# 3D Organon User Manual XR Imaging for Desktop

Available for: Windows 10/11, MacOS





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# Hardware Requirements

Windows

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	MINIMUM	RECOMMENDED
OS	Windows 10/11	Windows 10/11
Processor	Intel Core i3   AMD FX-6100	Intel Core i5, Intel Core i7   AMD FX- 6300 or higher
Memory	4 GB RAM	8 GB RAM
Graphics	DirectX 11 compatible card with a least 1.5 GB video RAM, Screen resolution 1280x900px	DirectX 11 compatible card with a least 2 GB video RAM, Screen resolution 1920x1080px
DirectX	Version 11	Version 11
Network	Broadband Internet connection	Broadband Internet connection
Storage	3500 MB available space	3500 MB available space
Sound Card	DirectX 11 compatible sound card	DirectX 11 compatible sound card
Additional Notes	2-button optical scroll mouse required	2-button optical scroll mouse required
	MINIMUM	RECOMMENDED
OS	MINIMUM macOS 12	RECOMMENDED macOS 12 or higher
OS Processor	MINIMUM macOS 12 Quad-core Intel Core i5 processor 8 <sup>th</sup> gen	RECOMMENDED macOS 12 or higher Quad-core Intel Core i5 processor or higher
OS Processor Memory	MINIMUM macOS 12 Quad-core Intel Core i5 processor 8 <sup>th</sup> gen 4 GB RAM	RECOMMENDEDmacOS 12 or higherQuad-core Intel Core i5 processor or higher8 GB RAM
OS Processor Memory Graphics	MINIMUM macOS 12 Quad-core Intel Core i5 processor 8 <sup>th</sup> gen 4 GB RAM OpenGL 2.0 compatible 3D graphics card with at least 1536 MB of addressable memory	RECOMMENDEDmacOS 12 or higherQuad-core Intel Core i5 processor or higher8 GB RAMOpenGL 2.0 compatible 3D graphics card with at least 1536 MB of addressable memory
OS Processor Memory Graphics Network	MINIMUM macOS 12 Quad-core Intel Core i5 processor 8 <sup>th</sup> gen 4 GB RAM OpenGL 2.0 compatible 3D graphics card with at least 1536 MB of addressable memory Broadband Internet connection	RECOMMENDEDmacOS 12 or higherQuad-core Intel Core i5 processor or higher8 GB RAMOpenGL 2.0 compatible 3D graphics card with at least 1536 MB of addressable memoryBroadband Internet connection
OS Processor Memory Graphics Network Storage	MINIMUM macOS 12 Quad-core Intel Core i5 processor 8 <sup>th</sup> gen 4 GB RAM OpenGL 2.0 compatible 3D graphics card with at least 1536 MB of addressable memory Broadband Internet connection 3500 MB available space	RECOMMENDEDmacOS 12 or higherQuad-core Intel Core i5 processor or higher8 GB RAMOpenGL 2.0 compatible 3D graphics card with at least 1536 MB of addressable memoryBroadband Internet connection3500 MB available space
OS Processor Memory Graphics Network Storage Sound Card	MINIMUM macOS 12 Quad-core Intel Core i5 processor 8 <sup>th</sup> gen 4 GB RAM OpenGL 2.0 compatible 3D graphics card with at least 1536 MB of addressable memory Broadband Internet connection 3500 MB available space Integrated sound card	RECOMMENDEDmacOS 12 or higherQuad-core Intel Core i5 processor or higher8 GB RAMOpenGL 2.0 compatible 3D graphics card with at least 1536 MB of addressable memoryBroadband Internet connection3500 MB available spaceIntegrated sound card

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# Setup

#### 1-1 Requirements

- A strong PC capable of launching the application.
- 3D Organon installed via Steam.
- To log in, you must have an active **Trial** or **Subscription (Professional, Student)** which is provided to you with a License Key.

If you **do not have a Trial or Subscription** and you are:

- □ An Individual user:
  - Create a 3D Organon account: click here
  - Get a license key from our webstore: click here
- **G** From an Institution:

Contact our Customer Development Team at prosupport@3dorganon.com

If you **already have a Trial or Subscription** then:

- Activate your 3D Organon account from the **Welcome to 3D Organon** email you received.
- Get your License key from the Order confirmation | 3D Organon License key(s) email you received.

If your institution provided you with a Seat License then get your Username, Password and License key from the Welcome to 3D Organon email you received.

#### 1-2 **Installation Instructions**

• Please find the installation instructions **here**.



# The Lobby



The Lobby features

Select from the following modules:

• XR Imaging







# XR Imaging

#### **3** The DISCLAIMER NOTICE

"Please acknowledge that this software is intended for educational and informational purposes **ONLY** and is not meant to be used for surgical planning or disease diagnosis medical purpose. You understand the importance of responsible use of this software and you are committed to using this software only for likely purposes.

