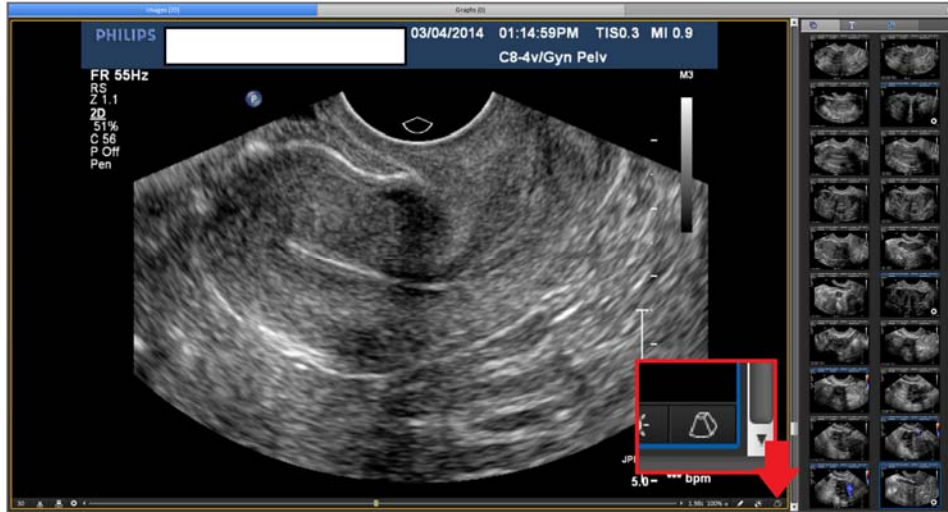# HOW TO RECONTRUCT 3D UTERUS ON VIEWPOINT

Take a cine clip of the uterus. I prefer sagittal cine that starts and ends from outside the uterus.

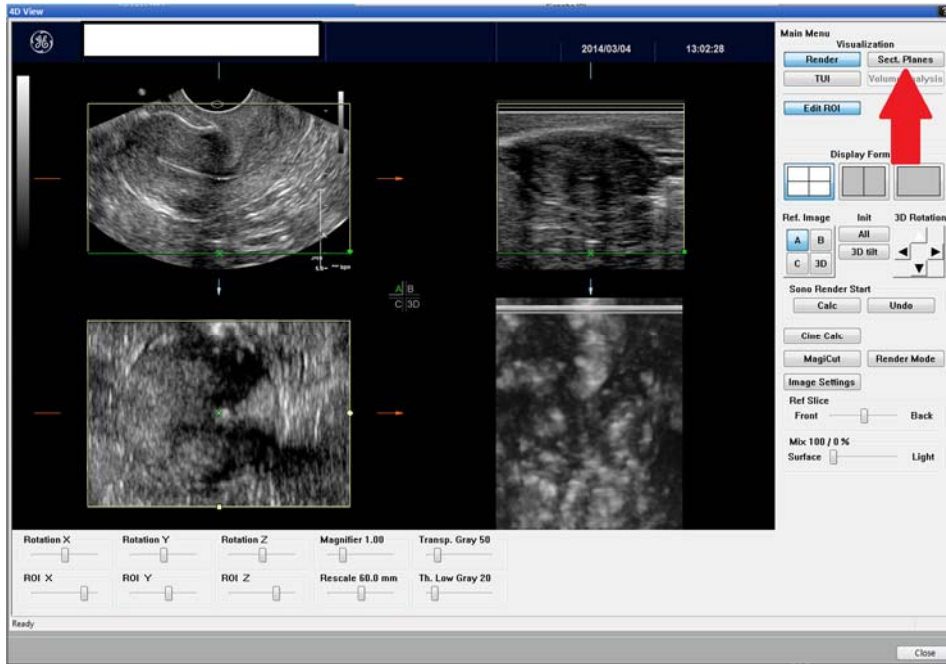Click the volume icon on the bottom right.
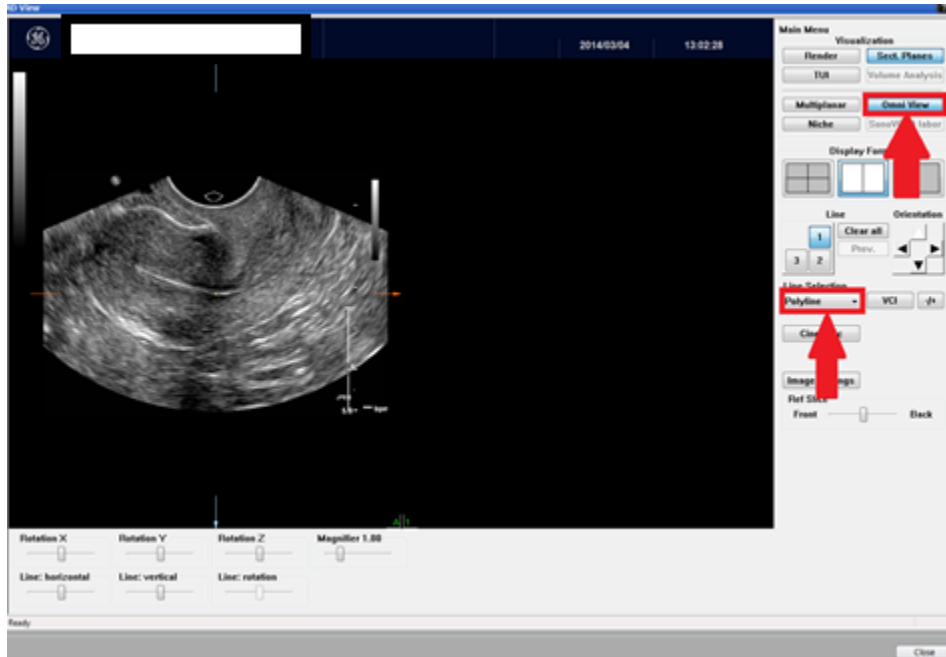

