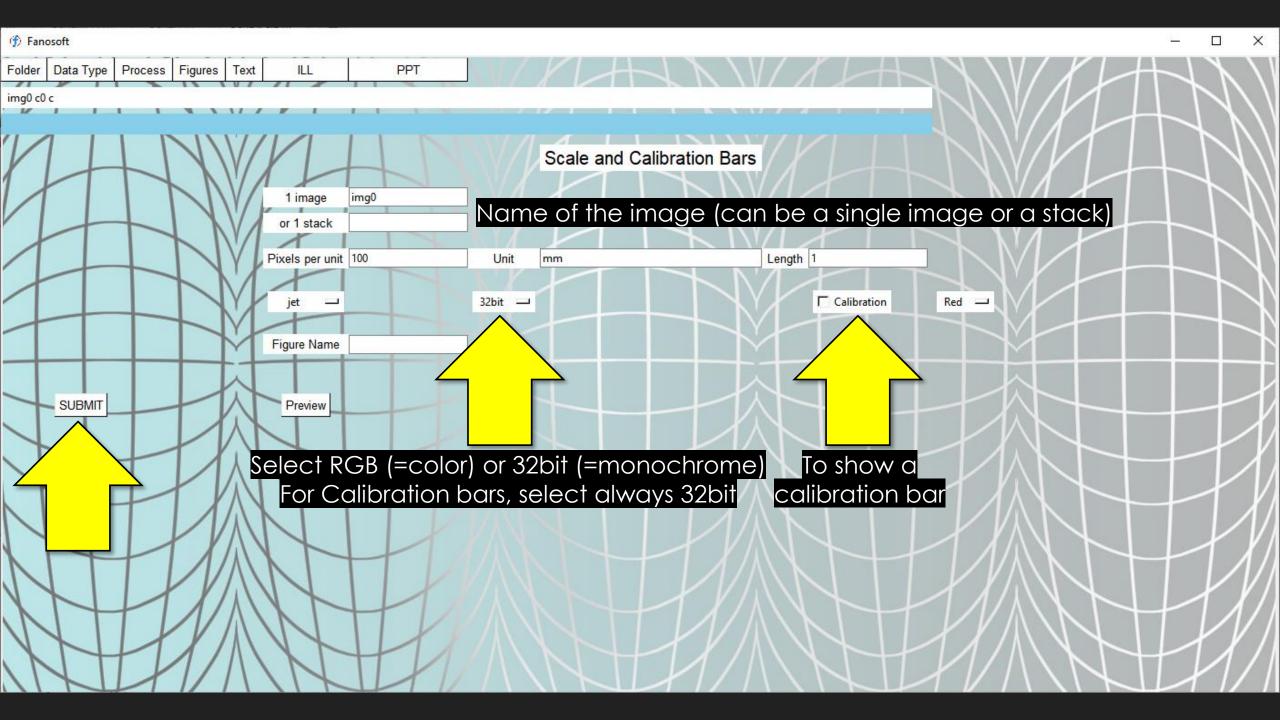
- Add scale bars or calibration bars to an image
- Work on a single image or an image stack
- The image or stack must be imported first (see "Importing images" section)
- O The output image can be in color (RGB) or monochrome (32bits)

- O For scale bars (e.g. 100 pixels = 1mm), the user specifies:
 - The distance in pixels ("Pixels per unit") e.g. 100
 - The unit of length ("Unit") e.g. mm
 - O And the known distance in unit of length ("Length") e.g. 1
 - The color: Black, White, Red or Yellow
- Calibration bars display a legend with the pixel intensity
 - works with single channel/monochrome images => 32 bit must be selected

O Click on Figures





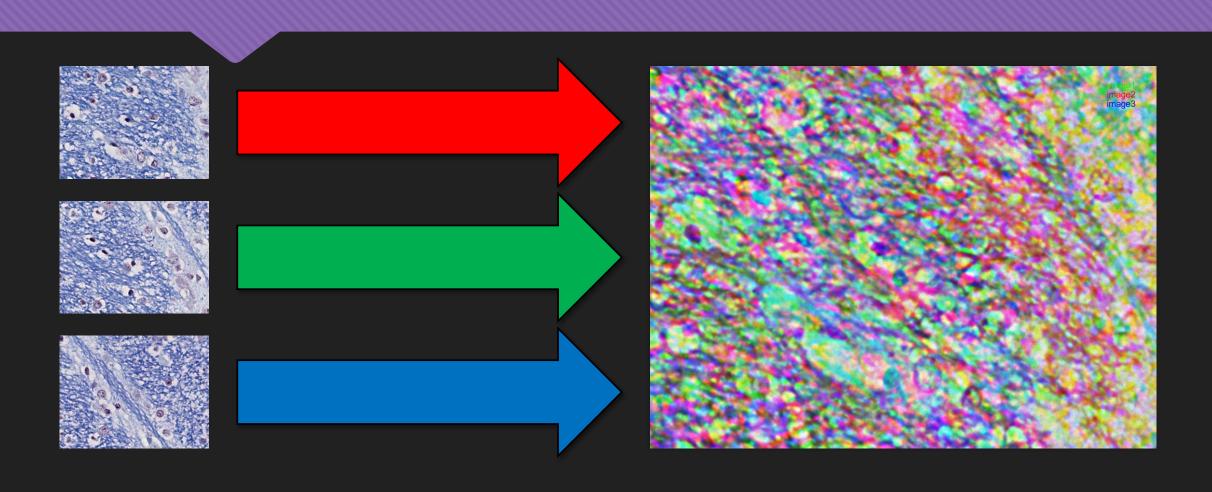


- Preview only displays the figure on the screen.
- O Submit generates a .jpeg image and a PowerPoint slide in the user's directory
 - O The filename is given by the field "Figure Name"



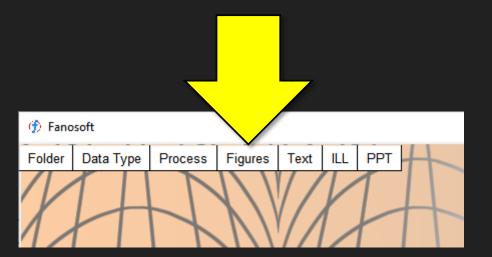
Merge 2 or 3 images

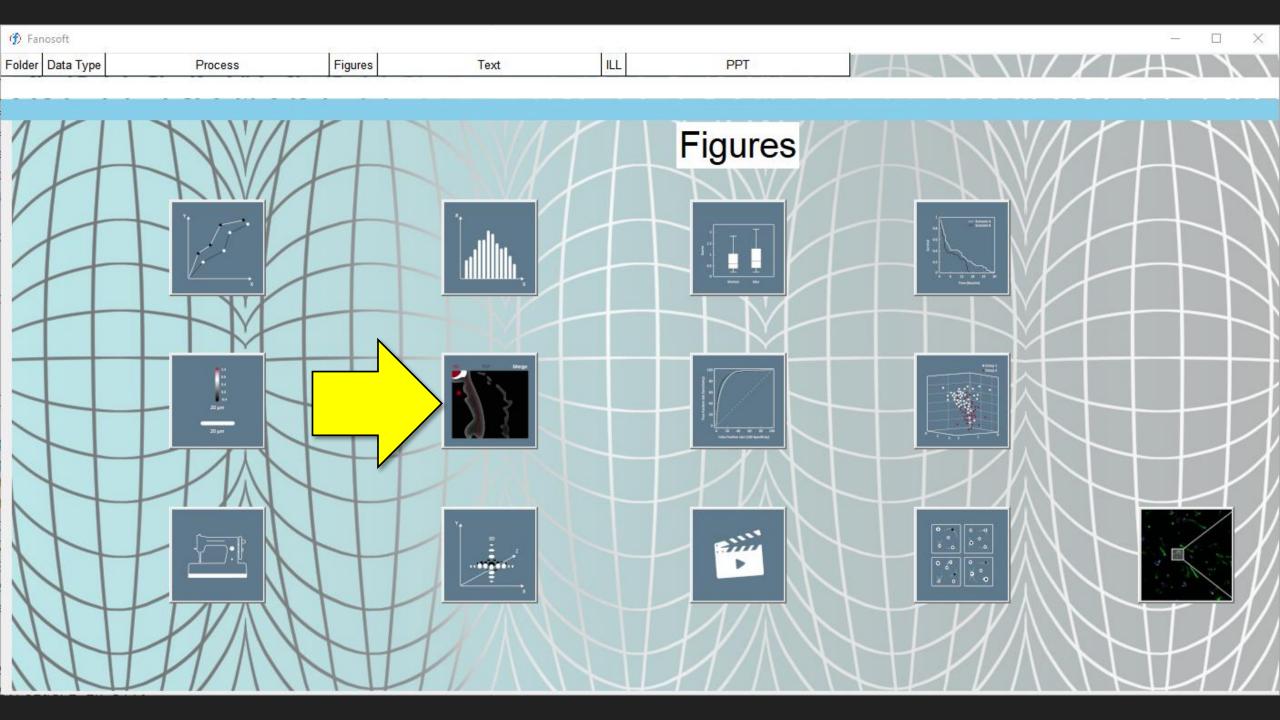
Merge Channels Example

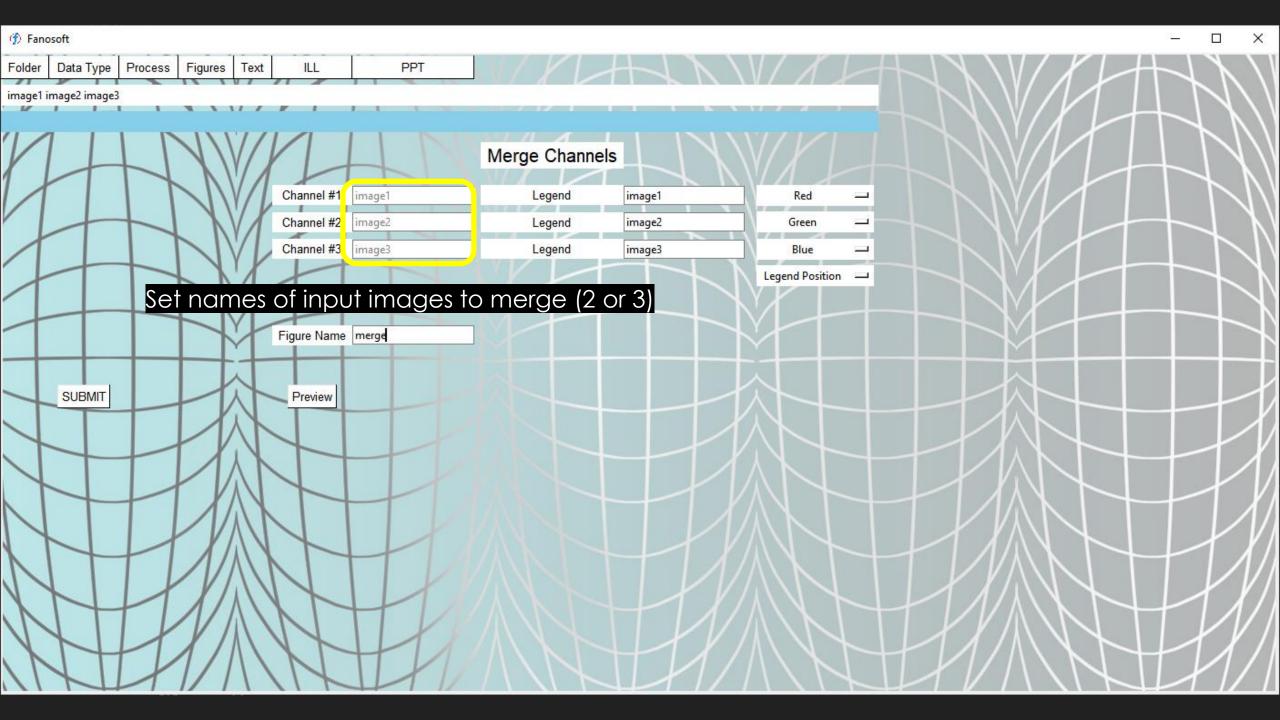


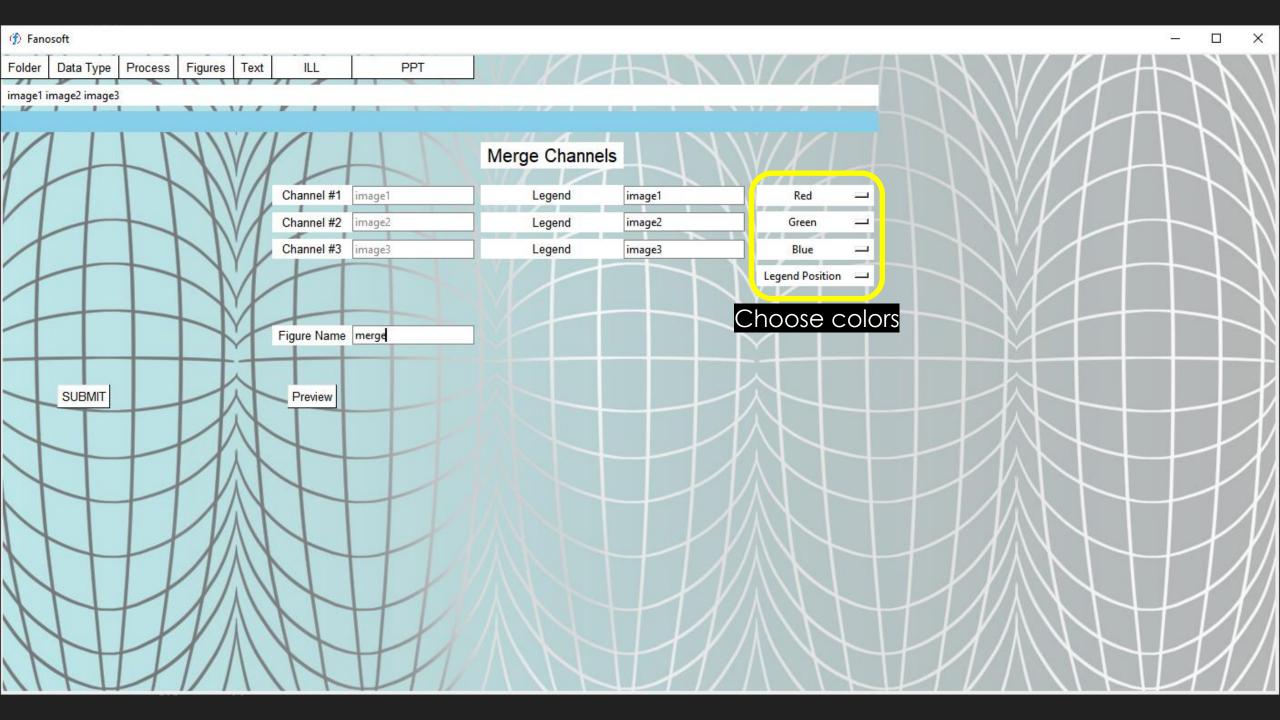
- O Merge 2 or 3 images into one
 - Each input image is first converted to the desired color
 - O Available colors: Green, Red, Blue or Yellow
 - Then the images are merged into one
- Input images must be imported first (refer to "Importing a single image" section)

