

Using atlas data as a spatial reference for a result of a realistic neural network simulation

Model download

From

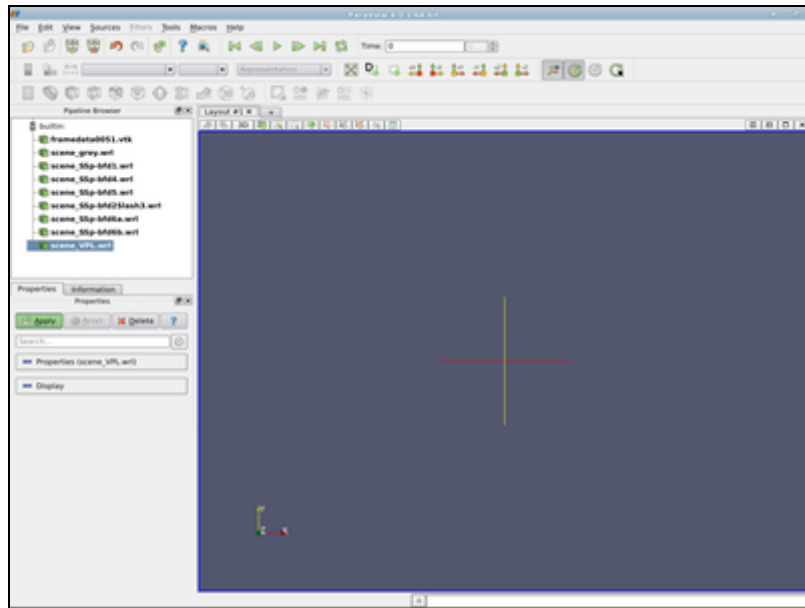
<http://www.3dbar.org:8080/getPreview?cafDatasetName=aba2011;structureName=grey,VPL,SSp-bfd1,SSp-bfd2Slash3,SSp-bfd4,SSp-bfd5,SSp-bfd6a,SSp-bfd6b>
The Allen Mouse Brain Reference Atlas, 2011 Segmentation download the following VRLM high quality models:

- <http://www.3dbar.org:8080/getReconstruction?cafDatasetName=aba2011&structureName=grey&qualityPreset=high>
Basic cell groups and regions,
- <http://www.3dbar.org:8080/getReconstruction?cafDatasetName=aba2011&structureName=VPL&qualityPreset=high>
Ventral posterolateral nucleus of the thalamus,
- <http://www.3dbar.org:8080/getReconstruction?cafDatasetName=aba2011&structureName=SSp-bfd1&qualityPreset=high>
Primary somatosensory area, barrel field, layer 1,
- <http://www.3dbar.org:8080/getReconstruction?cafDatasetName=aba2011&structureName=SSp-bfd2Slash3&qualityPreset=high>
Primary somatosensory area, barrel field, layer 2/3,
- <http://www.3dbar.org:8080/getReconstruction?cafDatasetName=aba2011&structureName=SSp-bfd4&qualityPreset=high>
Primary somatosensory area, barrel field, layer 4,
- <http://www.3dbar.org:8080/getReconstruction?cafDatasetName=aba2011&structureName=SSp-bfd5&qualityPreset=high>
Primary somatosensory area, barrel field, layer 5,
- <http://www.3dbar.org:8080/getReconstruction?cafDatasetName=aba2011&structureName=SSp-bfd6a&qualityPreset=high>
Primary somatosensory area, barrel field, layer 6a,
- <http://www.3dbar.org:8080/getReconstruction?cafDatasetName=aba2011&structureName=SSp-bfd6b&qualityPreset=high>
Primary somatosensory area, barrel field, layer 6b.

Download also a model of a of the barrel cortex collumn. Unwrap downloaded archives.

Visualisation

Run <http://www.paraview.org> ParaView software. Open downloaded *.wrl and *.vtk files. Click the *Apply* button



(in the tab *Properties*). Loaded models.

In the tab *Properties* set *Styling: Opacity* to 0.1 for *scene_grey.wrl* model. For every *scene_SSp_bfd*.wrl* model set *Styling: Opacity* to 0.3, then change *Coloring* from *VRMLColor* to *SolidColor?*. Click *Coloring: Edit* and select color:

- 1 - Open Grayscale Image... - Tutorial: How to use labeled volumes?
- 2 - Choose NifTI volume you extracted - Tutorial: How to use labeled volumes?
- 4 - Choose 'Segmentation', then 'Load from image' - Tutorial: How to use labeled volumes?
- 5 - Select the same NifTI file - Tutorial: How to use labeled volumes?
- 7 - "Segmentation", "Load Label Descriptions..." - Tutorial: How to use labeled volumes?
- 8 - Select file with the lookup table - Tutorial: How to use labeled volumes?
- 9 - - Tutorial: How to use labeled volumes?
- 10 - Click 'update mesh' button - Tutorial: How to use labeled volumes?
- 11 - "Segmentation", "Export As Surface Mesh" - Tutorial: How to use labeled volumes?
- 12 - - Tutorial: How to use labeled volumes?
- 13 - Downloading labeled volume from 'Atlas Details' tab - Tutorial: How to use labeled volumes?
- 14 - Downloading labeled volume from 'Live preview' tab - Tutorial: How to use labeled volumes?
- 15 - You have to be logged in in order to access the *Custom Reconstruction Wizzard*. Structures loaded in Live preview window are automatically transferred to the reconstruction wizard. - Accessing the Custom Reconstruction Wizzard
- 16 - Accessing the reconstruction wizzard from the *Reconstructions* tab. - Accessing the Custom Reconstruction Wizzard
- 17 - Visualisation01 - Loaded models.
- 18 - Visualisation02 - Color and opacity settings.
- 19 - Visualisation03 - Voltage to color mapping.
- 20 - Visualisation04 - The transformation filter.
- 21 - Visualisation05.png - A complete scene.
- 22 - Visualisation06.png - The complete scene at another viewpoint.
- 23 - Visualisation07.png - The complete scene - focus on the model of barrel cortex column.