The 4D View window should come up.

There are 2 different ways to 3D render of the uterus.

Option 1 - Sectional Planes

Click Sect. Planes

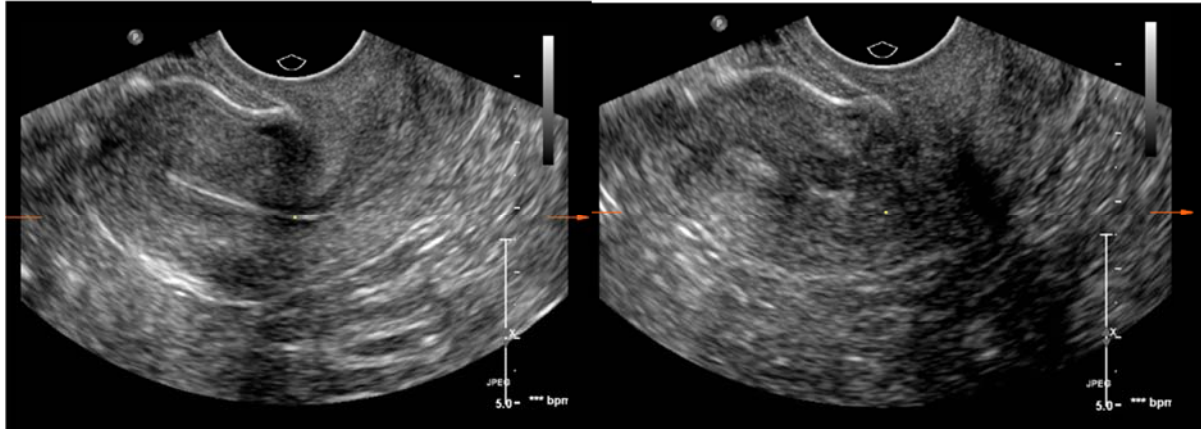Click Omni View, then Polyline from the drop down menu from Line Selection.