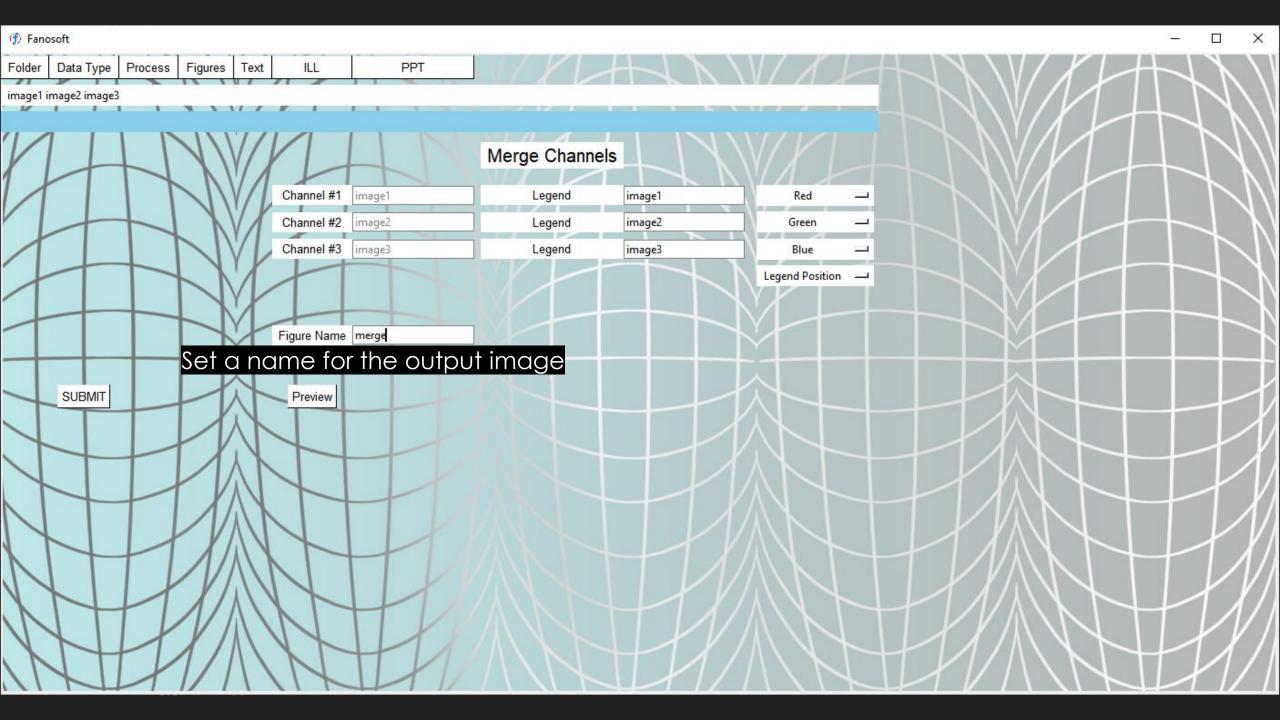
O Click on Figures

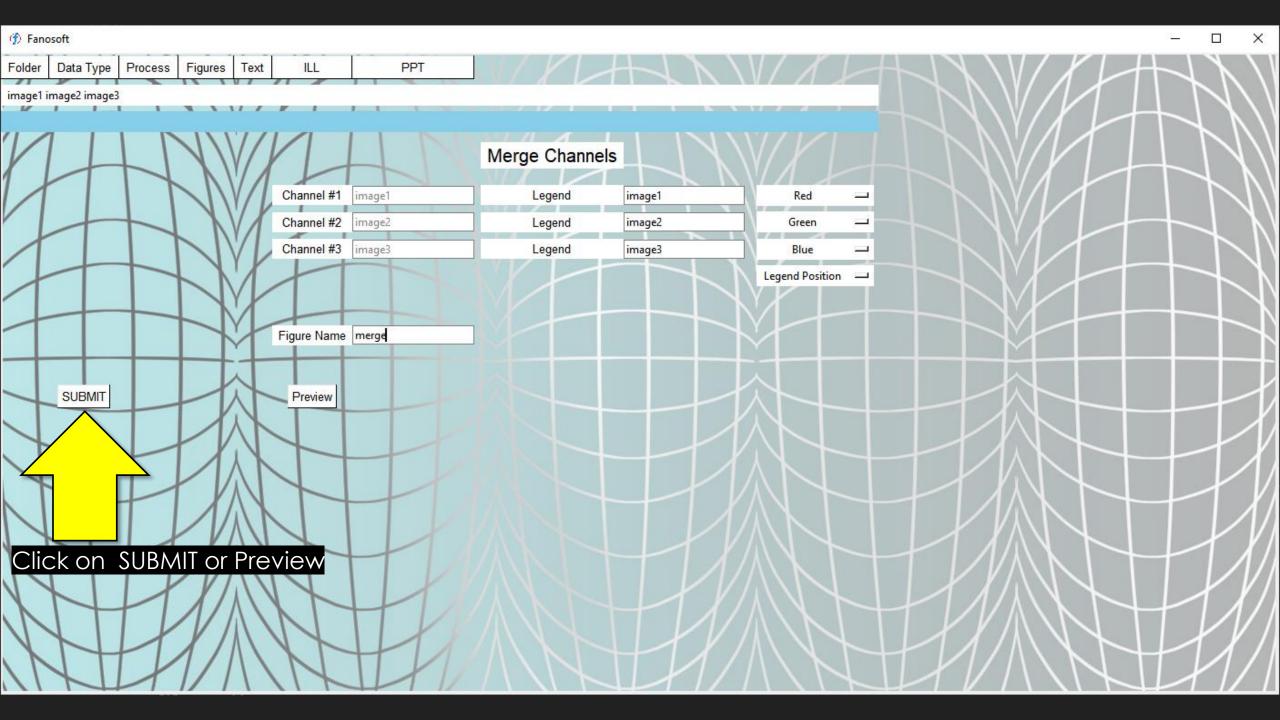












- O Preview only displays the figure on the screen.
- O Submit generates a .jpeg image and a PowerPoint slide in the user's directory
 - O The filename is given by the field "Figure Name"



Image Stitching

Image Stitching

- O Combine multiple images with overlapping fields of view
- Produce a high resolution photo mosaic
- Input is an image stack (1D image array)
- Image stack must be imported first (see "Importing images" section)
 - O Note that Fanosoft imports 2D arrays <u>row-by-row</u>





Image Stitching Example



Image Stitching Options

- Number of images in the horizontal (X) and vertical (Y) directions
 - O Must match the number of images in the stack: X = 25 Y = 5 = > 1 Image
- O Image overlap percentage = shared image area between 2 adjacent images, e.g. 10%
- Scale of the stitch: x0.5 x0.3 x0.2 x0.1 x0.05 x0.01
- Order of the images in the stack
 - Row-by-row or column-by-column
 - Right&Down, Left&Down, Right&Up or Left&Up (see next slides)

Image Overlap (e.g 80%)

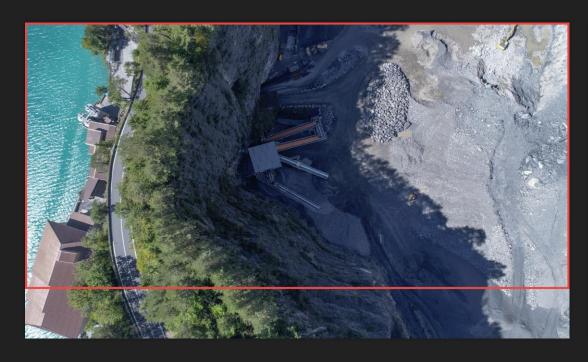
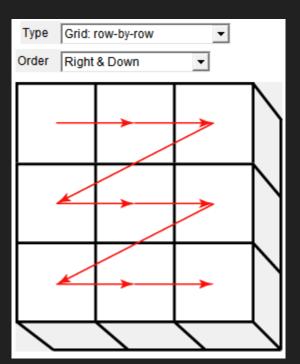
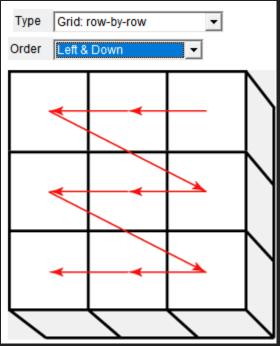
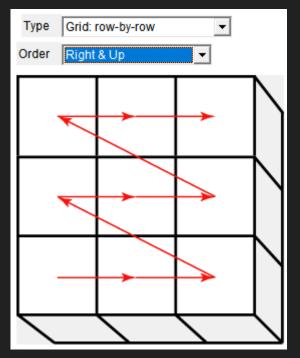




Image Stitching Options – row-by-row







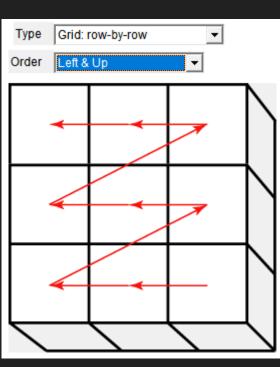
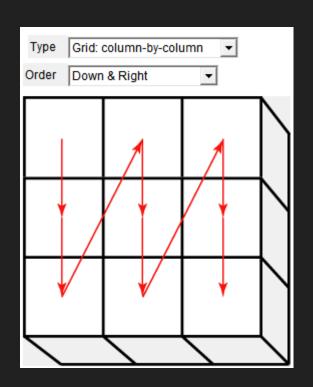
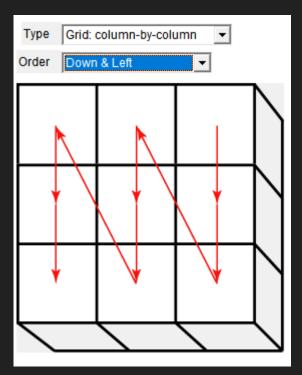
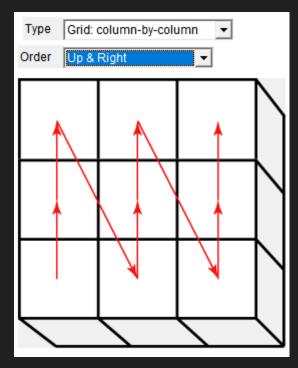


Image Stitching Options – column-by-col.







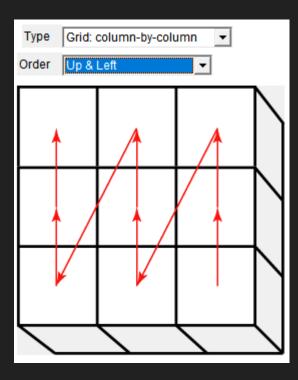
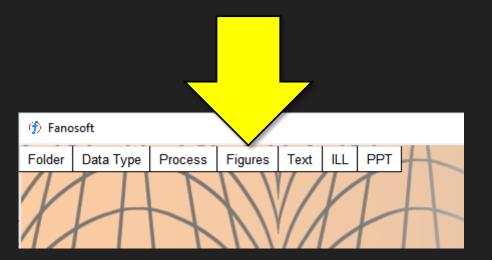
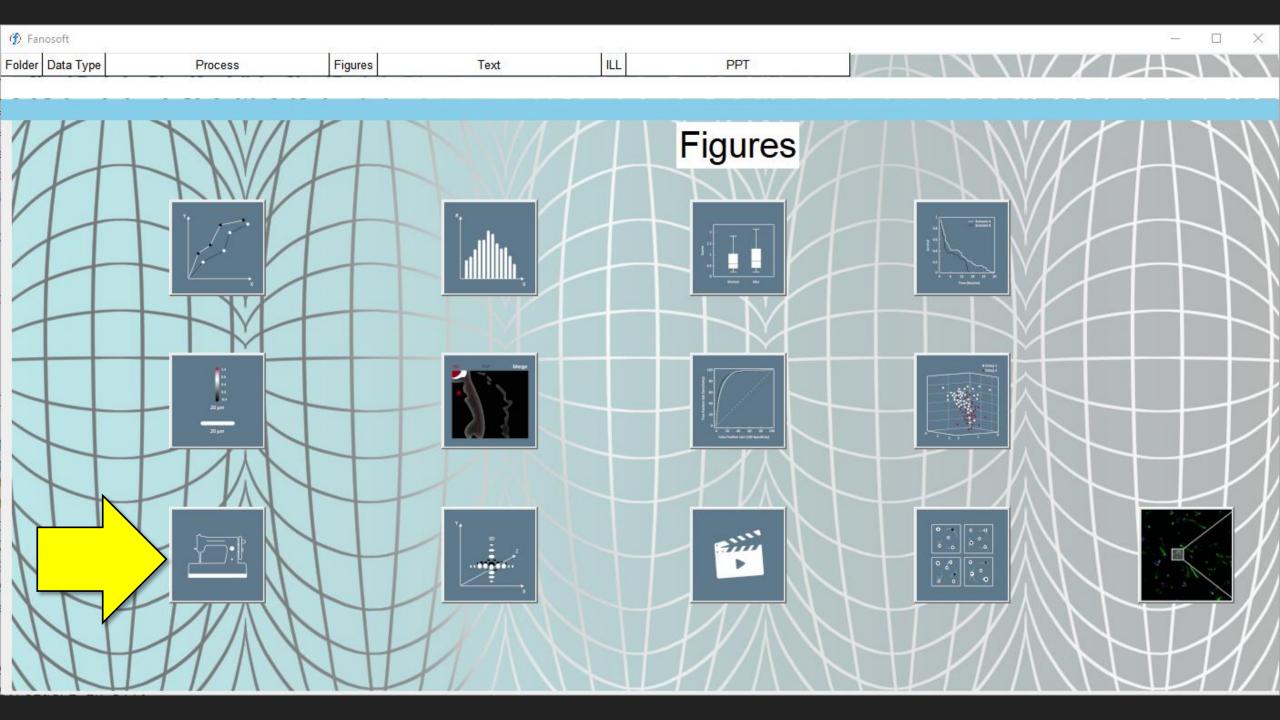
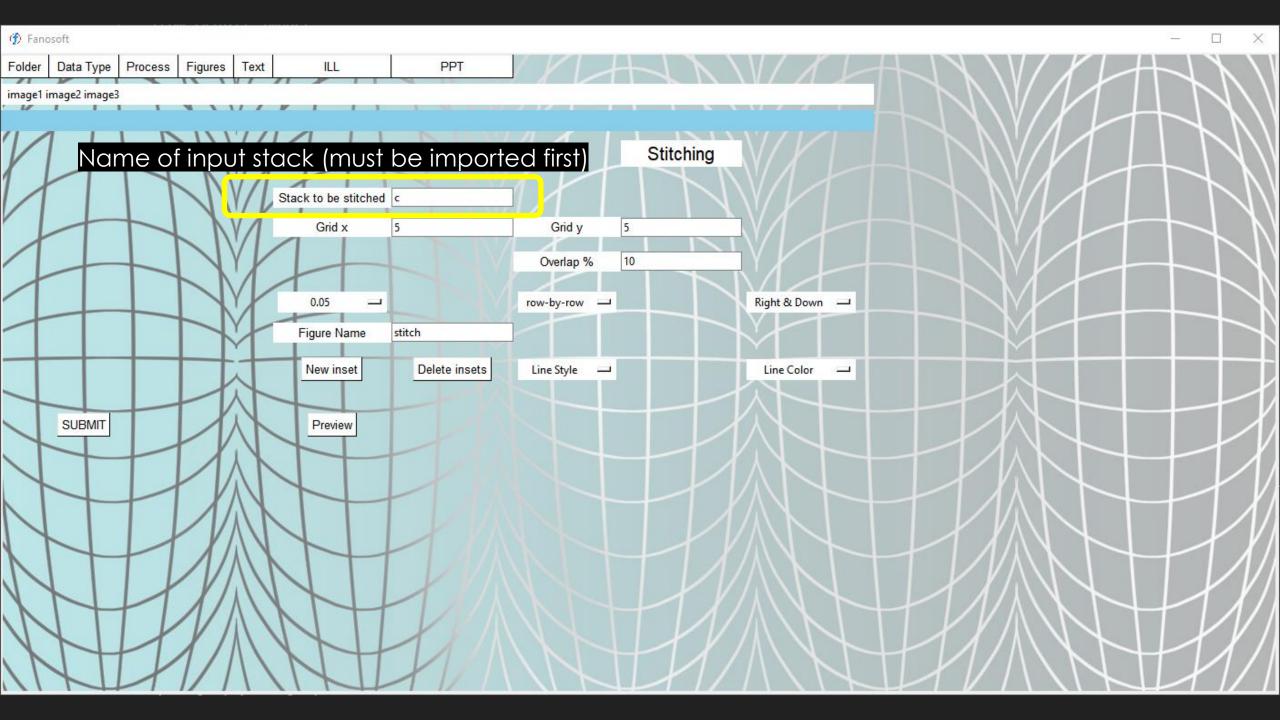


