# DTI Visualization using the Voreen Framework

Stefan Diepenbrock University of Münster diepenbrock@uni-muenster.de Christian Schulte zu Berge University of Münster c.szb@uni-muenster.de Klaus Hinrichs University of Münster khh@uni-muenster.de

Lydia Wachsmuth University Hospital Münster lydia.wachsmuth@uni-muenster.de Cornelius Faber University Hospital Münster faberc@uni-muenster.de

•Volume rendering engine = Library + Applications

## About Voreen

•Multiple linked views, state of the art multimodal visualization techniques, image and volume processing
•Applications are build by constructing *data flow networks* from building blocks called *processors* using a graphical editor (Rapid prototyping)

•Implemented in C++ using OpenGL, Open Source (GPL), easy to extend through modules

•Multi-platform: Windows, Linux, Mac

Sophisticated animation tools

•The Voreen project has been initiated (in 2005) and is maintained by the Visualization and Computer Graphics Group at the Department of Computer Science at the University of Münster





#### Processing

Isotropy, Volume Ratio

#### Interactive Analysis

•ROI definition: Arbitrary polygons, multiple layers
 ➤Seed fibers/glyphs

➢Analyze and plot values in ROI (Min/Max/Avg,

Histogram)Analyze fiber length distribution





### Multiple

Modalities

•Easy combination with other modalities and rendering techniques provided by Voreen



## Visualization

Slice Rendering FA, Main Eigenvector **Tensor Glyph Visualization** 







Fiber Rendering

to width, transparency, ...

•Lines, Triangle Strips, Streamtubes

Mapping of scalars (e.g., Anisotropy)

