

# Efficient proof reading & Segmentation in VR space



arivis **VisionVR** sets new standards for working with 3D images and image processing in Life Science research. The complete immersion into the data using natural movements allows much better understanding as well as accurate proof reading and efficient segmentation of 3D images compared to working with a 2D screen. The increased depth perception and the increased ability to recognize relational sizes allows for much more intuitive and direct interference with the volume image data in 3D space. Clipping, sculpting of segments, automatic seeding and region growing is now possible in VR space at your fingertips.

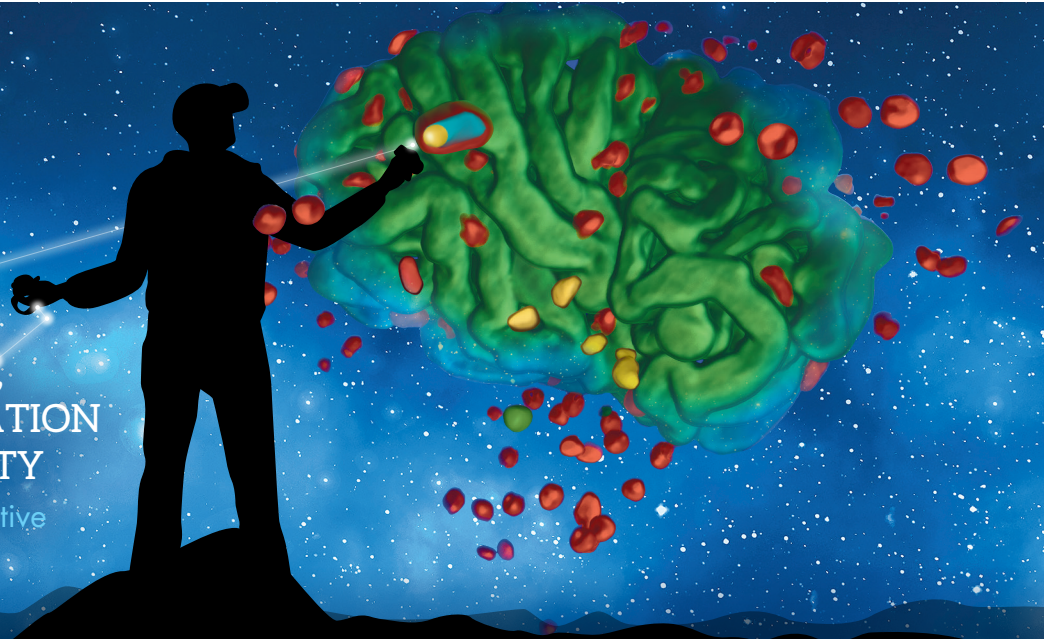
## True Immersive Virtual Reality Microscopy

- » Natural depth perception for a better understanding of shape versus function
- » Fast and efficient positioning of points for measurements, counting and classification
- » More accurate and efficient proof reading using natural movements in VR space
- » Creation and sculpting of segments in VR sapce
- » Automatic seeding with region growing at your fingertips