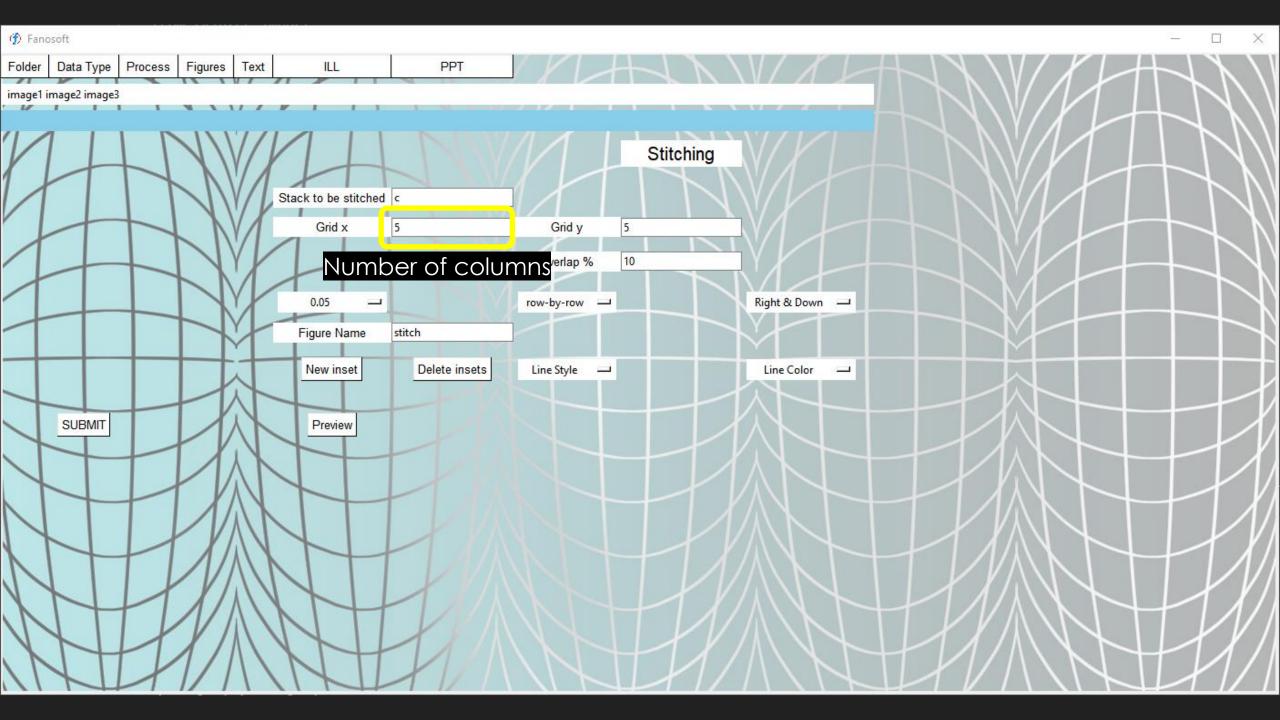
Image Stitching in Fanosoft

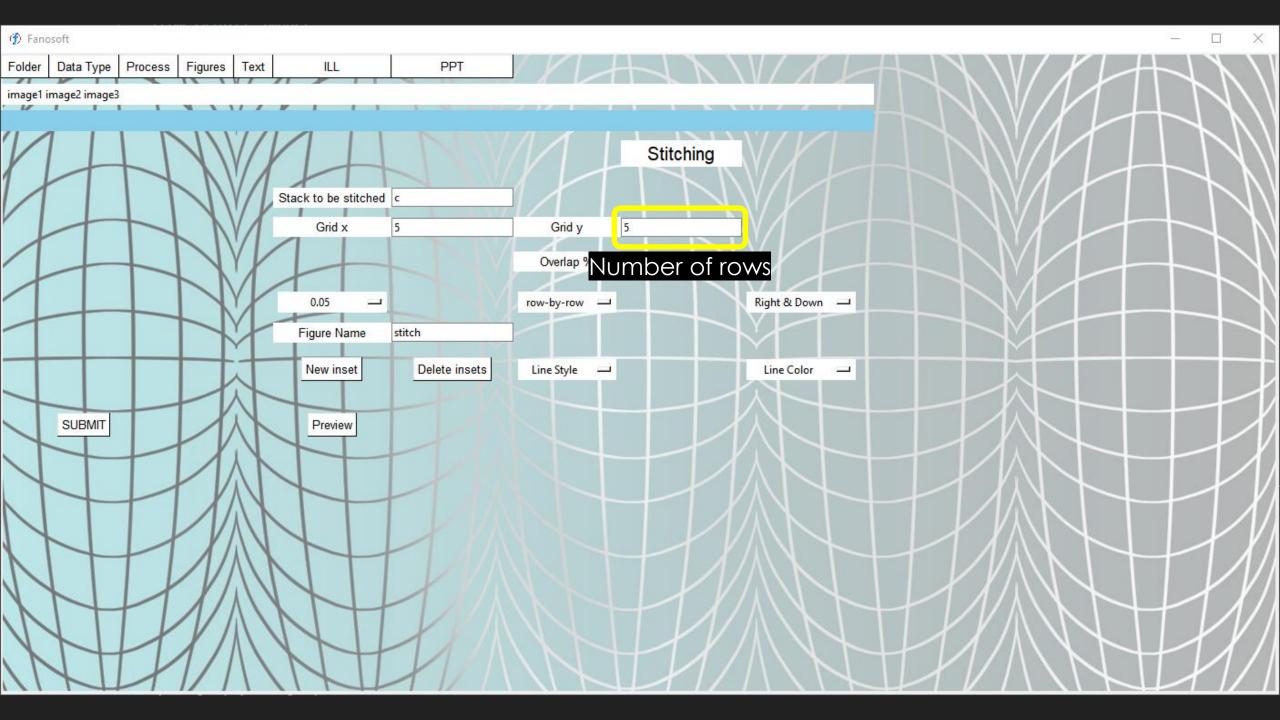
O Click on Figures

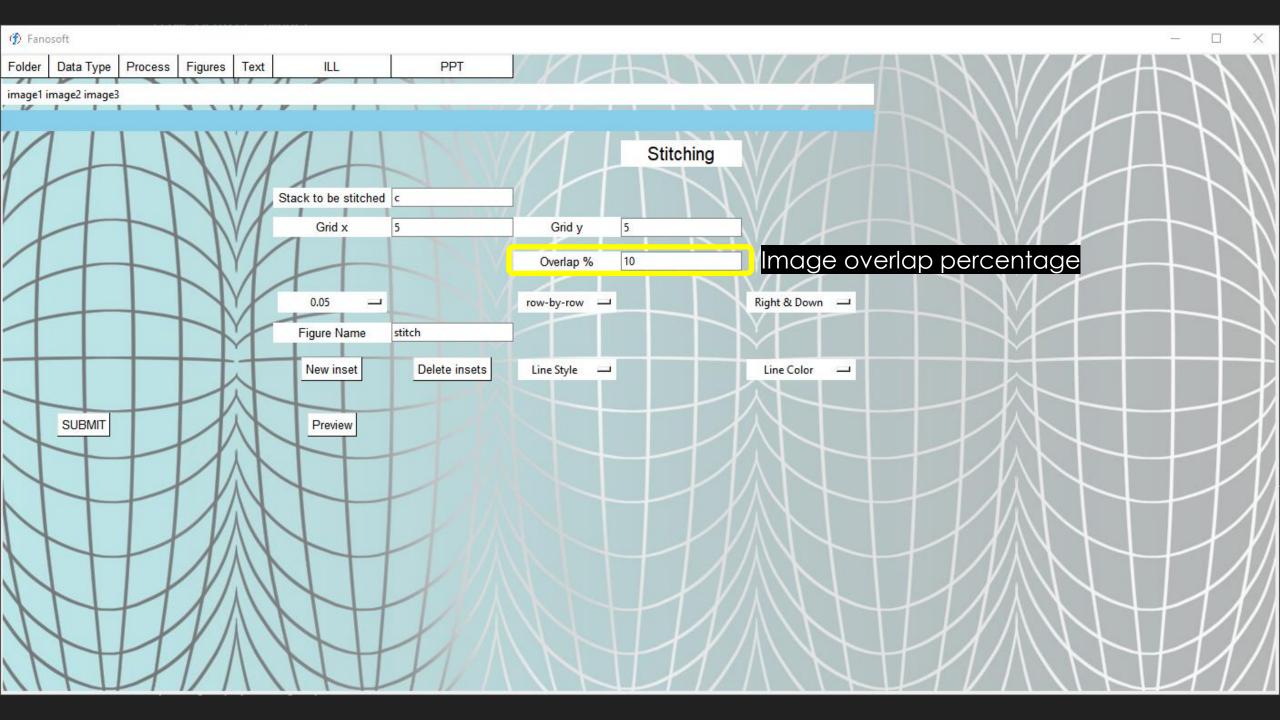


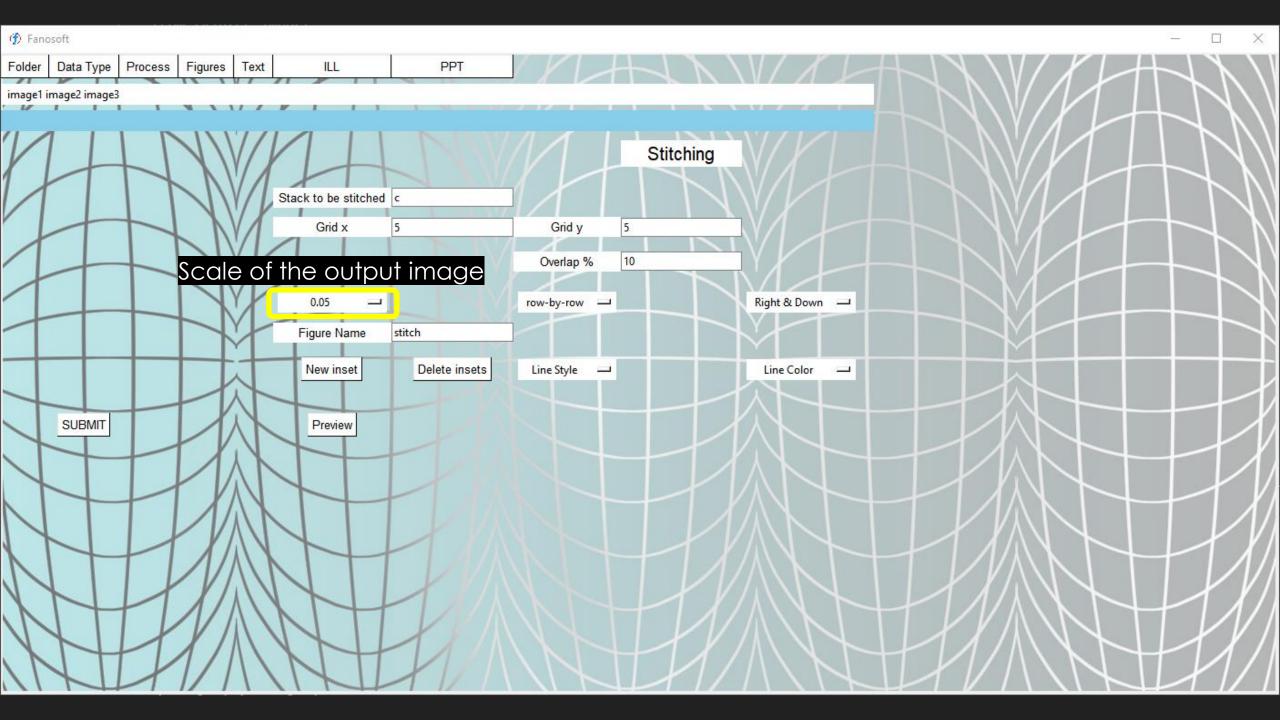


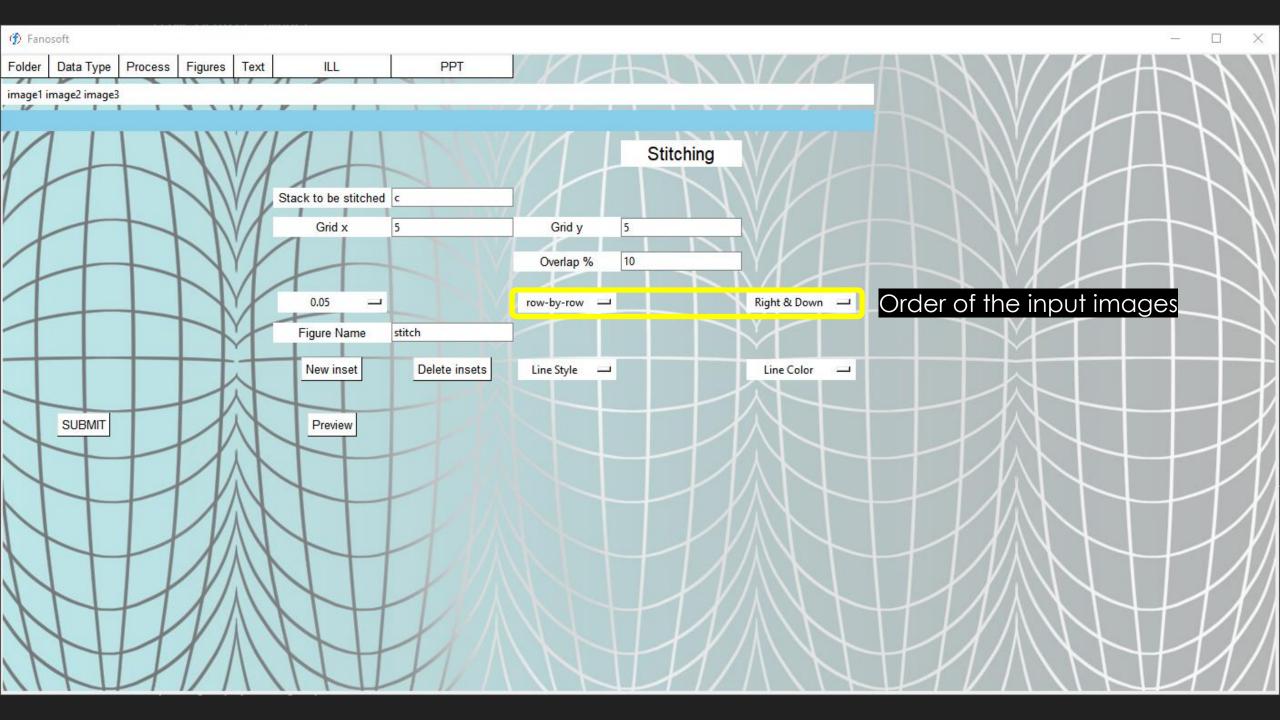


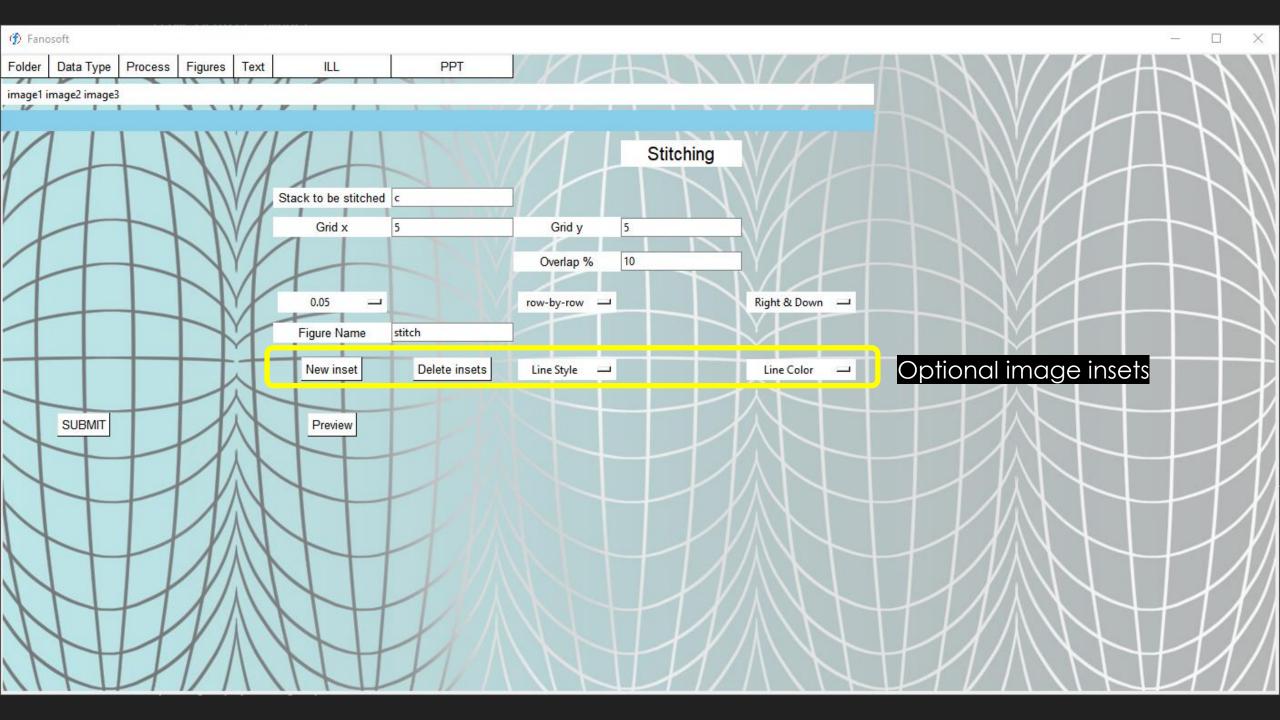












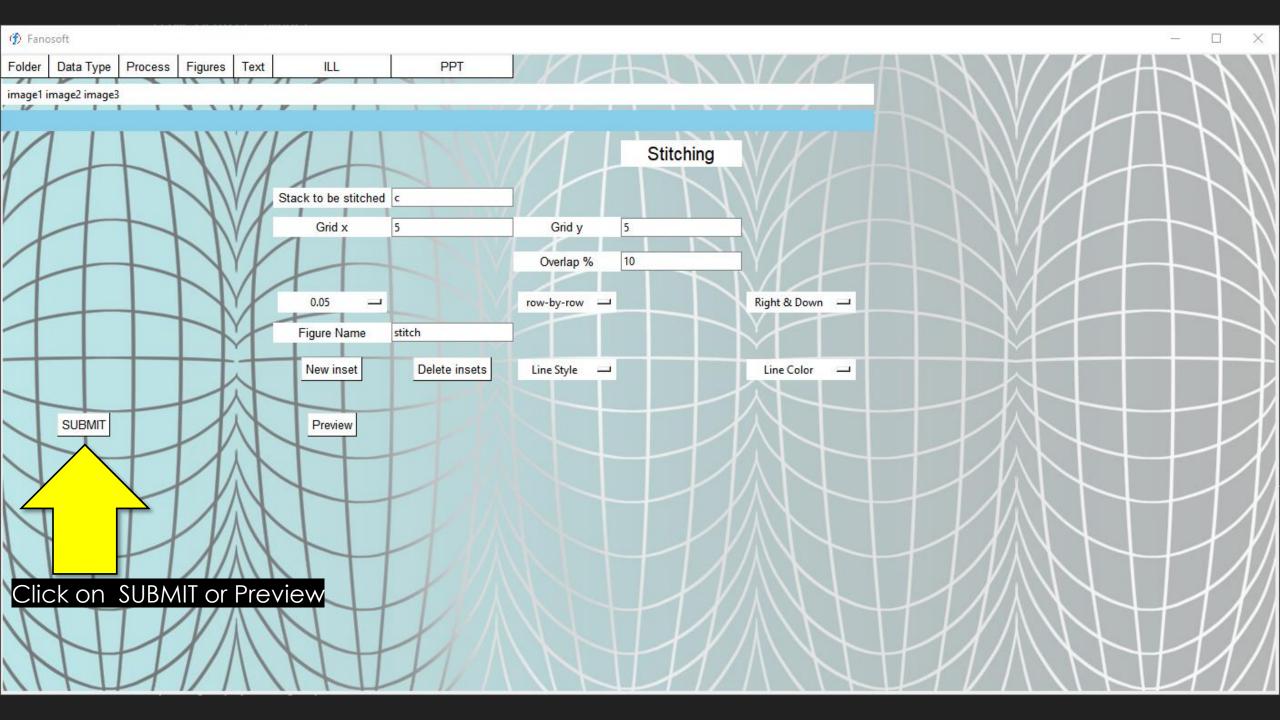
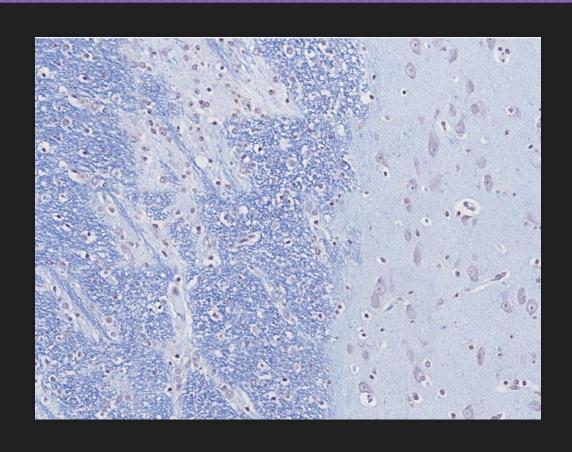
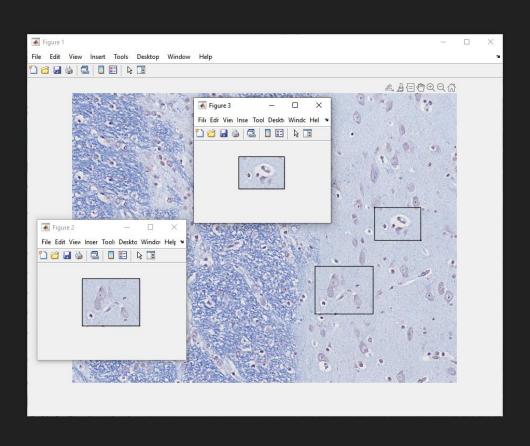


Image Stitching Example



Adding Image Insets



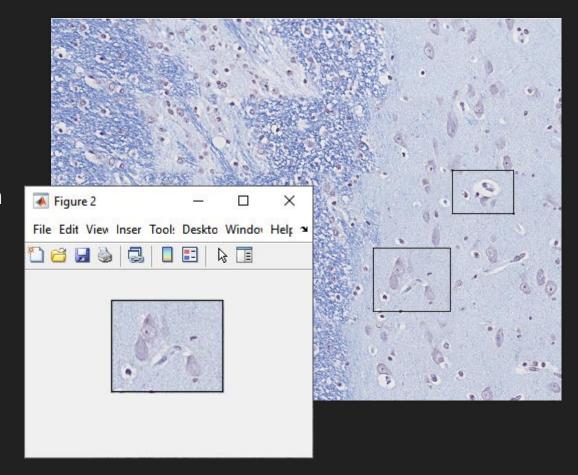
Adding Image Insets

- To add optional image insets
 - O Generate a preview of the stitch
 - O Select the desired line style & color
 - O Click on New inset



Adding Image Insets

- Click in the preview once to select the first corner of the inset