Use Ref Slice fron to back bar to line up with the endometrium as best as you can.
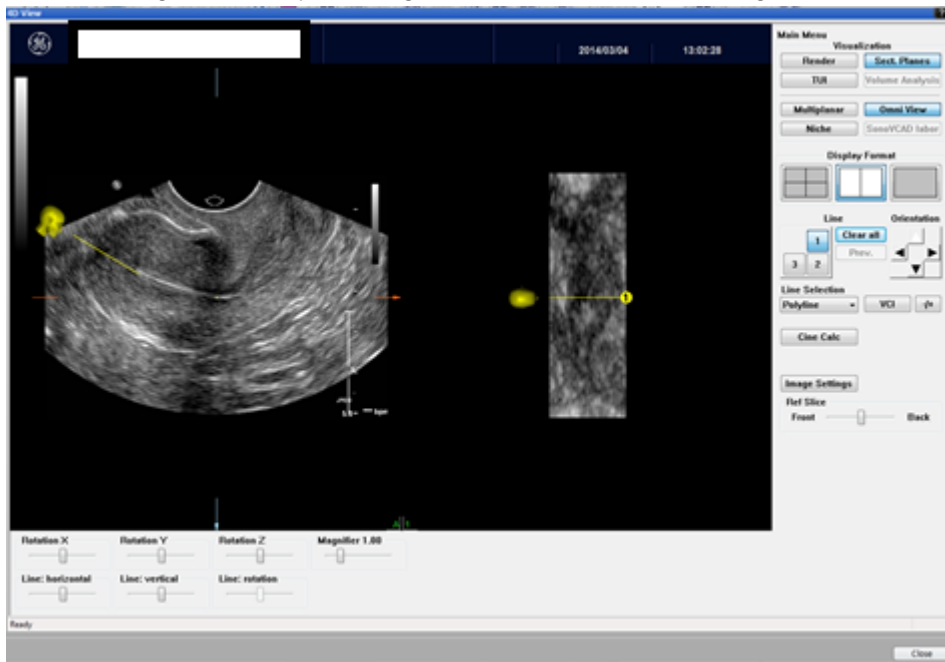

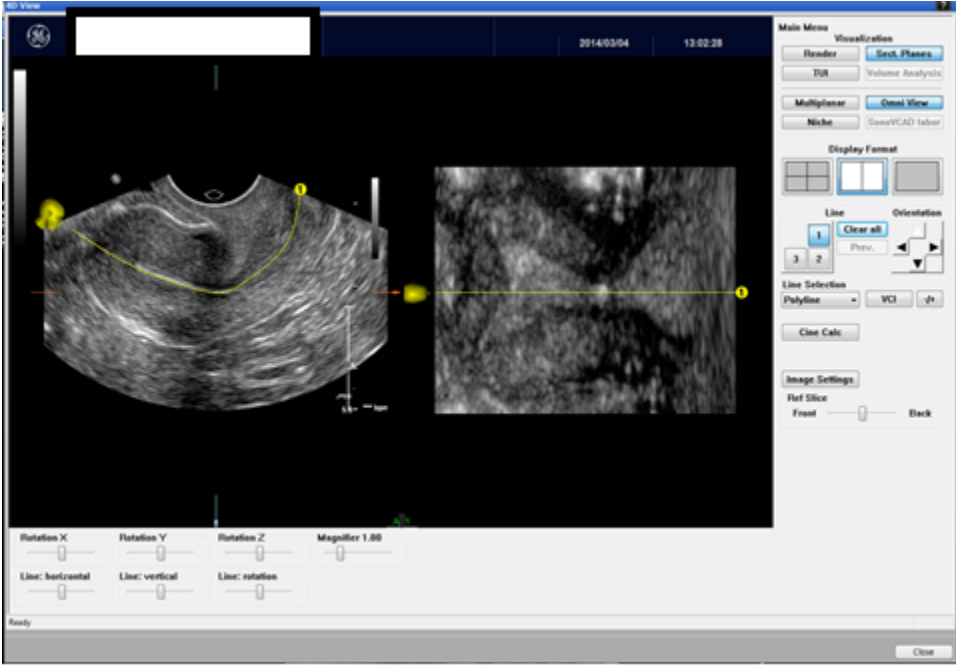Good   Bad

Start making the line by clicking outside the uterus, but aligned with the endometrium.