The software provides a user-friendly platform that allows to gain a better understanding of complex medical anatomy and concepts. This can be a crucial resource for medical students, healthcare professionals, and other interested individuals who are seeking to enhance their knowledge of medicine."



### User Interface

**ALT+ENTER** Switches Between Window and Full Screen.

For easy viewing, click on the side Arrow icon to fold or unfold the Menu panel.

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Library

Colorize

Shaders

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Cutoff

Scenes

Presets

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Reset

Views

On the **left-side panel**, you can find options such as the Menu, Library, Colorize, etc.







the app (your credentials are

at login is still required.

stored locally. You do not have to

insert them again when you log in

the same device). Internet access



#### Library

Colorize  $\otimes$ 



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Views





 $\bigcirc$ Lobby



Themes:

Blue (default), Black, Green, White

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Download	Primary	Secondary	Users can
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### Rotating, Zooming and Panning

To **rotate** the model, press and hold down the left mouse button and move the pointer along any axis. The rotation center is based on the position of your mouse pointer in relation to the model.

To **zoom** in and out, use the mouse scroll wheel. A high-quality mouse will result in finer zooming control.

To **pan** around the scene view, press and hold down the right mouse button and move the pointer to the desired direction.





## Library

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Library

Colorize

Shaders

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Slicing

Cutoff

Scenes

Presets

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Reset

Views

Lobby

Open, Import DICOM files.

The app comes with no pre-loaded DICOM Files.



 $\Box$ Import

Close the Library



You may Colorize tissues based on their medical imaging grayscale density characteristics.

-By holding the left or right mouse button, you will be able to move the whole table to your desired position.







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Reset

Views



• 2: Bones

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Library

Cutoff

C Reset

- 3: Bronchial\_Tree\_Lungs
- 4: Profile\_1
- 5: Profile\_2
- 6: Profile\_3
- 7: Profile\_4
- 8: Profile\_5
- 9: Profile\_6



















Click on the Palette icon to open the Coloring Palette.

#### The Coloring Palette





























To reset the coloring scheme just click on the reset icon. You will then be able to add new Nodes.







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Reset

Views

First select a Coloring Scheme and then add new Nodes.

#### 1) Enable Node Addition mode







ည်ညို Menu Library Colorize Shaders





Scenes

Presets

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Reset

Views

mouse button.

move it around.

Color Schemes	X
⊕ ⊗ © Č <sup>□</sup> Save	
Hounsfield value	
Alpha value (%) 72	

- First click on a Node
- The Hounsfield Value and Alpha value (%) will appear.
- In order to modify the values, click on them.

Narrow down the spectrum of presented Hounsfield units for

Move these nodes accordingly to focus on specific bands of values. Lookup on books and online about tissue-characteristic



to delete it.









Scenes

Presets



Save a preset with your custom Coloring Scheme

#### Type a name for your file. Click on Save.



The Coloring Scheme will be saved under your Coloring Schemes.



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### Shaders

Modify how 3D DICOM models are visualized and rendered.

#### The Shaders Menu





#### 3D DICOM Detail Level

(will affect performance too).

**Hounsfield** units cutoff range. This is a measurement of density based from the source DICOM dataset.

Menu Library

## Colorize

Shaders

T Slicing





Reset



## Slicing

Realtime sectioning of the 3D DICOM model

Slicer Settings

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For Coronal, Transverse and Sagittal sectioning.

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### Cutoff

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T Slicing

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L Scenes

Presets

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Reset

Views

Define an **Exclusion** or **Inclusion** box area of tissue removal (to determine or focus on deep cavities).

Exclusive





#### Scenes

Save the current custom Colorization view or Load and apply a preset on the current scene.

#### Enter a name for your new Scene and then click on Save.











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#### Presets

Save the current Rendering mode as a Preset or Load a previous set to apply on the current scene.

#### Enter a name for your new Preset and then click on Save.







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#### Reset

By clicking on the 'Reset' icon on the left side panel, you can reset the Dicom file in the main scene view.



Reset

Views





#### Views

You can center the model in the scene view by actuating the 'C' button option. Select from the other available options to modify the view perspective of the model, e.g. superior, inferior, anterior, posterior, right lateral, and left lateral. By clicking and holding the right or the left mouse buttons, you can reposition the "Views" icon to a desired location.



## Returning to Lobby

Click on the Lobby icon to exit XR Imaging.









For any questions or feedback, please contact our Local Distributor or reach us at: **support@3dorganon.com** 

Check out our **Help Center** for more information about 3D Organon, at any time!