- O Click one more time in the stitch preview to select the 2nd corner
- O The inset appears in a separate window
- You can create other insets by clicking on "New inset" again
- You can delete all insets by clicking on "Delete insets"
- Click on SUBMIT to export the stitch + all insets as images + PPT slides

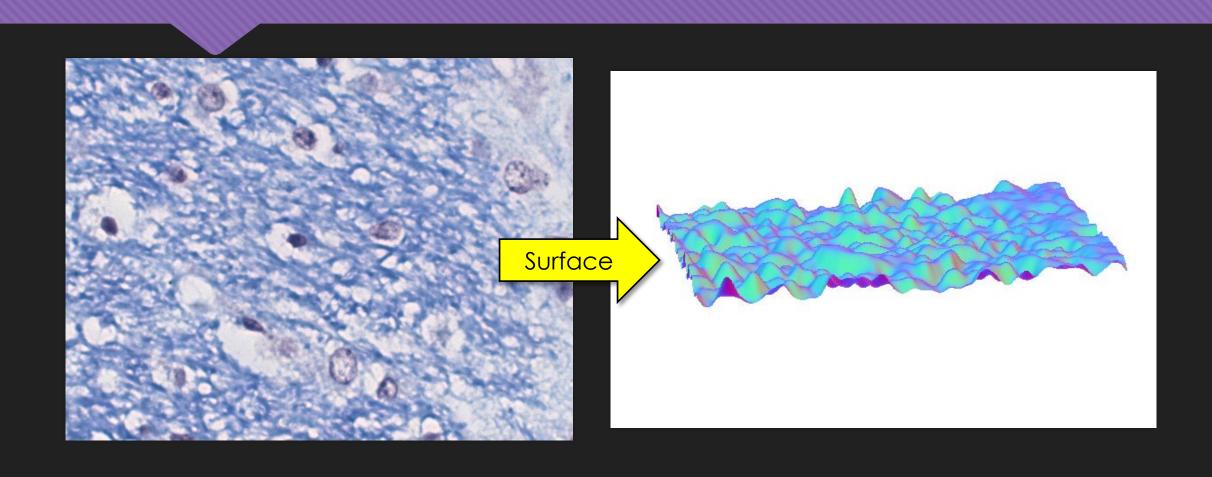


3D Rendering

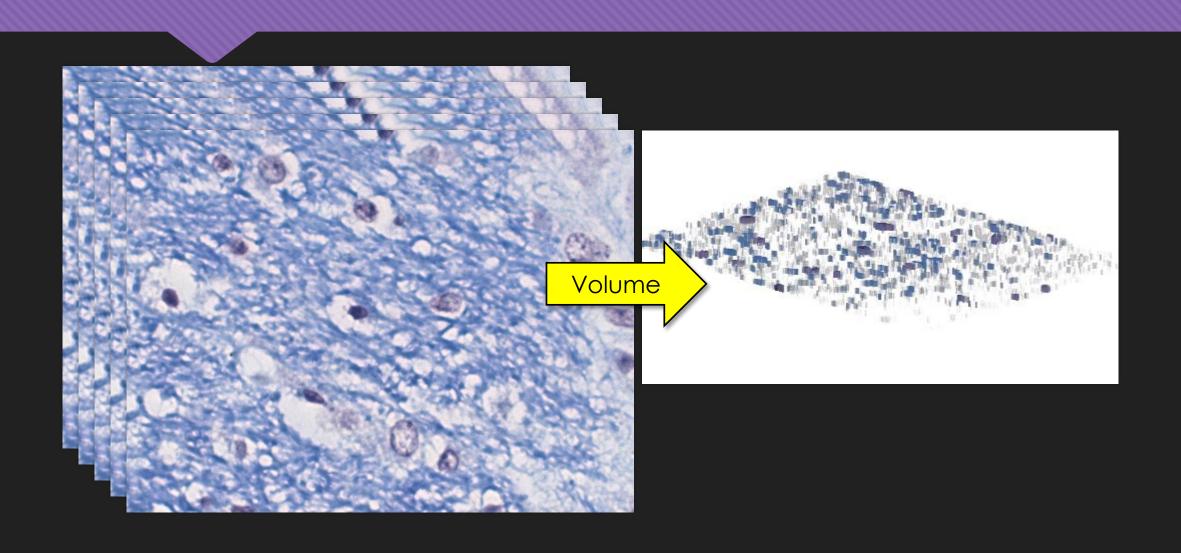
3D Rendering

- Render an image or an image stack in 3D
- O 2 type of 3D rendering available:
 - Surface plot
 - O Volume
- O Image or image stack must be imported first (see "Importing Images" section)

3D Rendering Example (Image→Surface)

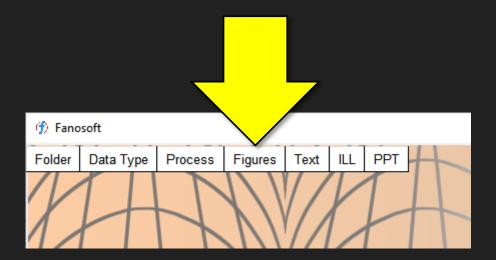


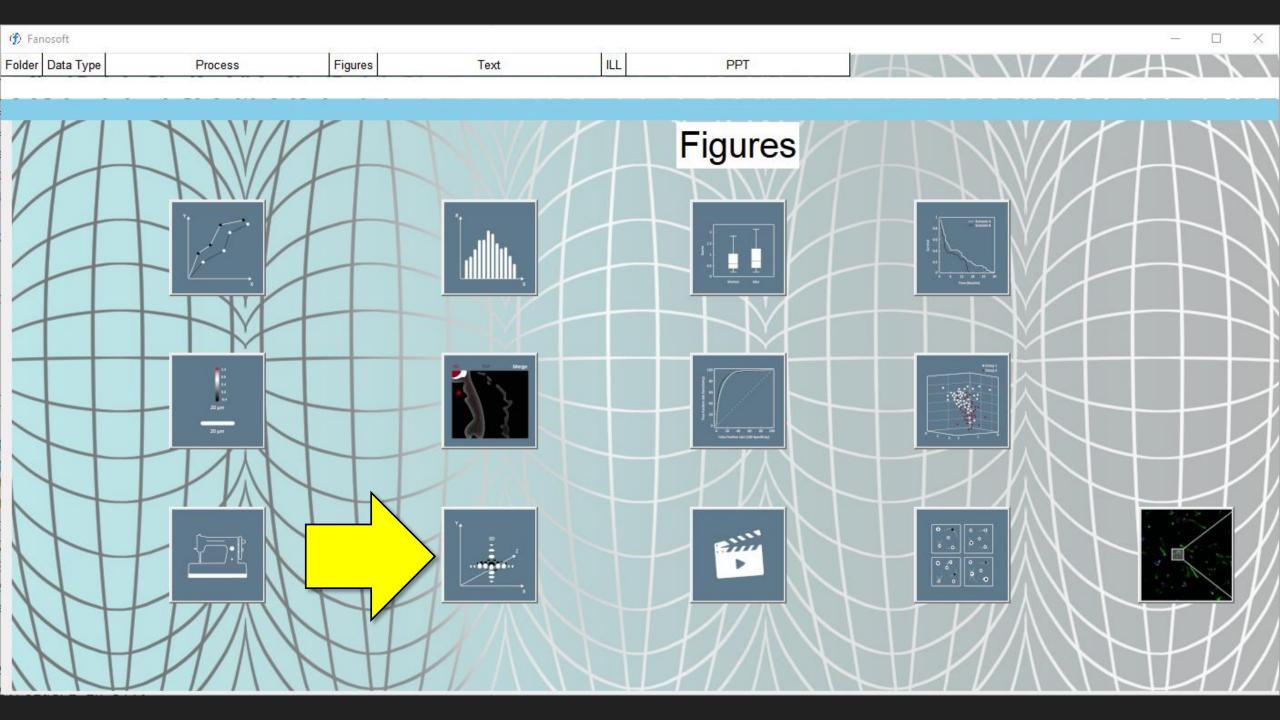
3D Rendering Example (Stack→Volume)