Follow the contour of the endometrium while making the line with multiple clicks. Finally, end
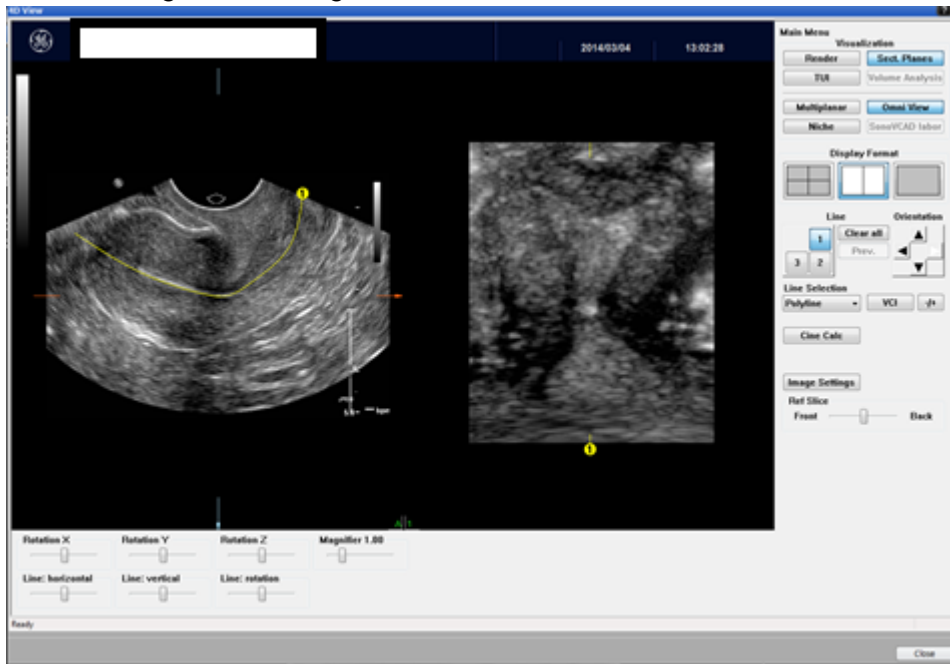the line out at the cervix with a double click.

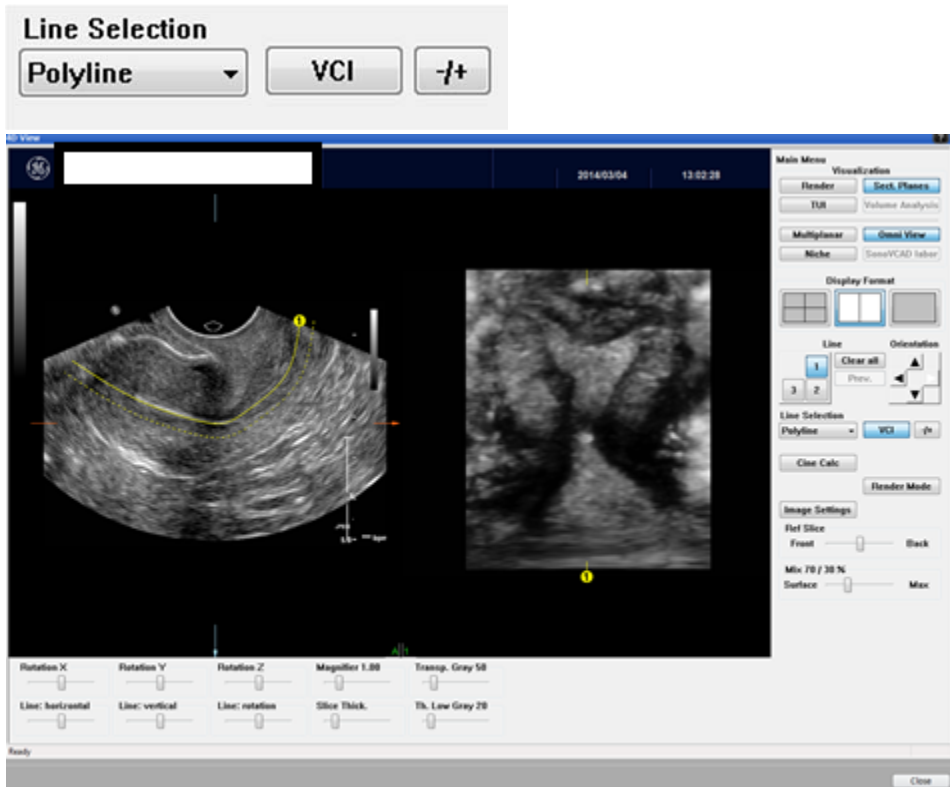Change the orientation by clicking one of the arrows.

