arivis InViewR 3.1 Release Datasheet

Image: Dragontail tracks of migrating neutrophils

InViewR

arivis InViewR is a software to display RAW 3D voxel data in Virtual Reality. Several controls over coloring and opacity enable users to display their image data in the best possible and engaging way.

Besides visualization, arivis InViewR can display segmentation results originating from Vision4D. With dedicated tools to manipulate and create segments, arivis InViewR is the most innovative image analysis software available.

arivis InViewR 3.1.0 – Release notes

arivis InViewR 3.1 brings major updates to VR Segmentation Tools and interactivity. With the new Tracking Module, users can manually track movements of objects in 3D time series images. With a sleek new user interface, we streamline VR image workflows to get users even faster from image to result. arivis InViewR 3.1 also updates its object model, providing full interactivity with arivis Vision4D. Now, all image analysis procedures done in arivis Vision4D can be proofread and edited - or even performed - in VR, too.

New Tracking Module

With Version 3.1.0, we introduce a new module to track 3D objects in time series images. With our tracking options, you are able to manually track from scratch, without the need to create segments. Just load your dataset into arivis InViewR and follow your structures of interest with your hand over time. Of course, you can also interact with tracks that were automatically generated in arivis Vision4D and manually edit them. » more about our tracking capabilities
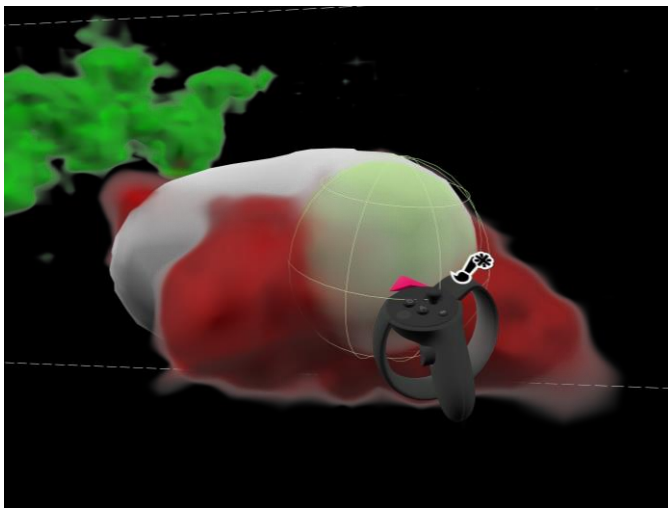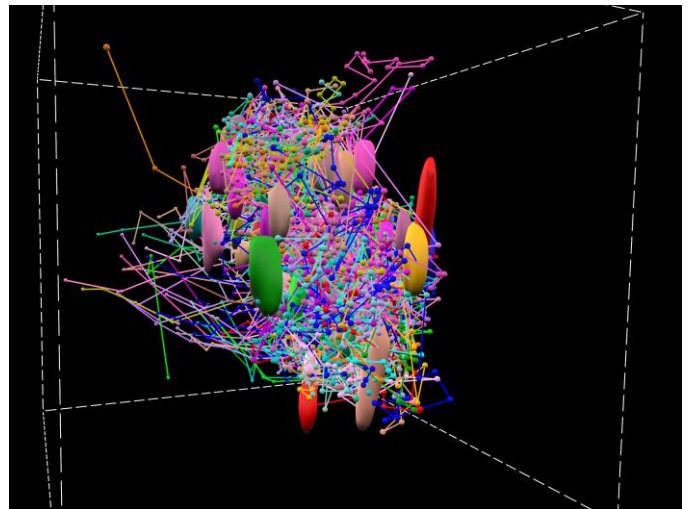

Improved Sculpting Tool

Sculpting is our tool to manually segment 3D objects in Virtual Reality. Using your hand you can paint along with the structure of your objects of interest. This feature, which is available since Version 2.0 has now gotten a major update, making it faster, easier to use and more flexible. We also included a set of differently shaped brushes to make the segmentation of objects even easier.

Integrated work with arivis Vision4D

arivis InViewR now also supports the new object model that was introduced with arivis Vision4D 3.0. This gives you back full integration of Vision4D with InViewR. Only with arivis and its Exchange Objects with Open Source package, you can now start your image analysis with your preferred analysis tasks of ImageJ or a custom Matlab script and end up displaying the results in Virtual Reality and even edit them there.

Improved semi-automatic segmentation

The very much liked magic wand tool from our previous versions benefits from an update in arivis InViewR 3.1. Besides a more reliable segmentation algorithm, it is now also possible to adjust the segmentation result prior to placing an object.
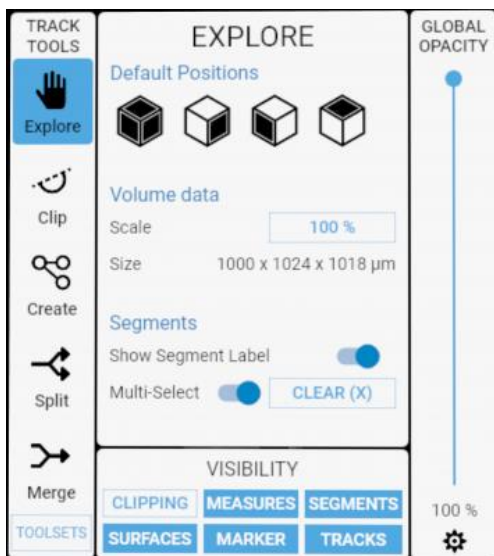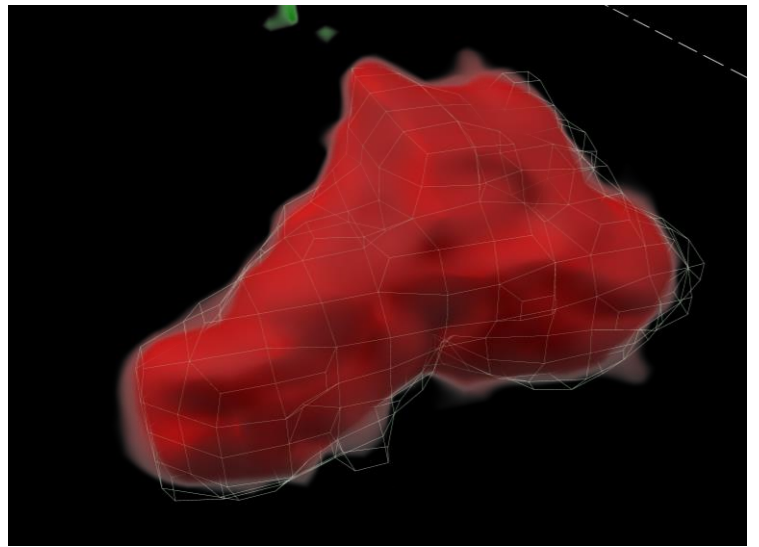
Improved User Interface

We streamlined our user interface. Now, all your controls about tools are accommodated in one menu. With this and the option to quickly switch tools by pressing one button, working with your images in Virtual Reality has become faster than ever, giving you less hands-on time. We also now support a left handed mode for left handed users.

General Performance fixes

Plenty of performance issues and fixes have been performed. Most notably, data loading has been massively improved, providing smooth replay of time series images. We also support the new Oculus Rift S hardware.