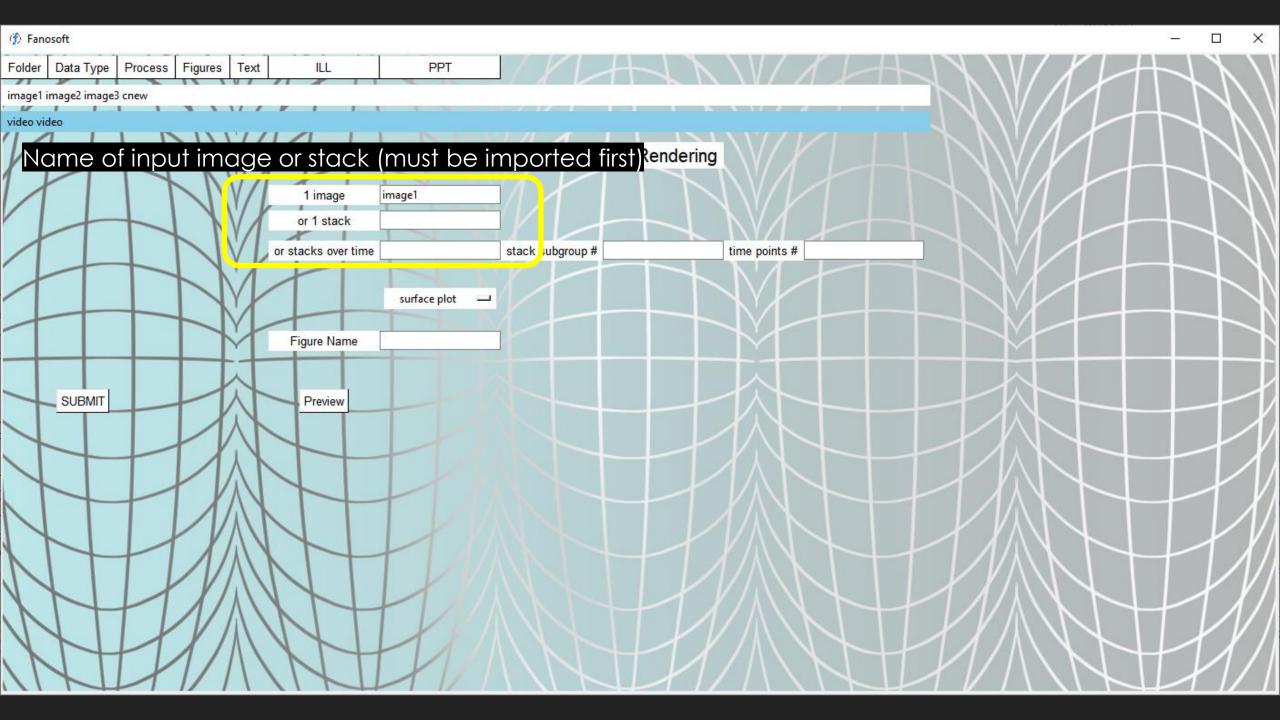


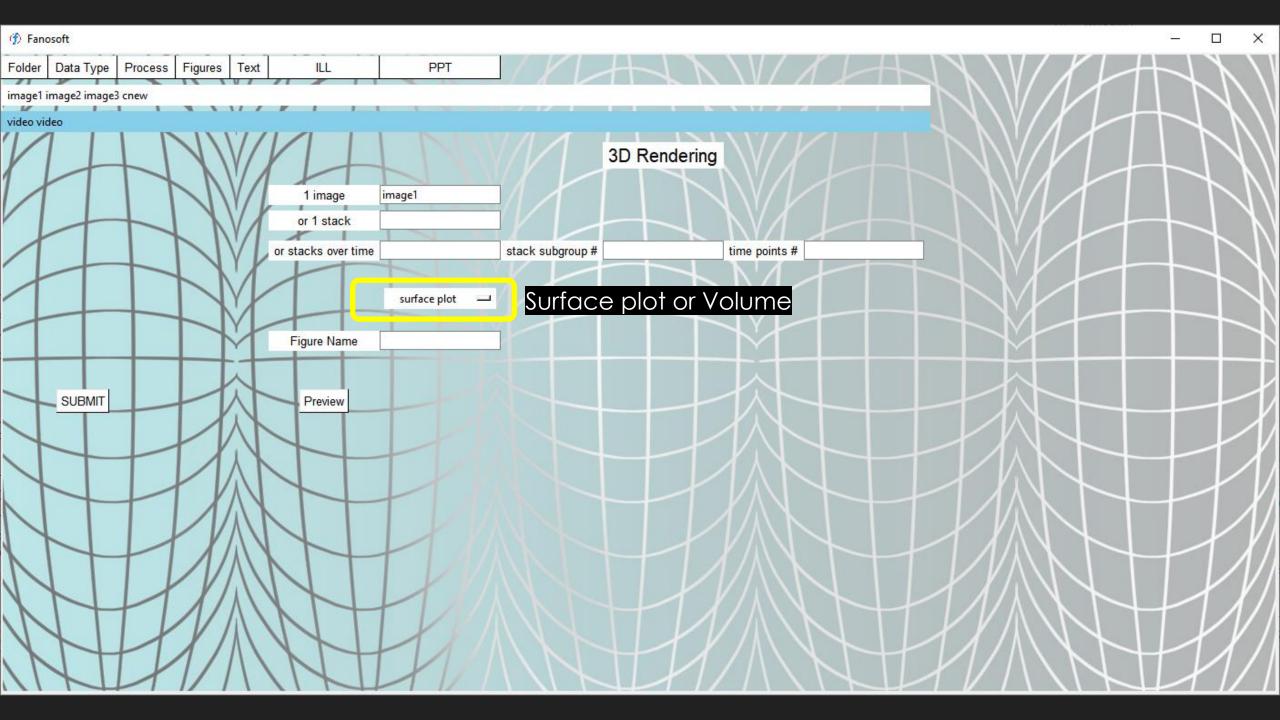
3D Rendering in Fanosoft

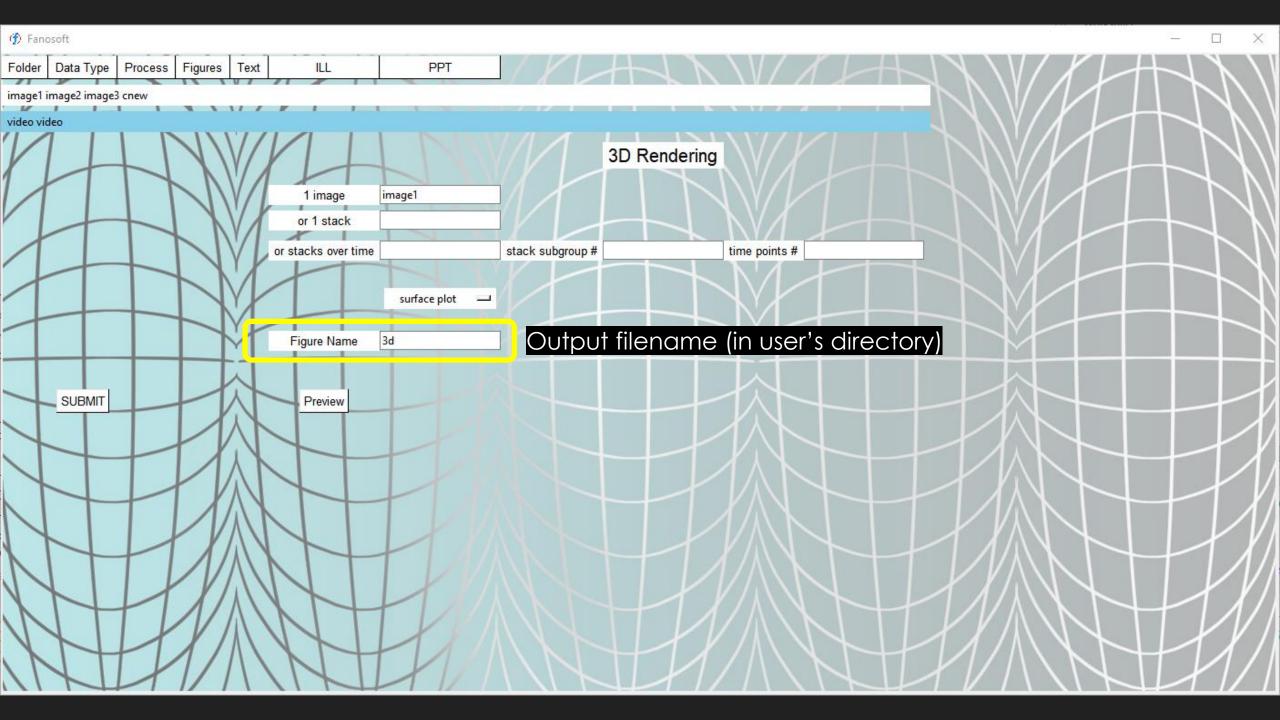
O Click on Figures

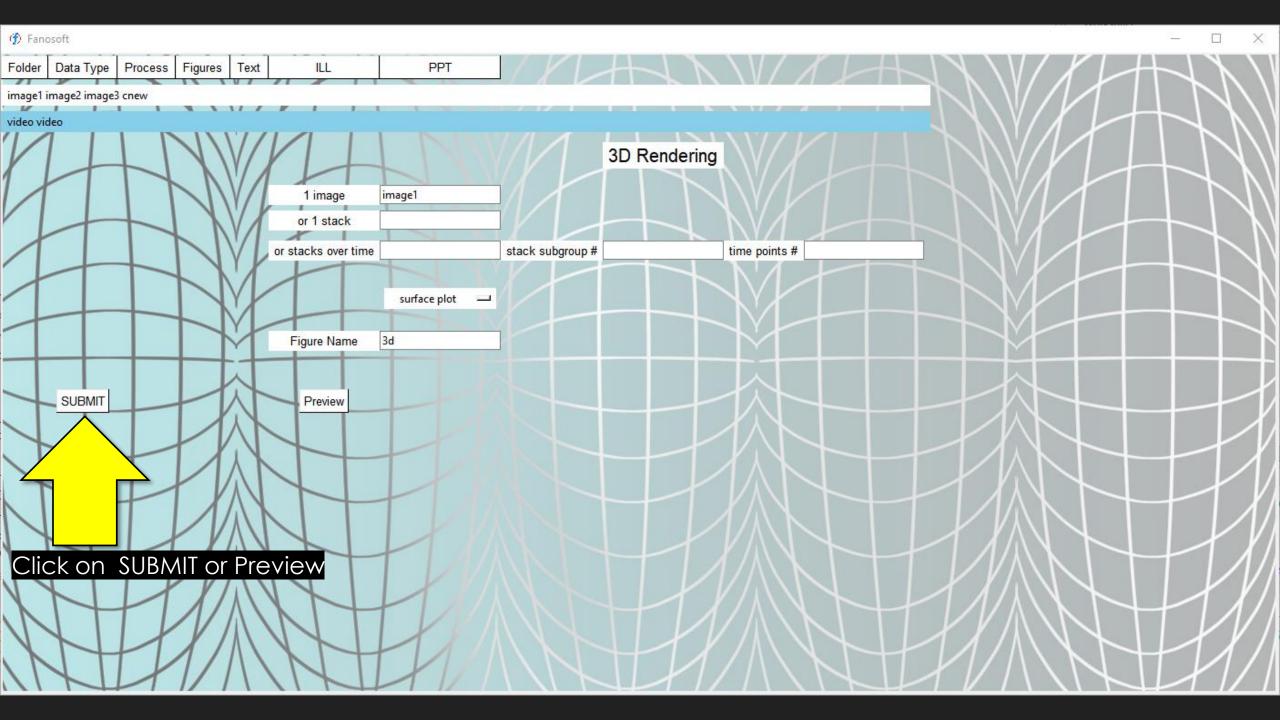










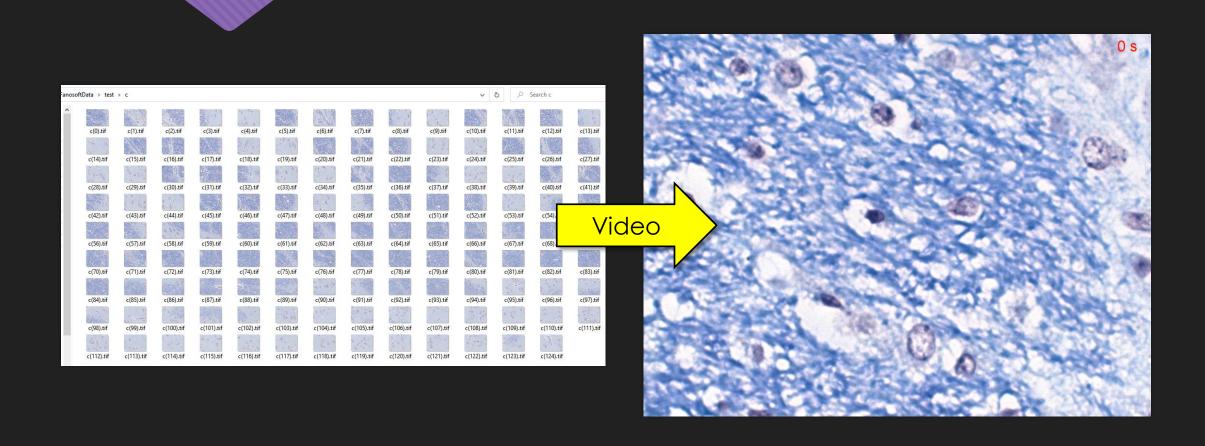


Video

Page Video

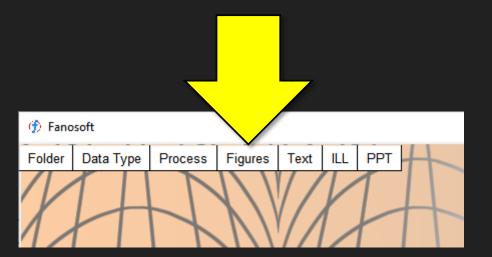
- O Convert an image stack to a video (.avi file)
- O Optionally display a timestamp in each frame
 - O Timestamp increment is configurable e.g. 1
 - O Available units: s, min, hr, microns, nanometers
 - O Position and color of the timestamp are configurable