Get rid of the yellow lines by clicking the +/- button.
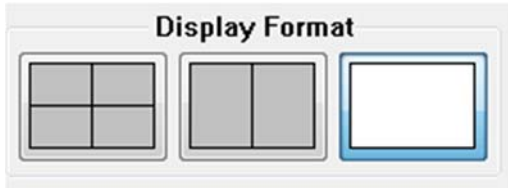
You should get something like this.

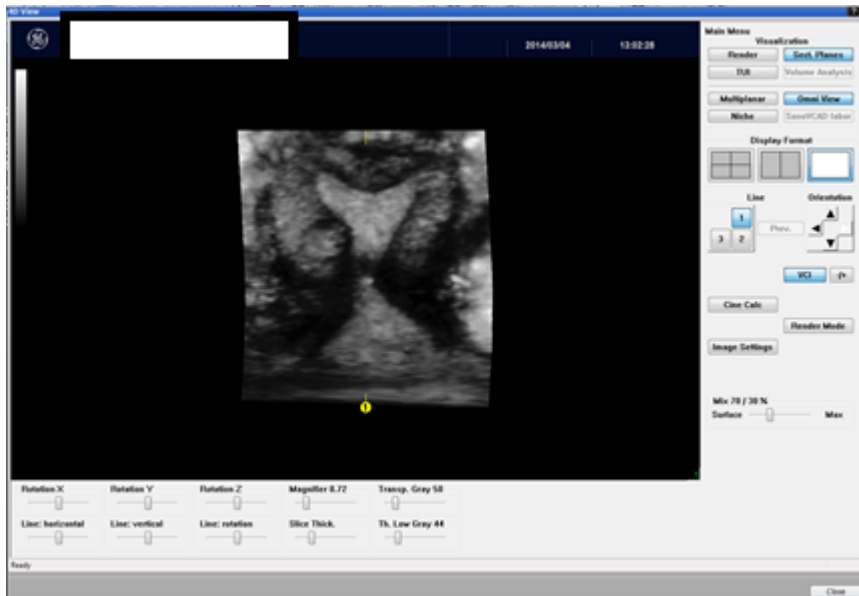To make it a volume/3D look, click the VCI button.

You can fine tune it by gently moving any or all of the sliding bars on the bottom of the images.

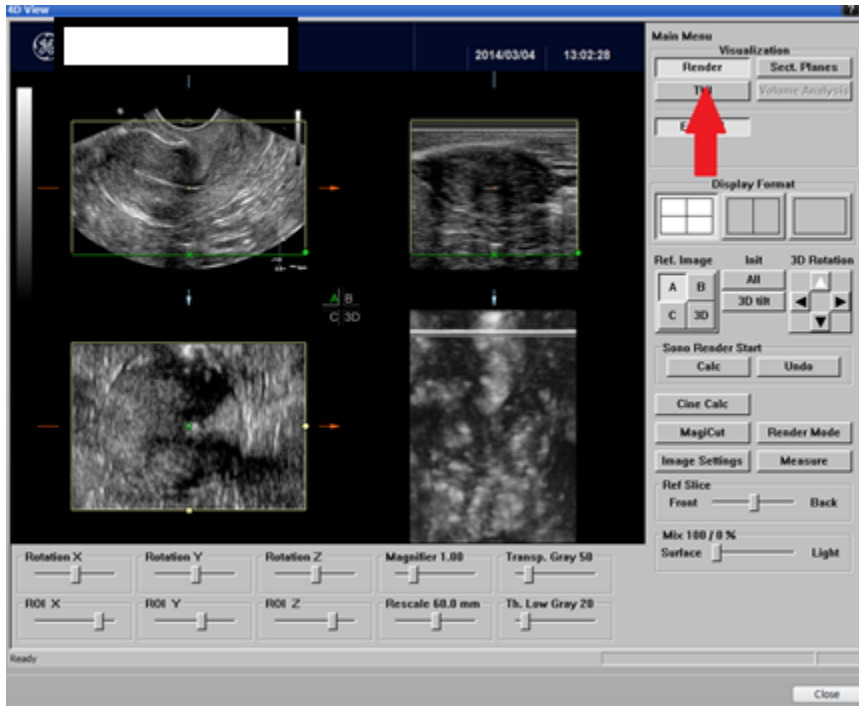Make it a single picture by clicking the single frame button.
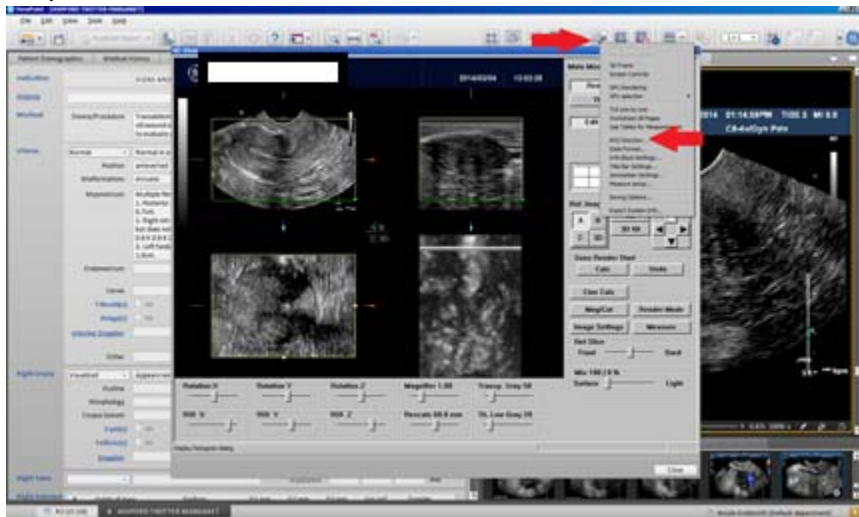