**IMAGE  
PROOFREADING,  
EDITING & SEGMENTATION  
IN VIRTUAL REALITY**

Efficient, Accurate, Interactive



### contact

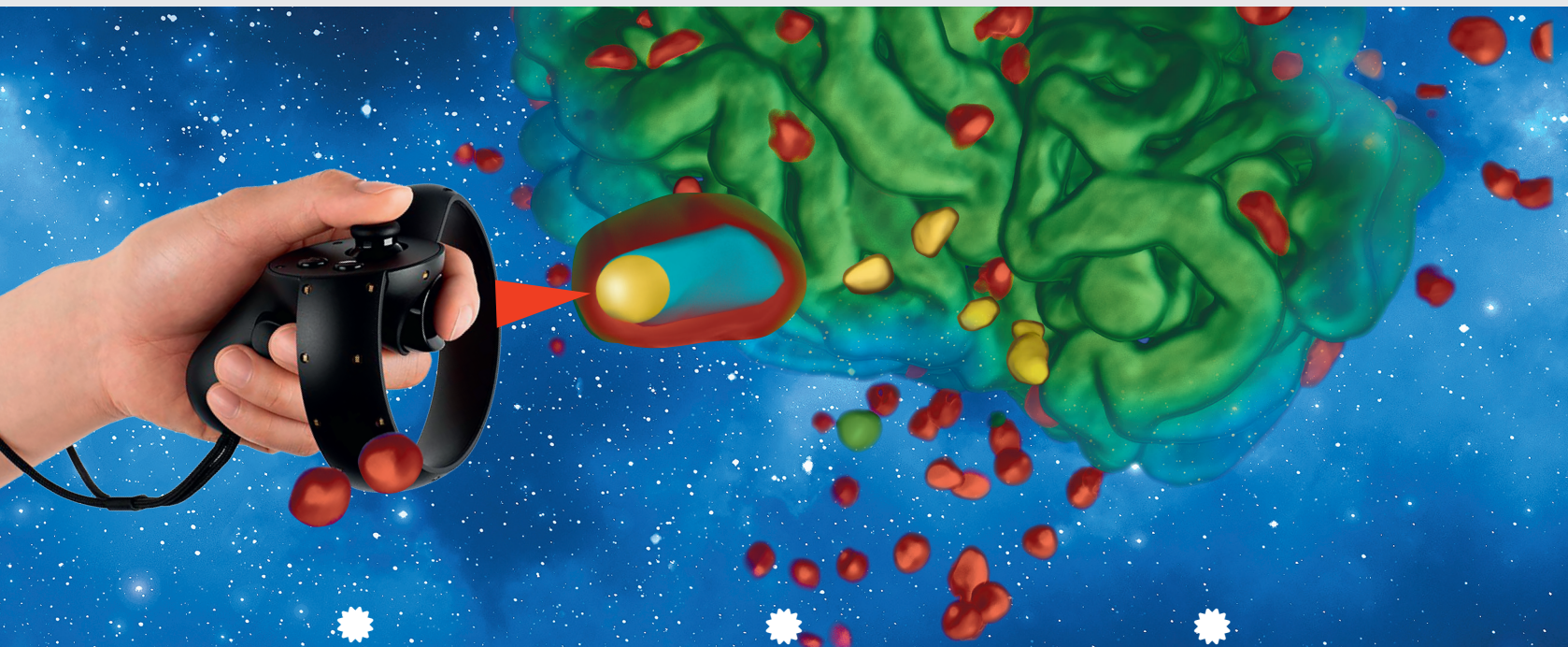


# More efficient Image Analysis in Virtual Reality

The natural movement of a person's head and body while in VR space in addition to the stereo effect of the headset itself provides far better 3D visual cues as compared to rotating a dataset with a mouse on a computer screen. This allows to interact with the image for segmentation and analysis while simultaneously understanding the 3D nature of the image. With arivis **VisionVR** placing markers for classification or counting processes are boiled down to simply reaching out with the hand and pressing a button rather

than rotating the dataset several times on a desktop screen to find the correct position in depth. The inherent advantages of VR with regard to visualization of structures and the rapid and precise placement of indicators in 3D allows visualization of the segmented data against the raw data for proof reading purposes in VR space. Therefore proof reading and editing of segmentations is much more efficient by adding or deleting portions of segments with the new Sculpting Tool in your hands.

## arivis **VisionVR** - Highlights



Efficient Examination of 3D data in Virtual Reality without limitations

High frame rates and low latency for smooth and responsive viewing

Fast manual counting and classification of objects in VR space

Interactive menu for immediate control within VR space

Seamless interface from Vision4D for image processing in arivis VisionVR

Accurate correction and generation of segments with the new sculpting tool



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