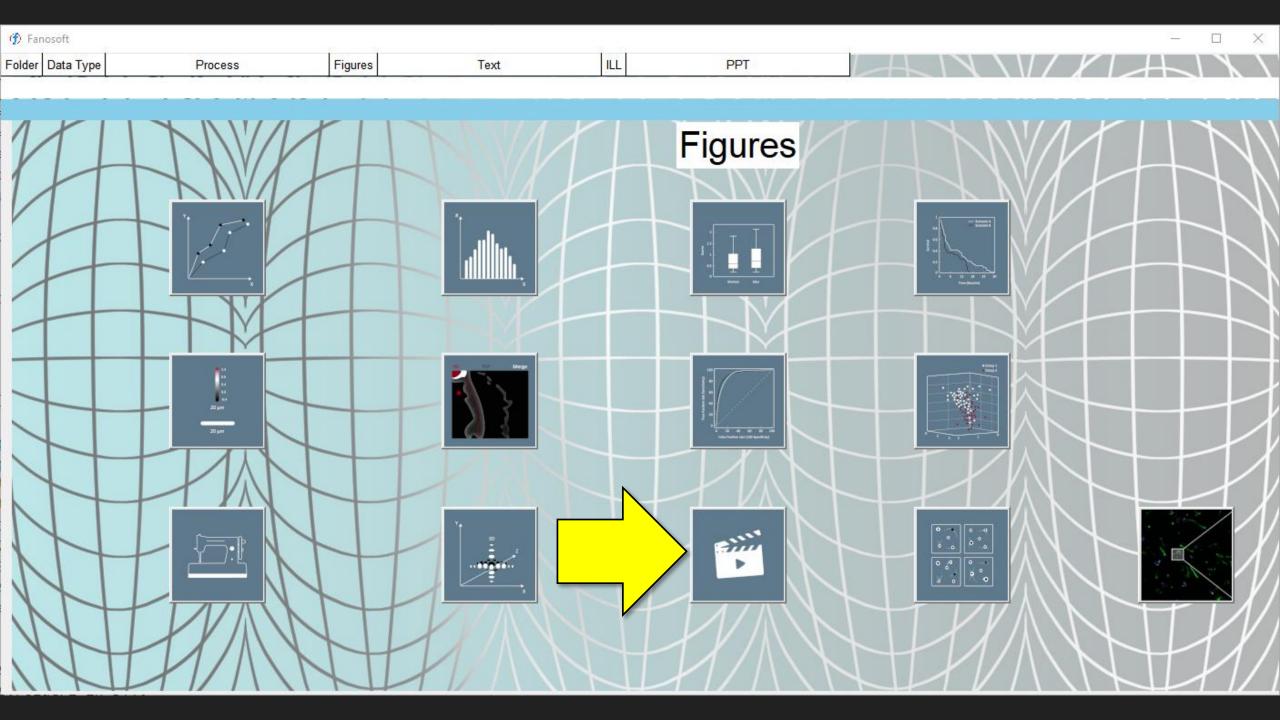
Video Example

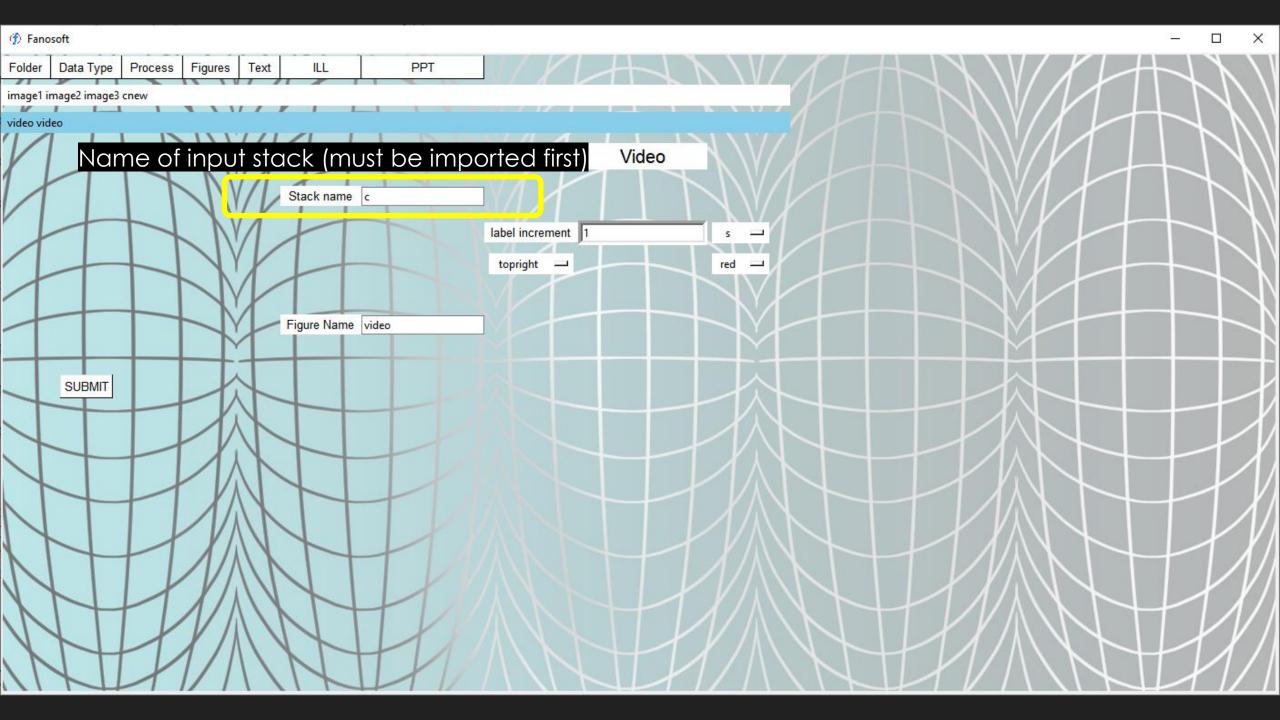


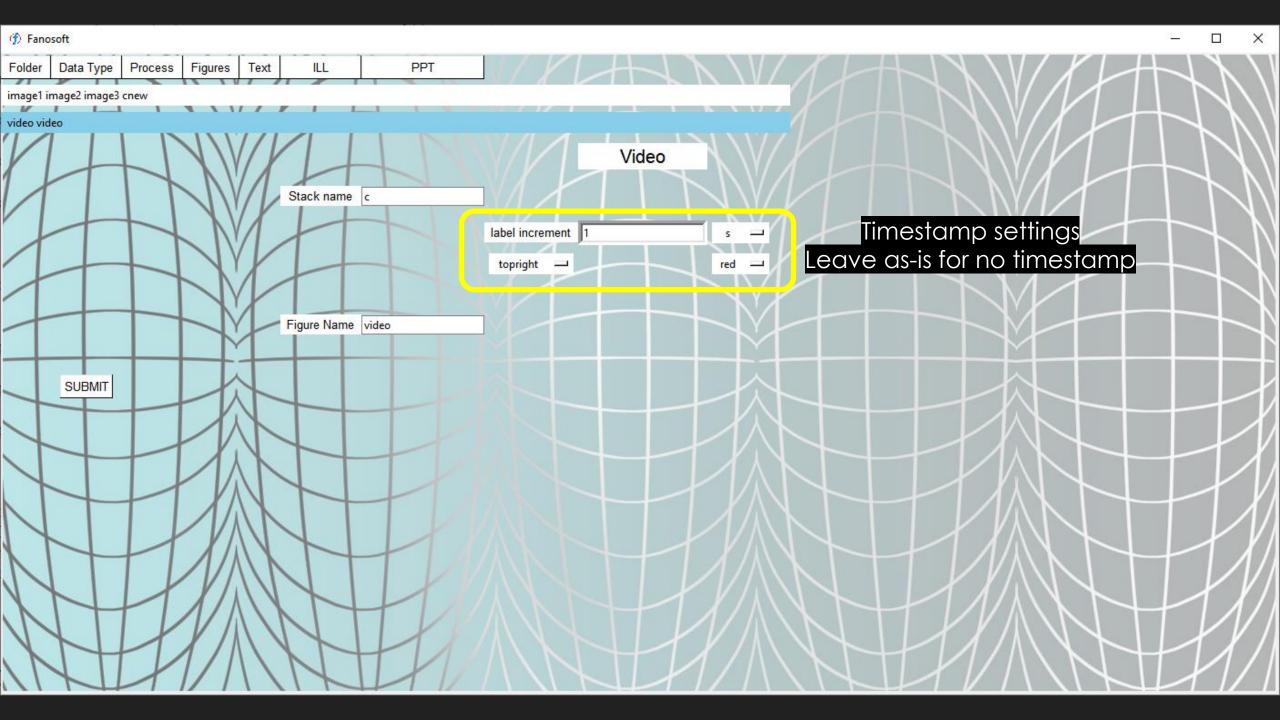
Video in Fanosoft

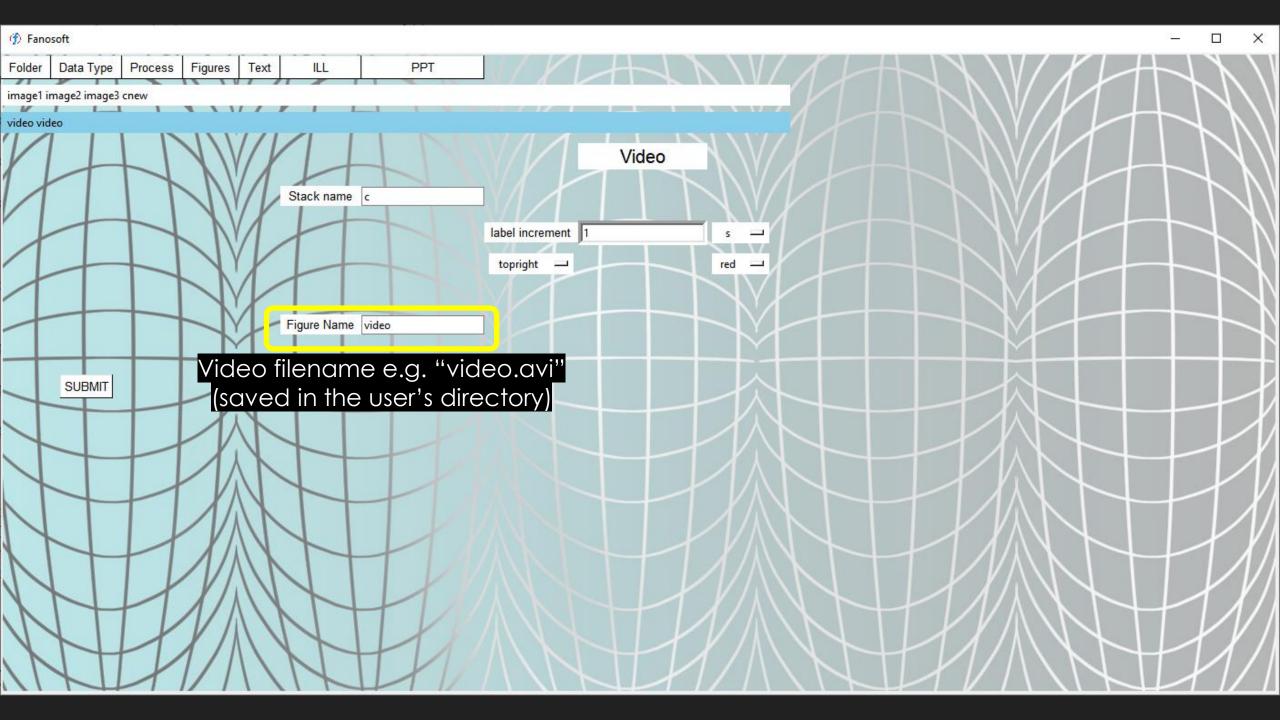
O Click on Figures

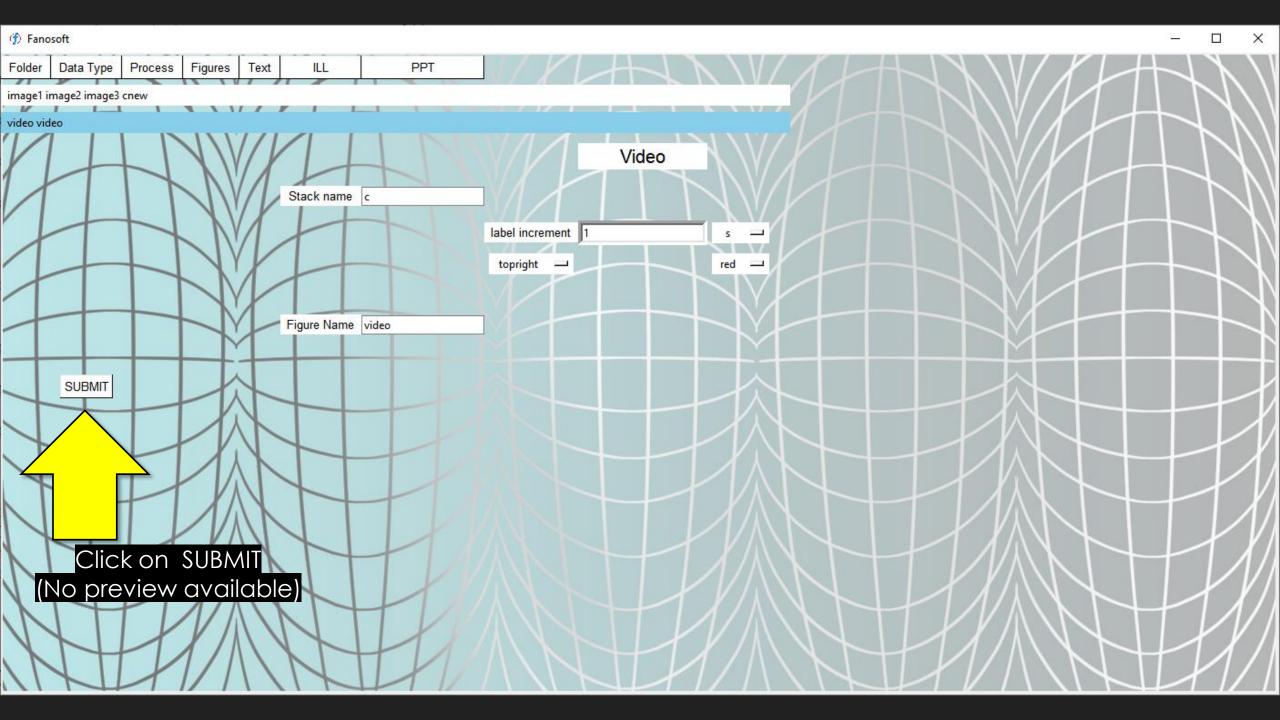












Montage

Montage

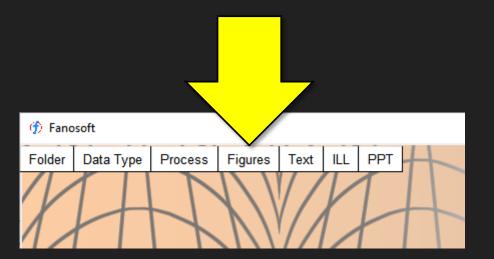
- Create a montage from an image stack
 - O A montage is the result of making a composite image by assembling multiples images
- Images are assembled as a matrix array
 - O Available formats (rowsxcols): 1x3 1x5 3x3 3x4 4x4 4x5 5x5

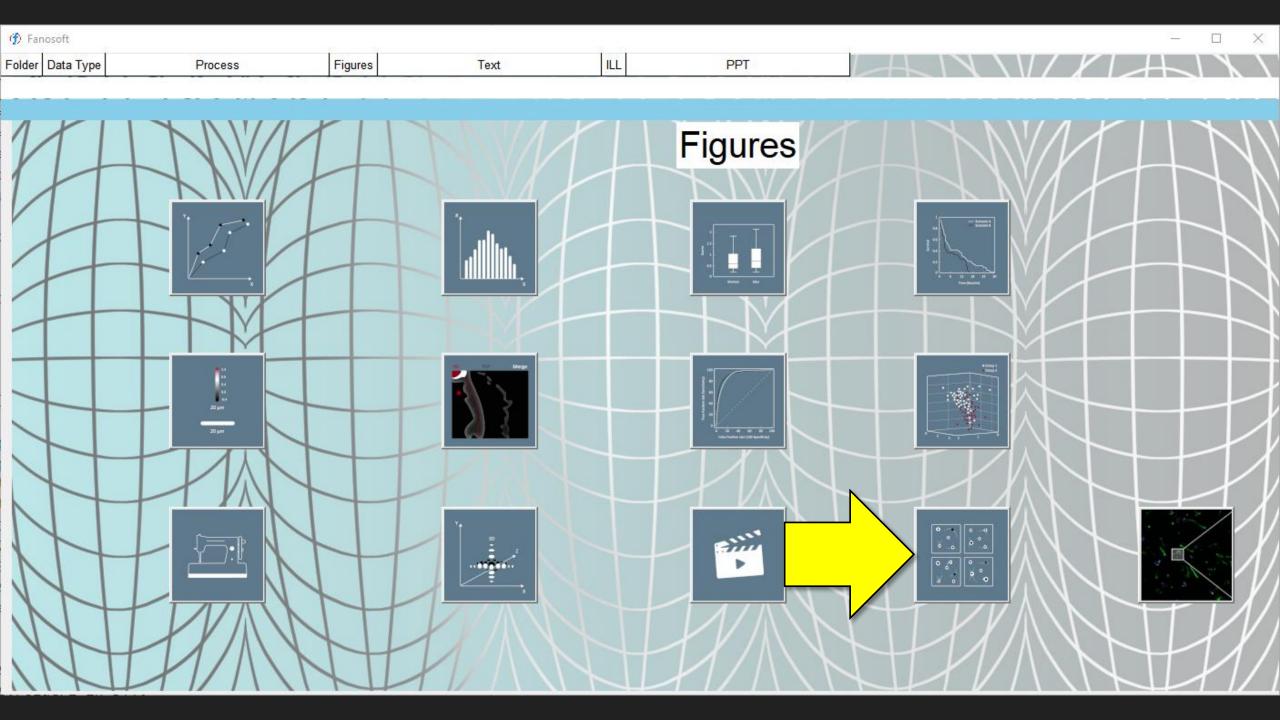
Montage Example (1x3)