Ta-da!

Now add the image to your study by pressing the add image button on the bottom screen.
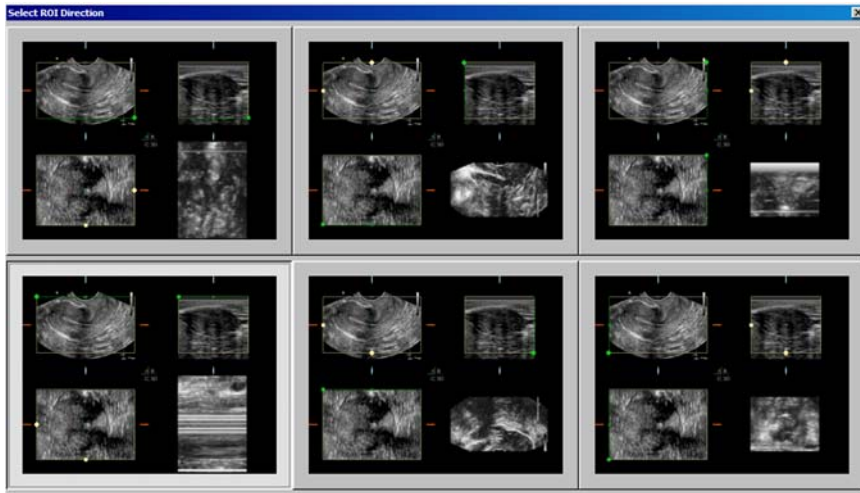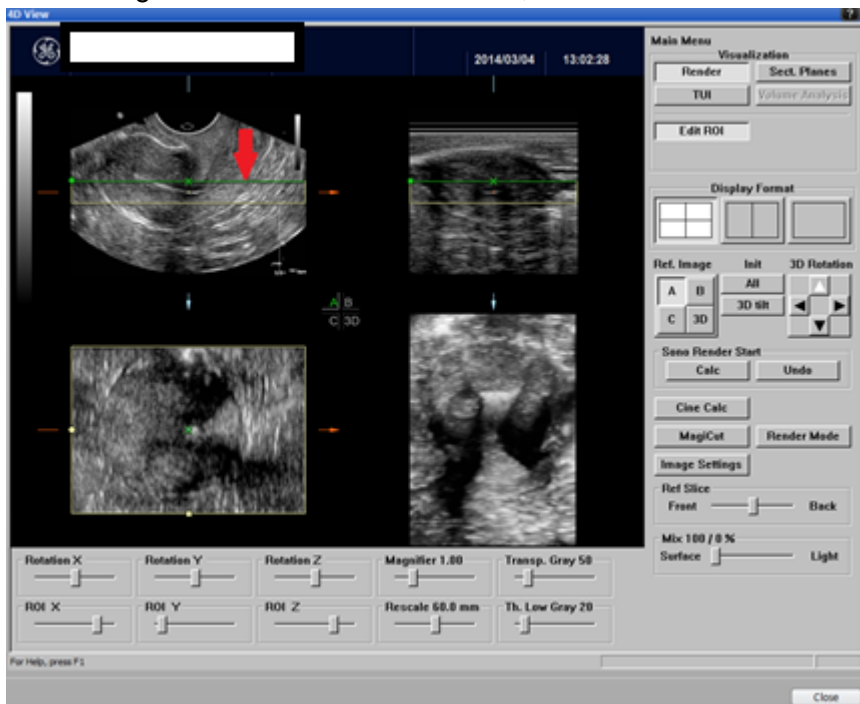
Option 2 - Render mode

