

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

Model download

From

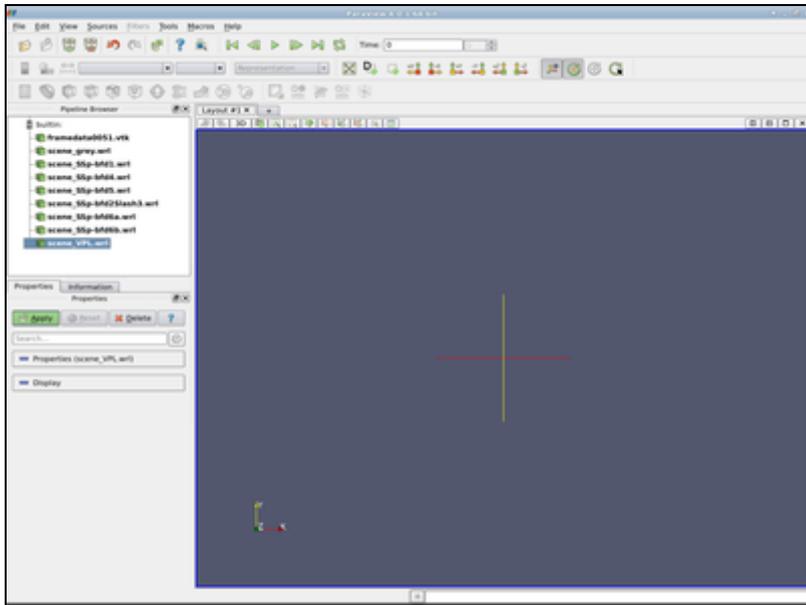
<http://www.3dbar.org:8080/getPreview?cafDatasetName=aba2011;structureName=grey,VPL,SSp-bfd1,SSp-bfd2Slash3,SSp-bfd3,SSp-bfd4,SSp-bfd5,SSp-bfd6a,SSp-bfd6b>
The Allen Mouse Brain Reference Atlas, 2011 Segmentation download the following VRLM high quality models:

- <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

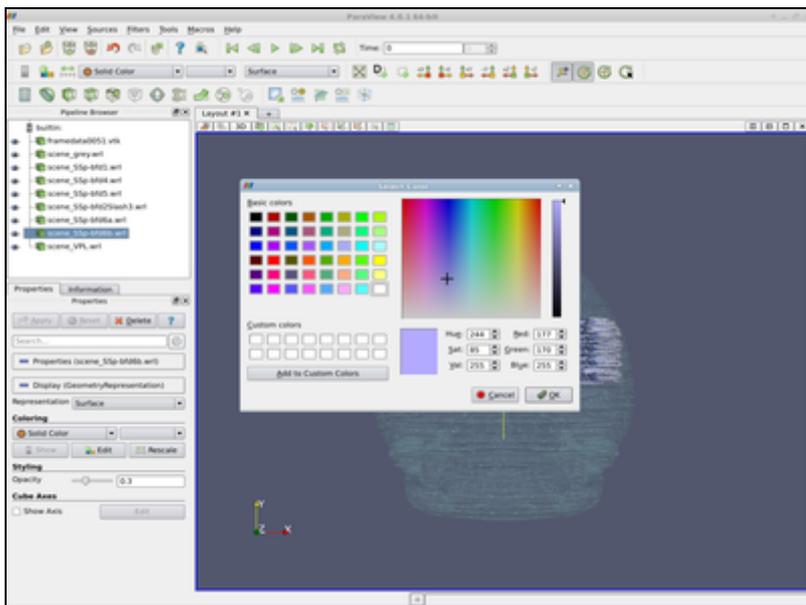
Run <http://www.paraview.org> ParaView software (description for version 4.0.1). Open downloaded *.wrl and *.vtk files. Click the *Apply* button (in the tab *Properties*).



Loaded models.

In the *Properties* tab 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 *Solid Color*. Click *Coloring: Edit* and select color to:

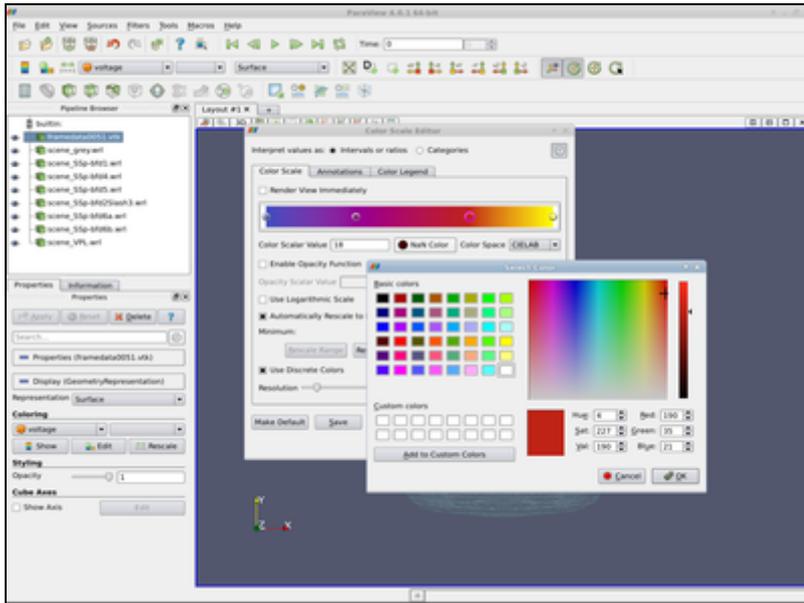
- Red = 250, Green: 245, Blue: 255 for *scene_SSp_bfd1.wrl*,
- Red = 153, Green: 163, Blue: 255 for *scene_SSp_bfd2Slash3.wrl*,
- Red = 74, Green: 77, Blue: 128 for *scene_SSp_bfd4.wrl*,
- Red = 171, Green: 177, Blue: 255 for *scene_SSp_bfd5.wrl*,
- Red = 145, Green: 149, Blue: 213 for *scene_SSp_bfd6a.wrl*,
- Red = 177, Green: 170, Blue: 255 for *scene_SSp_bfd6b.wrl*.