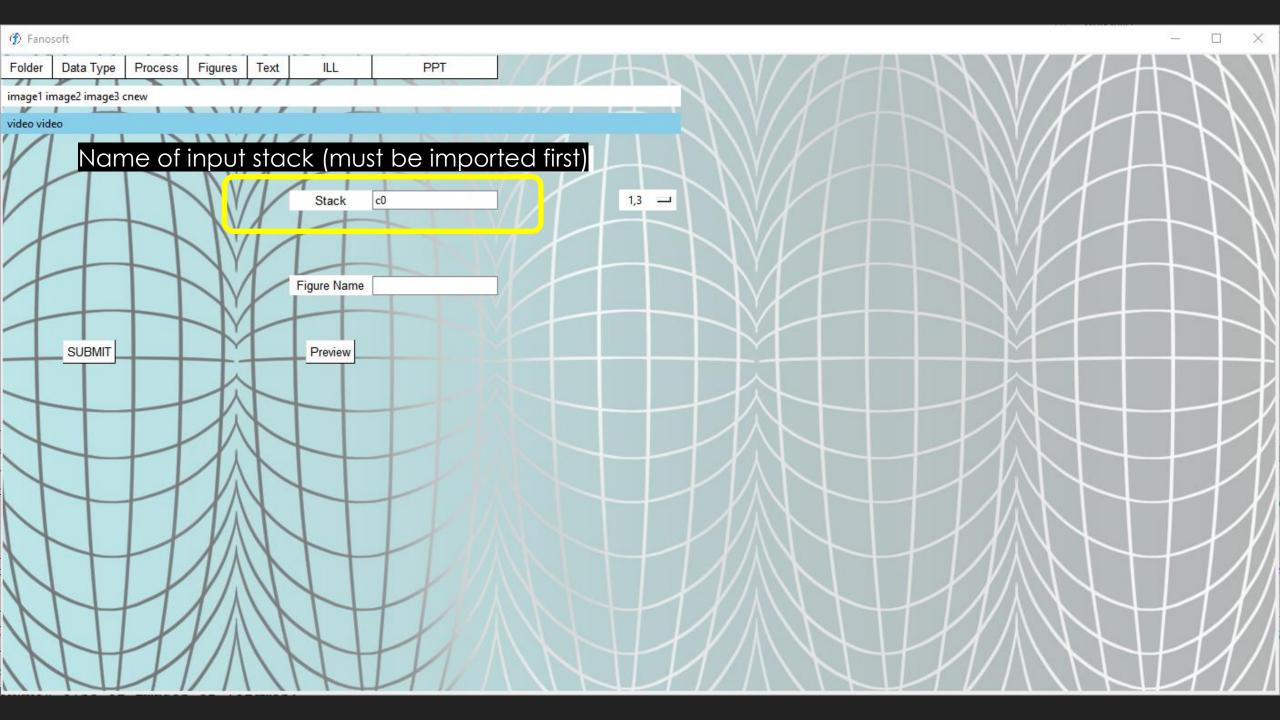


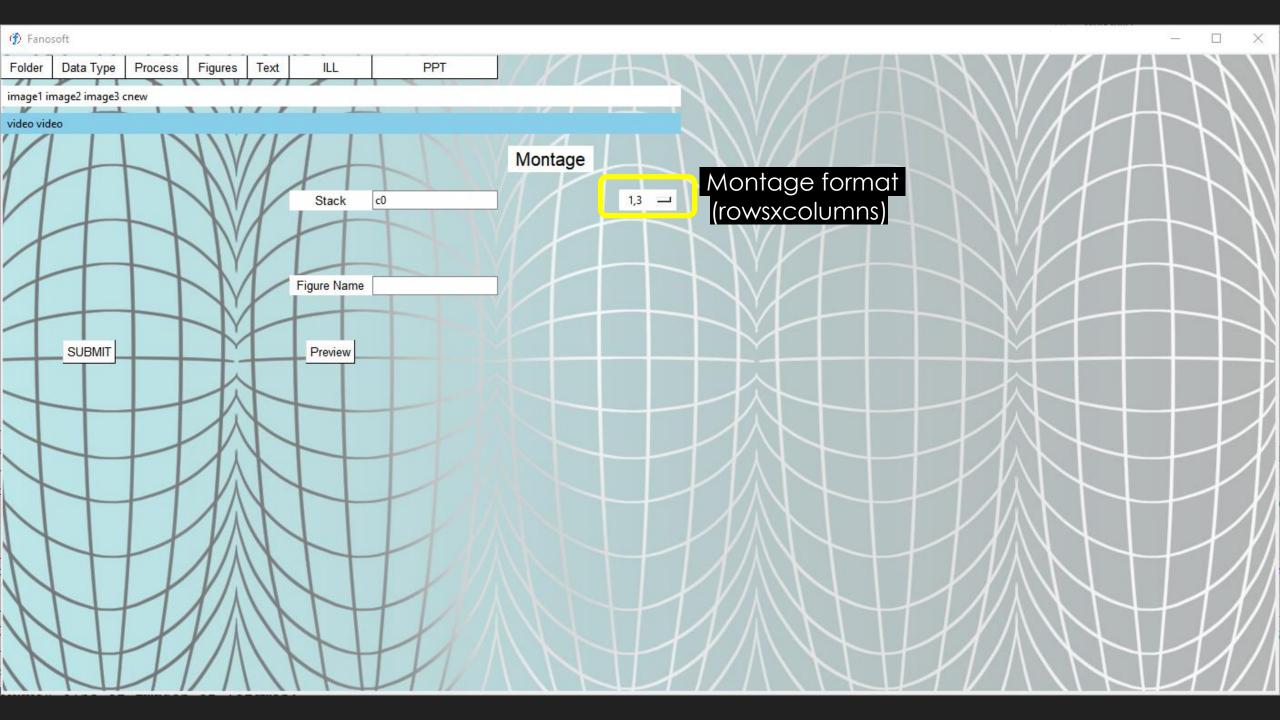
Montage in Fanosoft

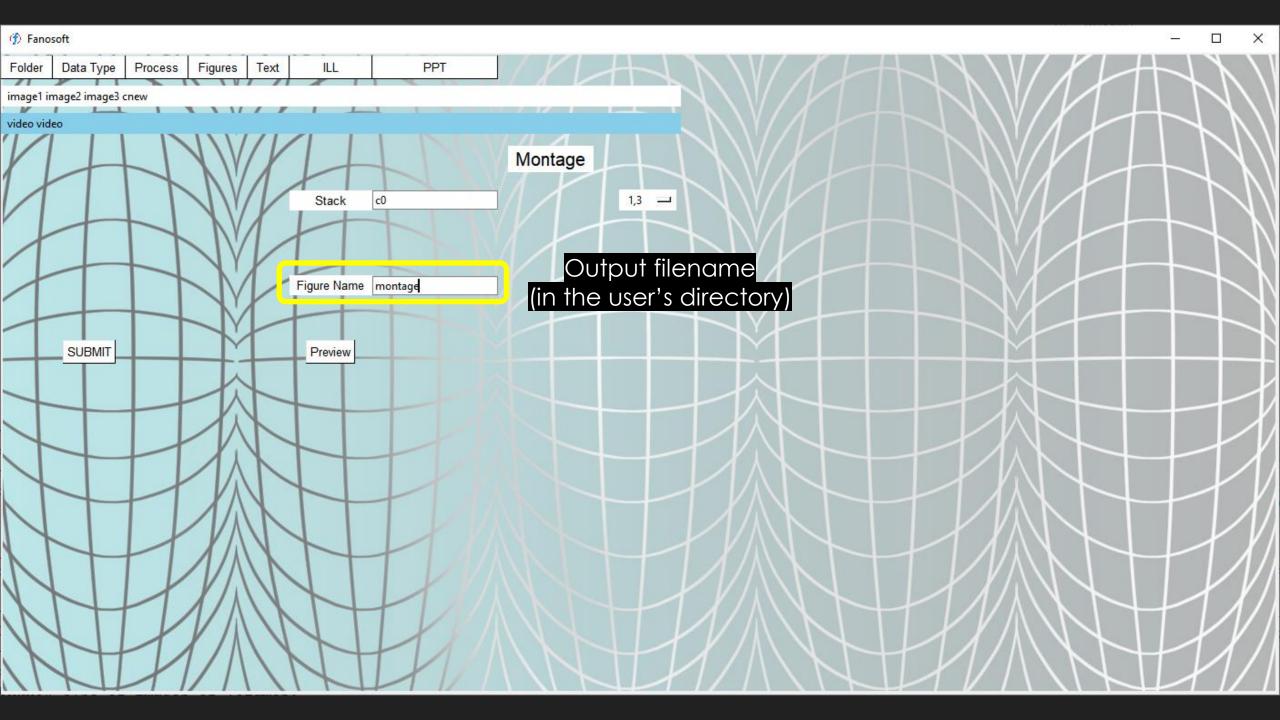
O Click on Figures

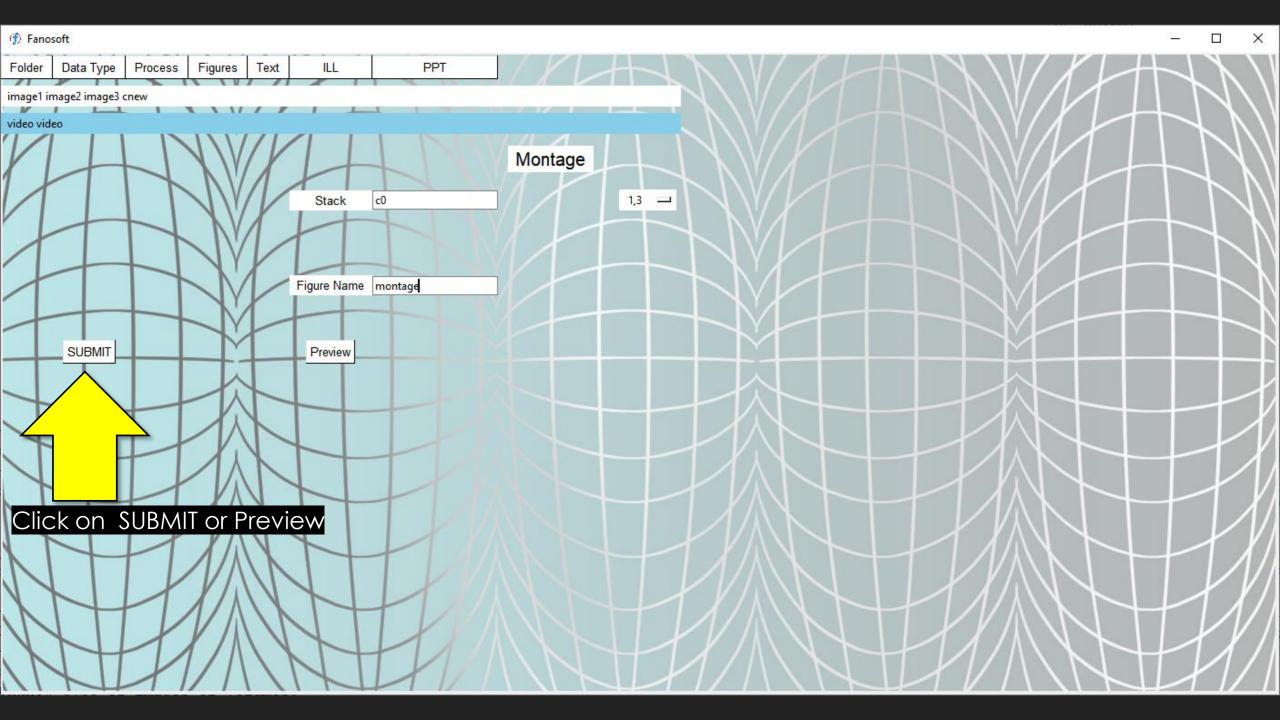












Montage output

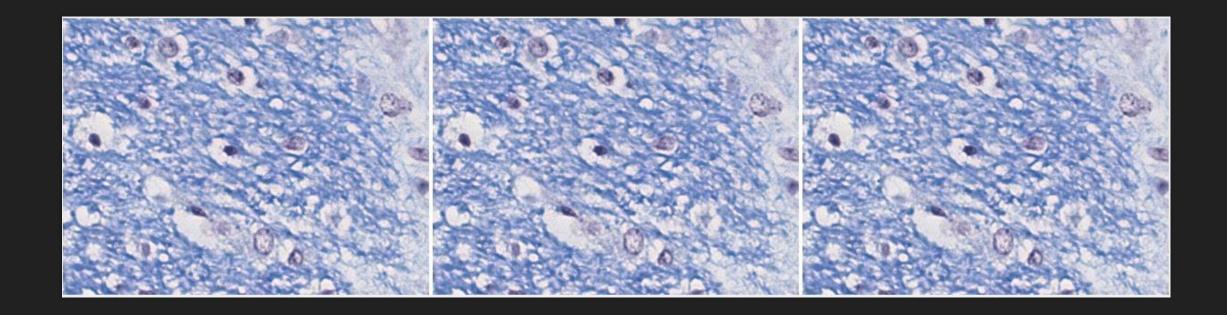


Image Inset

Add an inset to an image

Image Inset Example

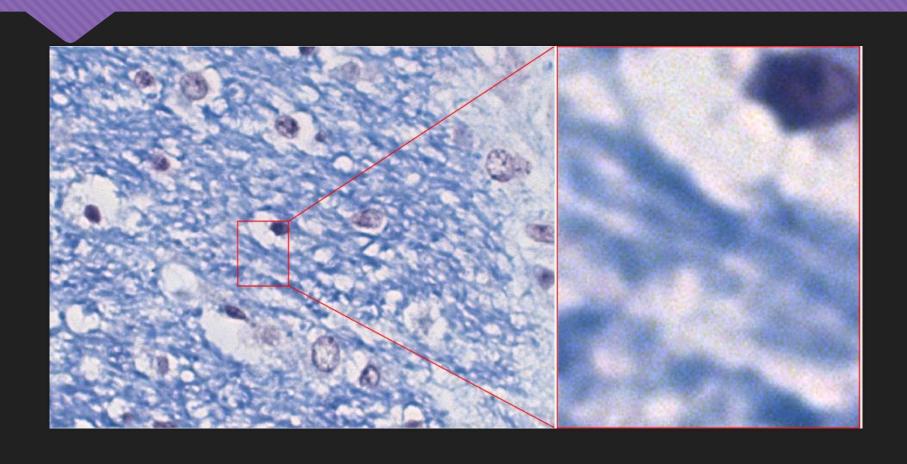
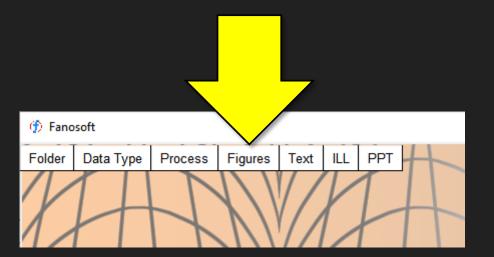
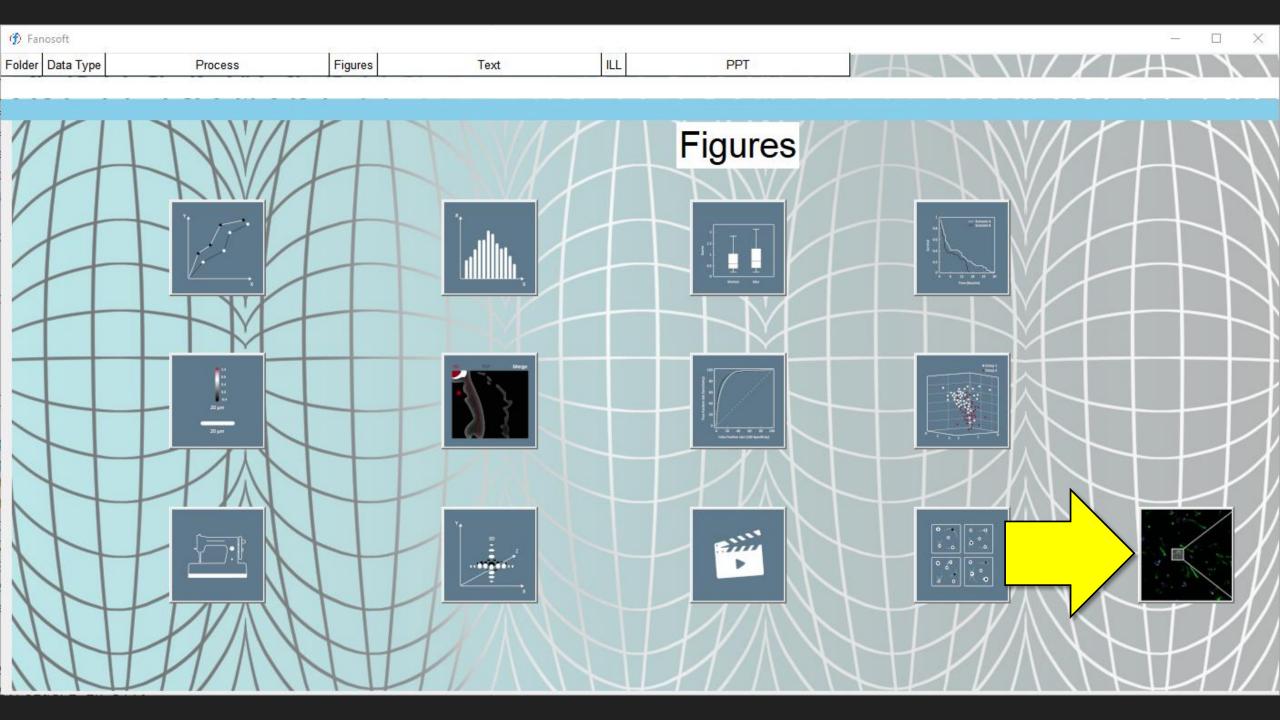
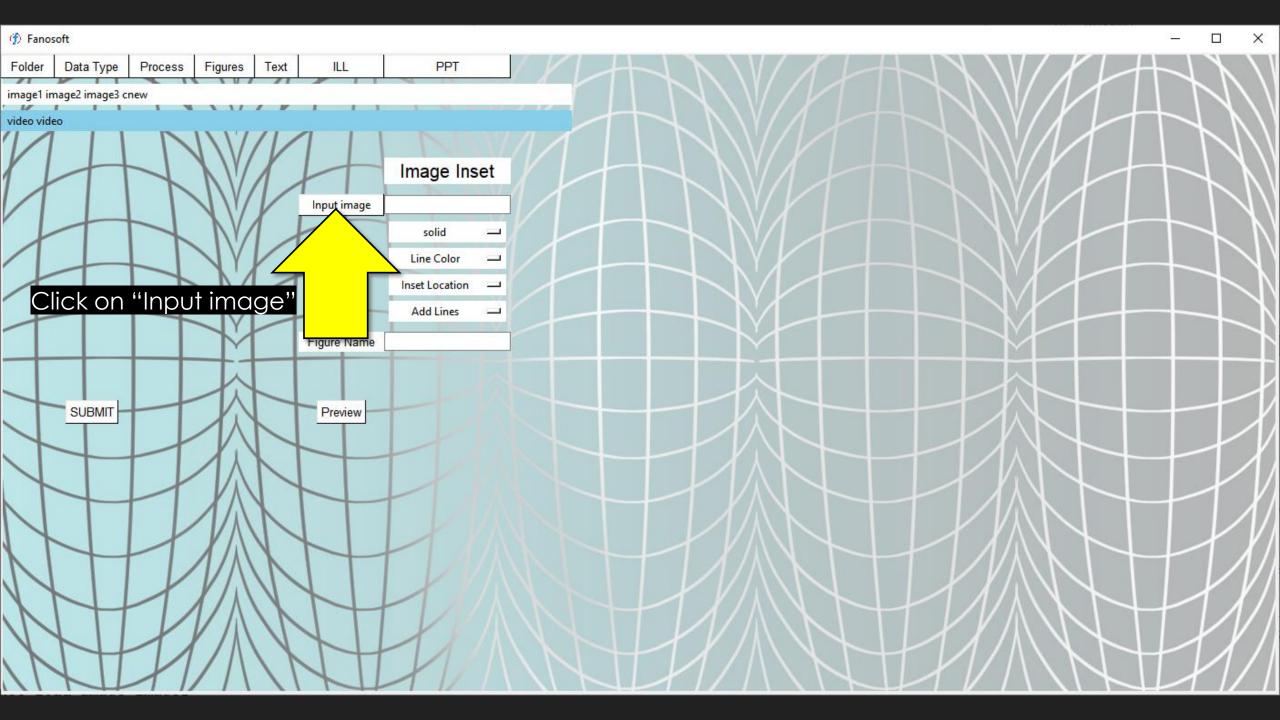


