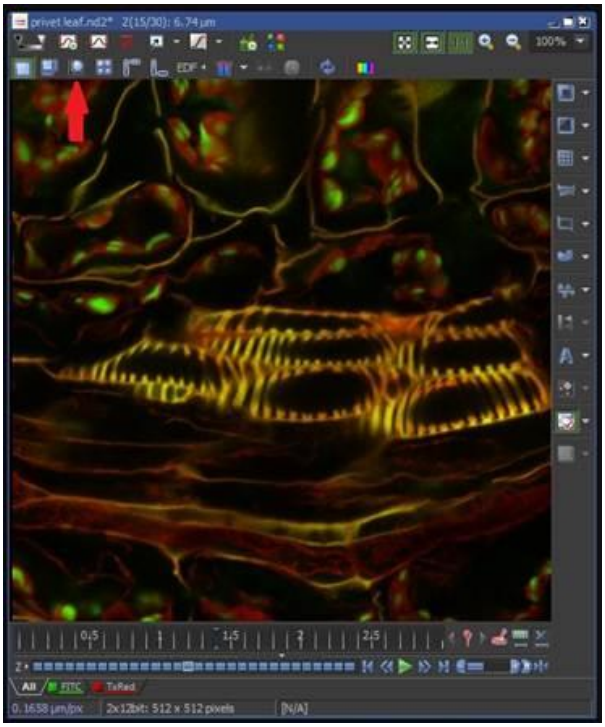
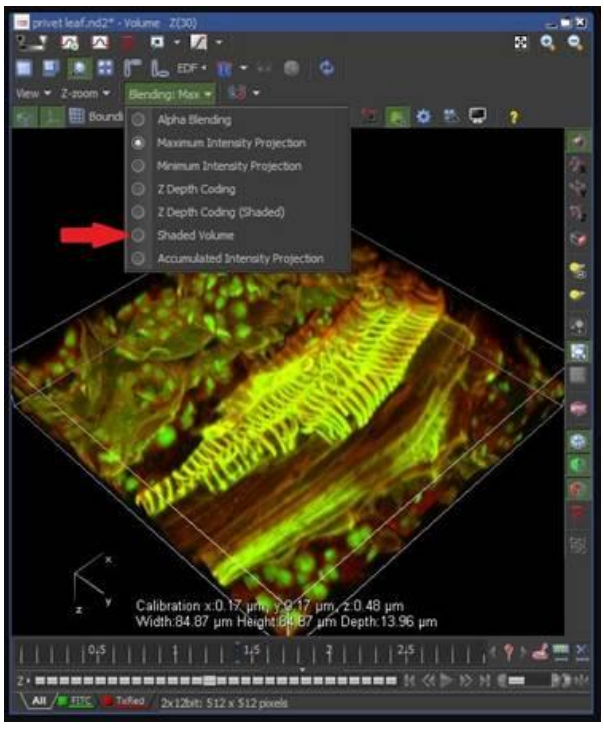
MovieMaker – Making movies of rotating volume renderings