Color and opacity settings.

Click *Coloring: Edit* for the *framedata0051.vtk* model (ensure that *Coloring* is set to *voltage*). Click the "Gear" icon to edit *Color Scale*. Set *Color Space* to *CIELAB*; set the left color point to Red = 59, Green = 76 and Blue = 192

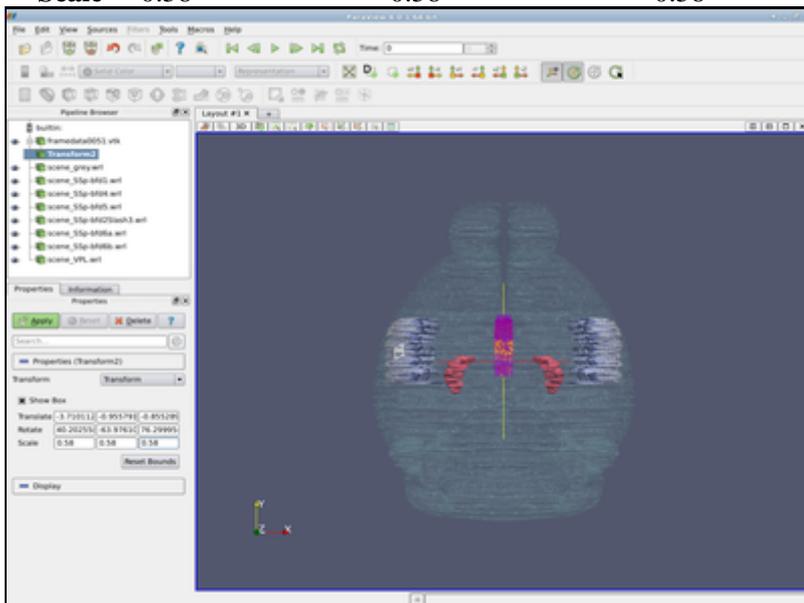
and the right to Red = 255, Green = 255 and Blue = 0. Add two color points: at *Color Scalar Value* = -40 (Red = 150, Green = 150 and Blue = 0) and at *Color Scalar Value* = 18 (Red = 190, Green = 35 and Blue = 21). Click the *Apply* button, then close the *Color Scale Editor* window.



Voltage to color mapping.

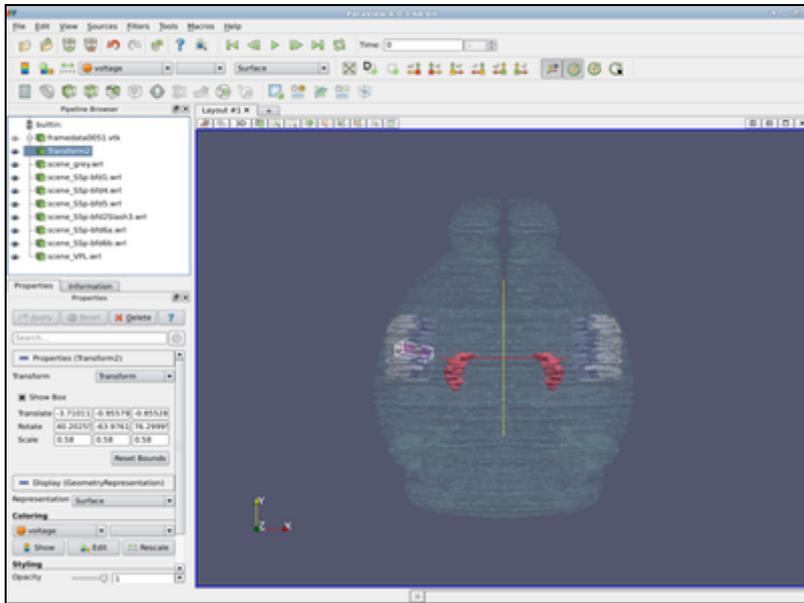
Apply the *Transform* filter (*Filters/Alphabetical/Transform* from menu) to the *framedata0051.vtk* model. In the *Properties* tab set the transformation matrix to:

Translate -3.71011222757522 -0.955791920040867 855289018330382
Rotate 40.2025580192141 -63.976105129058 76.2999549515704
Scale 0.58 0.58 0.58



The transformation filter.

Click the *Apply* button.



A complete scene.

- [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 wizzard.* - \[Accessing the Custom Reconstruction Wizzard\]\(#\)](#)
- [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.](#)