This tutorial contains navigation buttons that enable you to move throughout the tutorial.

Please use the navigation buttons and not the page up/page down or arrow keys to navigate through the tutorials.

This is the ‘Next’ button. It takes you to the next frame or stop point.

This is the ‘Previous’ button. It takes you to the previous frame or stop point.

This is the ‘Go to frame’ button. It takes you to a specified frame.

This is the ‘Go to URL’ button. It takes you to a website link.

Press the ‘Next’ button below to start this tutorial.
Press the 'Color Overlay' button to access the color overlay panel.
This is the color overlay panel.
Select the peak(s) you want in each color channel from the lists on the left. You can also change the colors used for each channel if desired by pressing the colored buttons and choosing the desired colors.

You can select 'None', one or several peaks from each list, but you must select something. If you do not want to use a given color channel, select 'None'.

Alpha 1 = 0.5

Z scale factor = 1
After selecting peaks, press the 'View in 3D' button.
The 3D data is displayed here.
The color bar shows the colors for the pure colors and any overlapping colors within the 3D volume.

For example, 1+2 is the color of any voxels where signal from the peak(s) selected for color channels 1 and 2 overlap.
You can isolate any of the colors by clicking on the respective item in this list. Here I select color 1.
Now voxels that only contain signal from color 1 peak(s) are displayed.
Here I selected color 1-2, so voxels that contain signal from peak(s) 1 and 2 are shown.

In this case we see voxels in the middle region where there is significant overlap between the two types of signals, and thin regions where layers of the two selected components intersect. The middle region is known to be a mixture of two compounds.

Being able to isolate regions of overlap between components could be useful when studying interfaces.
You can adjust the transparency of any color by changing the 'Alpha' value. Here I have lowered the alpha value making the red color more transparent.
These controls can be used to make a 3D movie of the volume rotating around various axes.
This control can be used to scale the z-axis of the 3D volume. Here I have increased the scale factor to make the volume thinner.
That ends this tutorial. Press the button on the left to go back to the previous step. Press the button on the right to start the tutorial over.

Please see the other zcorrectorgui tutorials for detailed information on how to use each function in the imagegui.