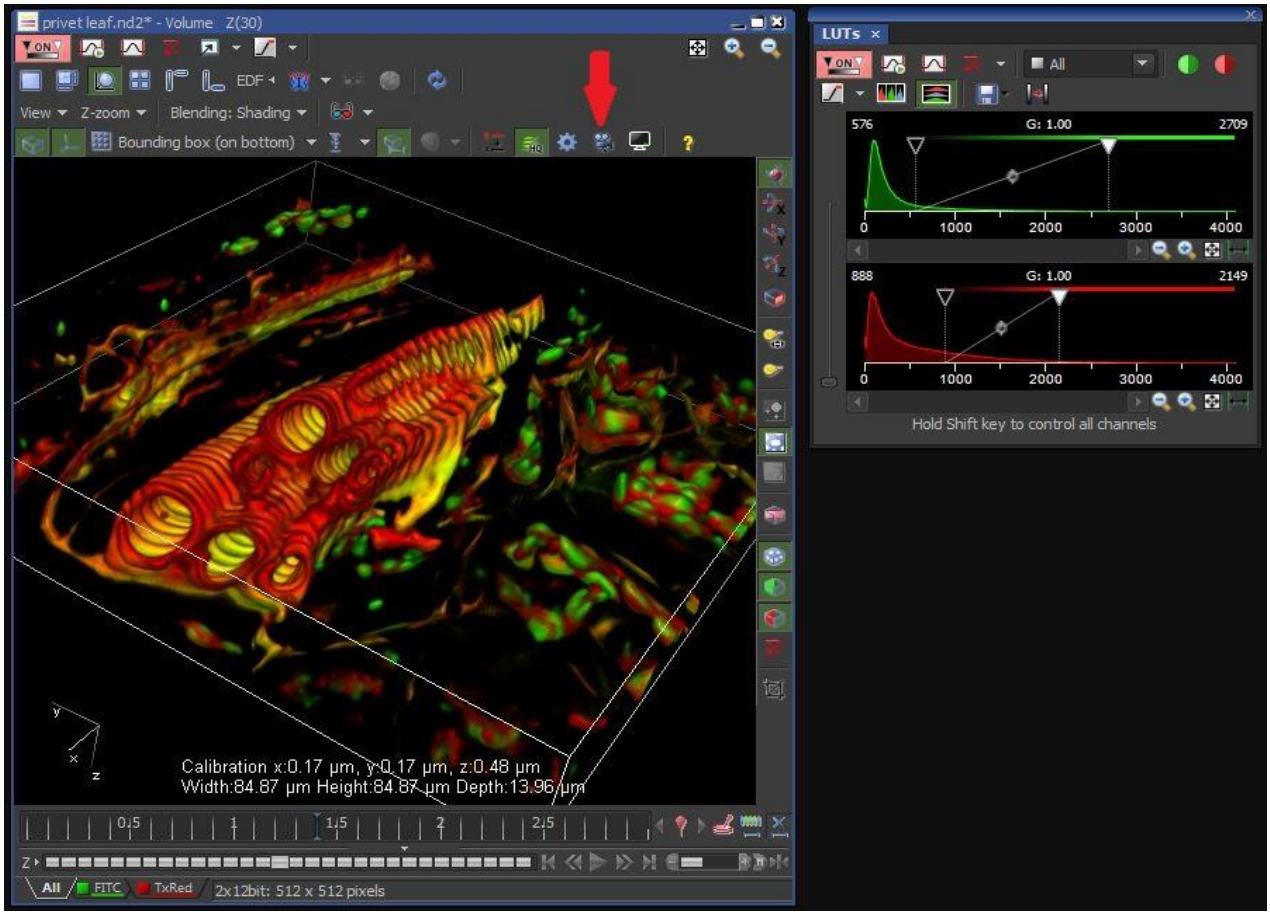
1. Open a 3D dataset, and select “Show Volume View” from the display options.



2. You have several different 3D rendering options, listed under “Blending”. The ones I use most commonly are Maximum Intensity Projection and Shaded Volume, but the other ones can be very useful as well.