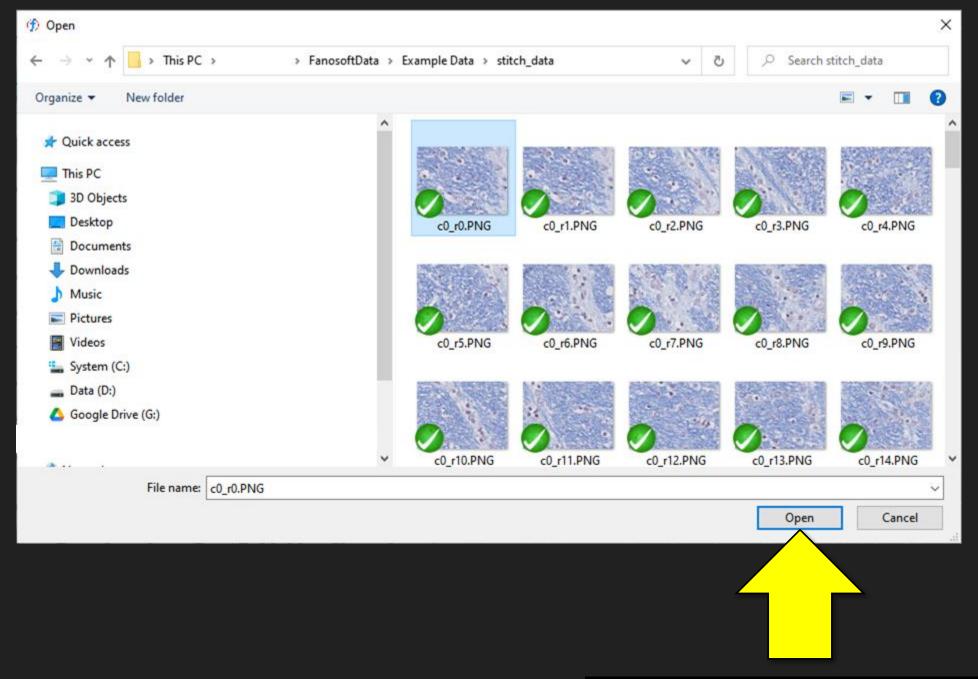
Image Inset in Fanosoft

O Click on Figures

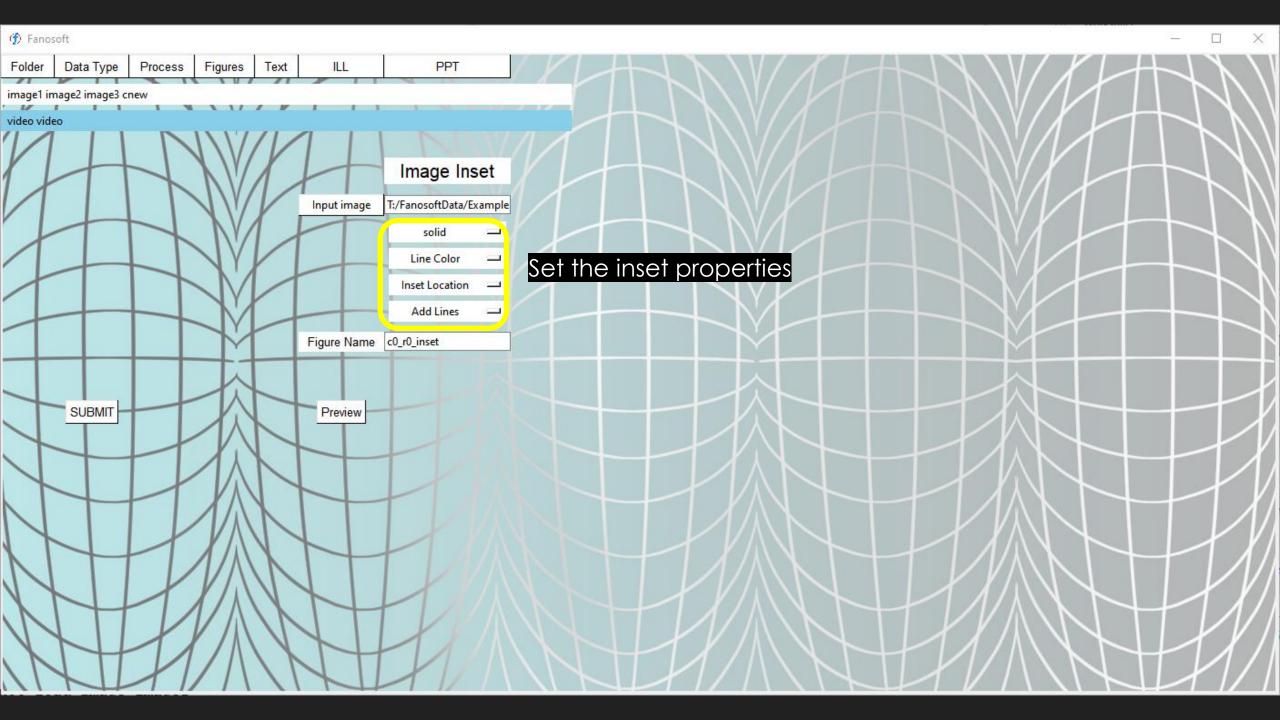


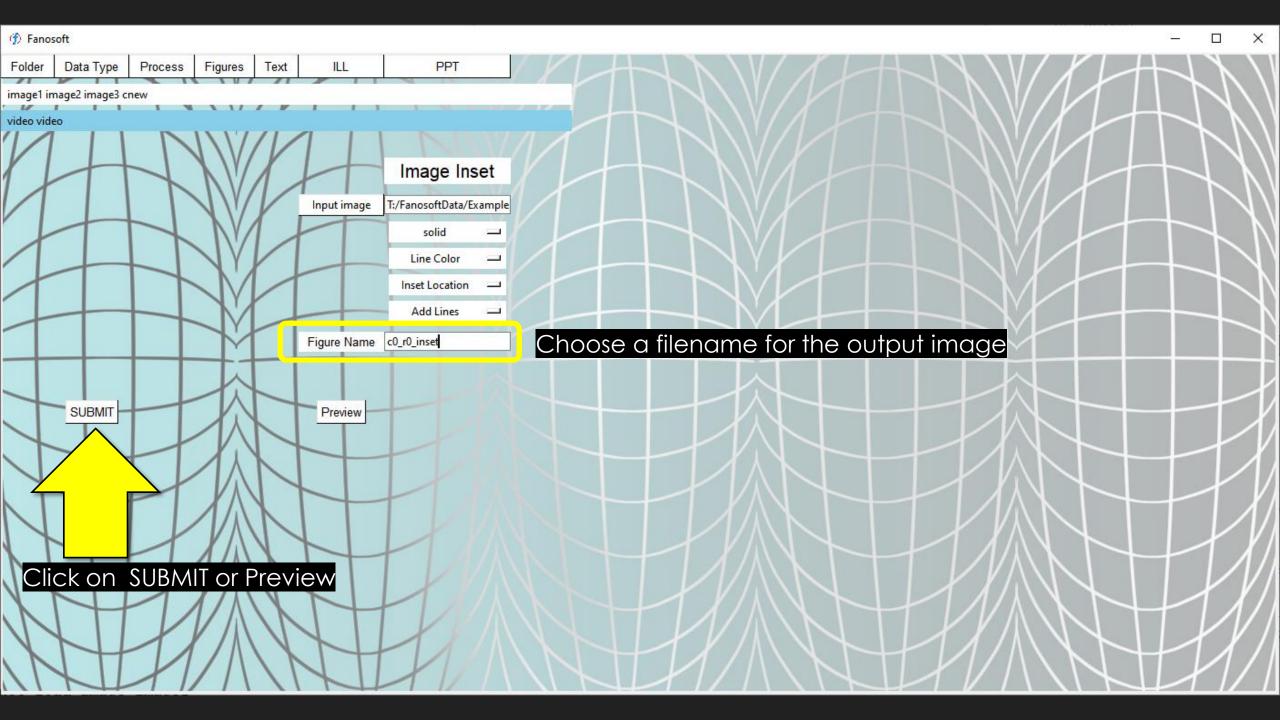


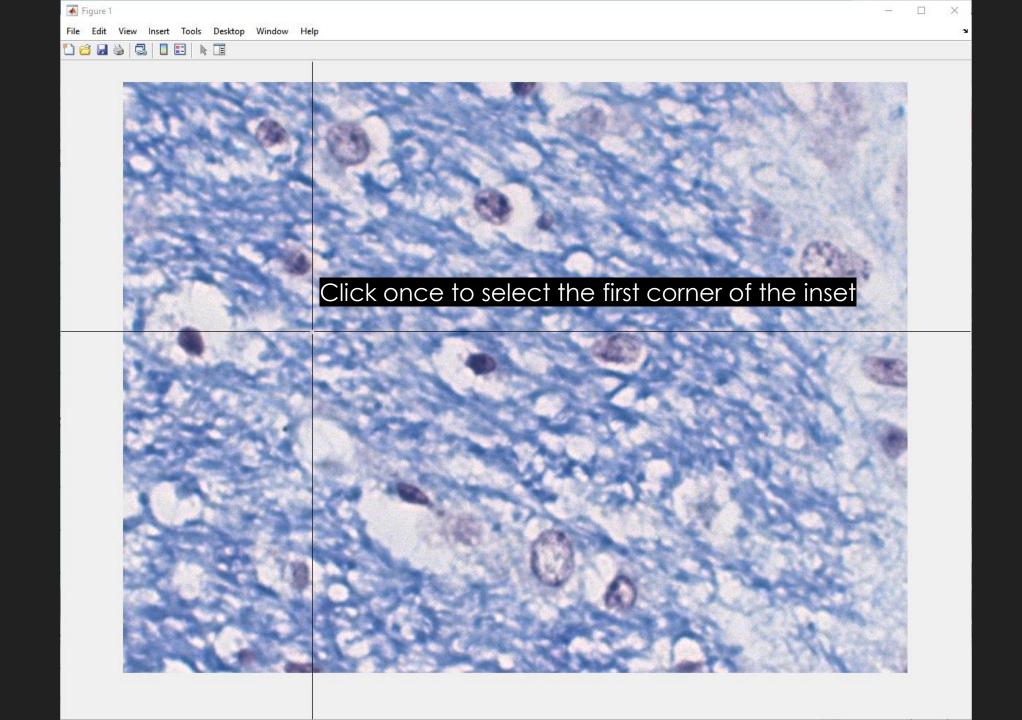




Select an image and click "Open"







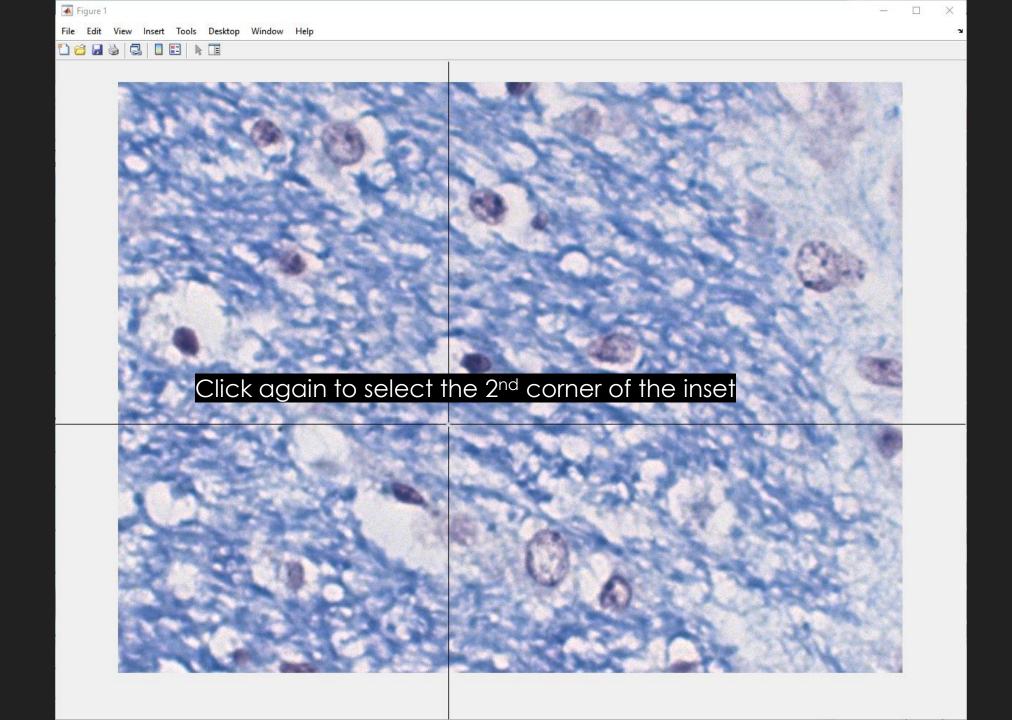


Image Inset Output Example