Change the ROI direction by clicking the volume tool button then click "ROI Direction" on the drop down menu.

This screen should pop up. Click the bottom left so the 3D volume would be viewed from the top. The green line shows which side you would end up looking from on the 3D render.
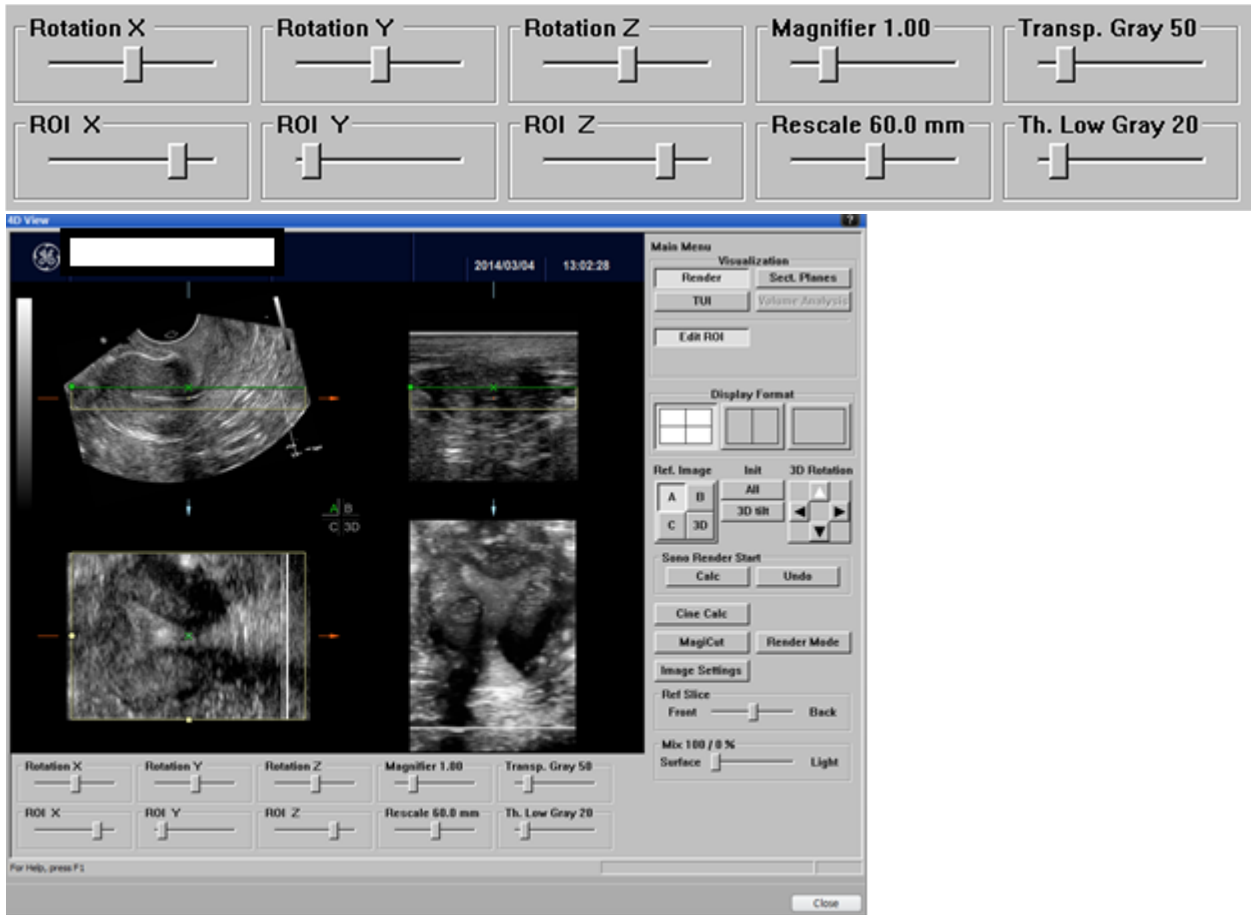