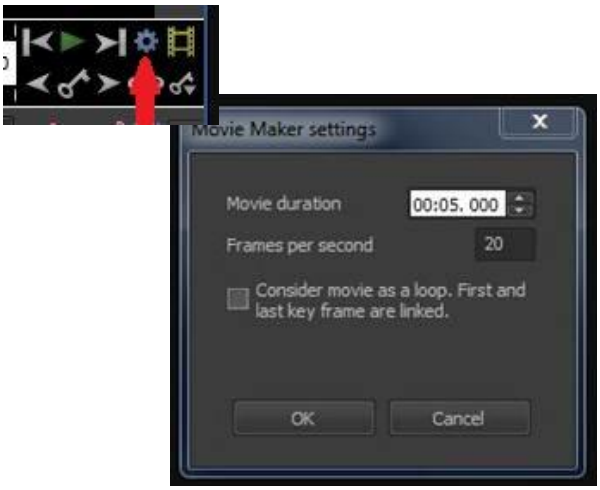


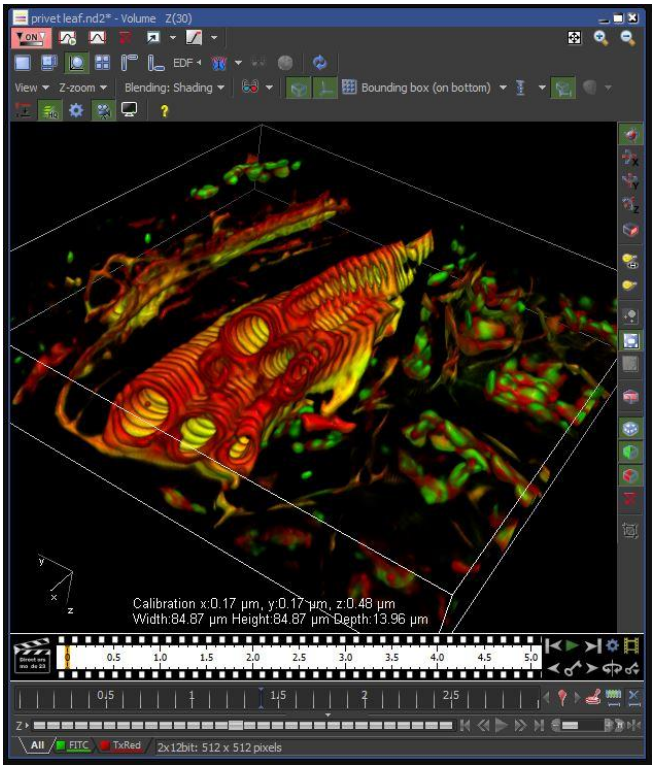
3. For this example, I selected “Shaded Volume”. Note that, to make this rendering look good, you should manipulate the Look Up Tables (LUTs). It’s especially helpful to move the lower intensity limit past the main background peak. The same goes for most of the other rendering methods (except Max Intensity Projection). Another tip: if you collected Z-sections at intervals which are larger than the recommended Nyquist step size, then using the “HQ” button can often improve the rendering by making it look smoother. Essentially, it does some interpolation to fill gaps in Z.



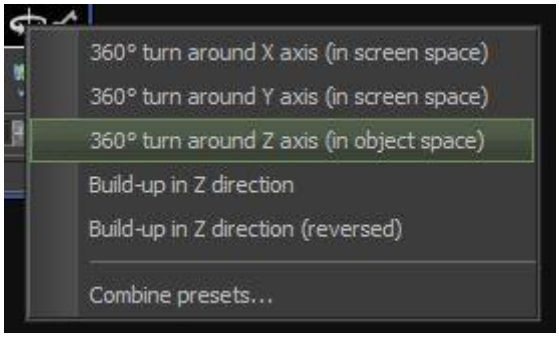
4. Now select the “Show Movie Maker” icon from the top window menu. This will give you a “filmstrip” at the bottom of your image with several options on the right hand side of that filmstrip.

5. To set the movie duration and speed, select the Options icon (blue wheel).

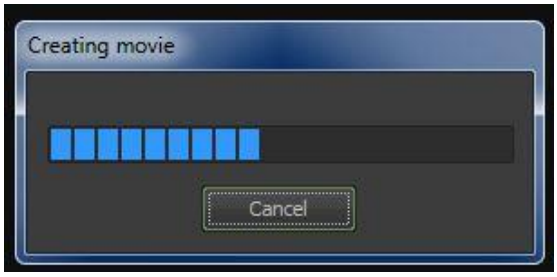




6. There are lots of ways to make custom movies by rotating, cutting away planes, zooming in/out, etc. If you're interested in that, we can set some time aside for me to work with you on that. It's not difficult, but it's tough to explain without showing it on the screen. It is pretty easy to make some 360-degree rotational movies by using the "Presets" option:



7. As you can see, you can choose to rotate 360 degrees in any of 3 axes. Select one of these, and then press the "Create Movie" icon:



8. This movie will be in 8bit RGB format, which will permit you to save it as an AVI or (if you have QuickTime installed on your PC) as a MOV file. You should be able to play the AVI in most Windows-based programs, such as PowerPoint.