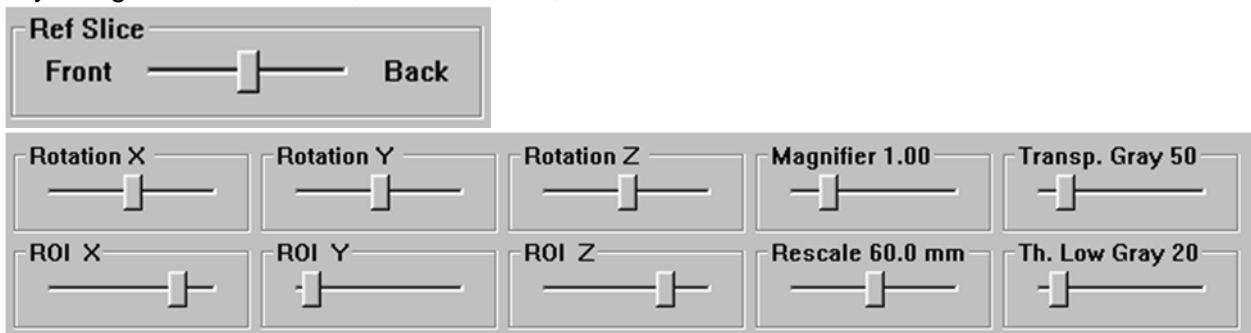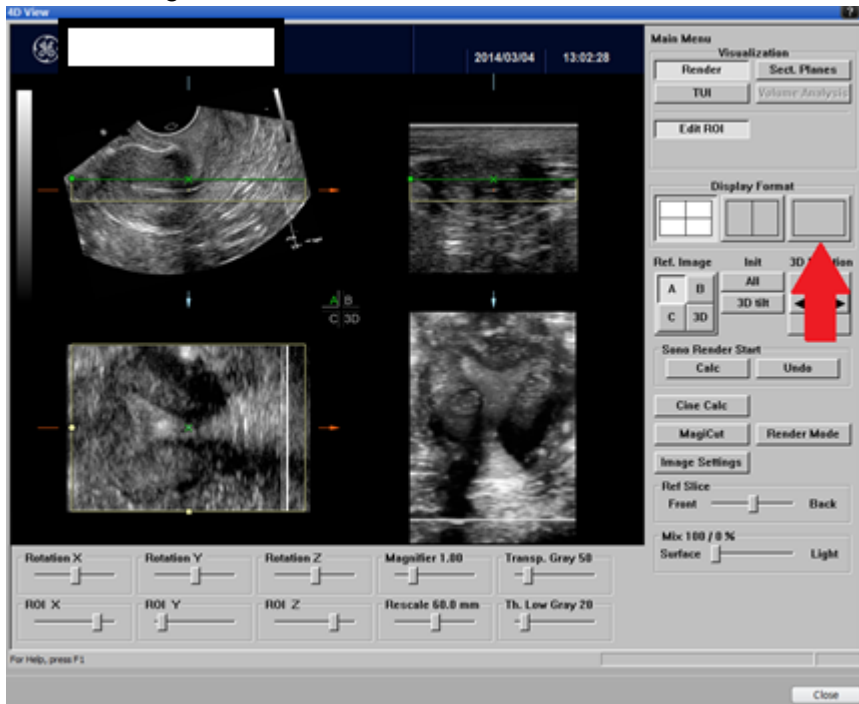Move the green line down to mid-uterus, close to the endometrium.

Rotate the uterus using the sliding bars to make the uterus as horizontal as possible.

To optimize the 3D render, click the bottom right 3D image.
Try using the Ref Slice bar, rotational bars, and ROI bars.

Click the single frame button.

Ta-da!

Now add the image to your study by pressing the add image button on the bottom screen.