

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

Model download

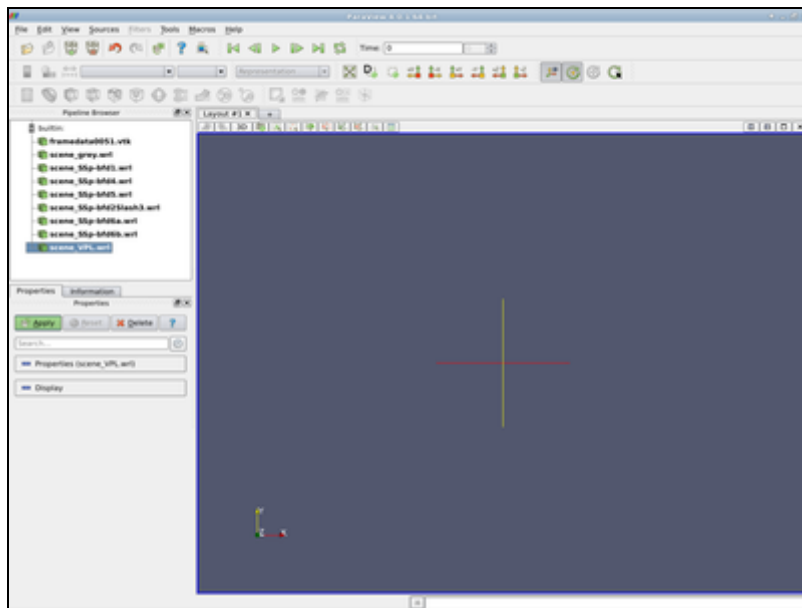
From [The Allen Mouse Brain Reference Atlas, 2011 Segmentation](#) download the following VRML high quality models:

- [Basic cell groups and regions](#),
- [Primary somatosensory area, barrel field, layer 1](#),
- [Primary somatosensory area, barrel field, layer 2/3](#),
- [Primary somatosensory area, barrel field, layer 4](#),
- [Primary somatosensory area, barrel field, layer 5](#),
- [Primary somatosensory area, barrel field, layer 6a](#),
- [Primary somatosensory area, barrel field, layer 6b](#),
- [Ventral posterolateral nucleus of the thalamus](#).

Download also a model of a of the barrel cortex column. Unwrap downloaded archives.

Visualisation

Run [ParaView](#) software (description for version 4.0.1). Open downloaded *.wrl and *.vtk files. Click the *Apply* button (in the tab *Properties*).



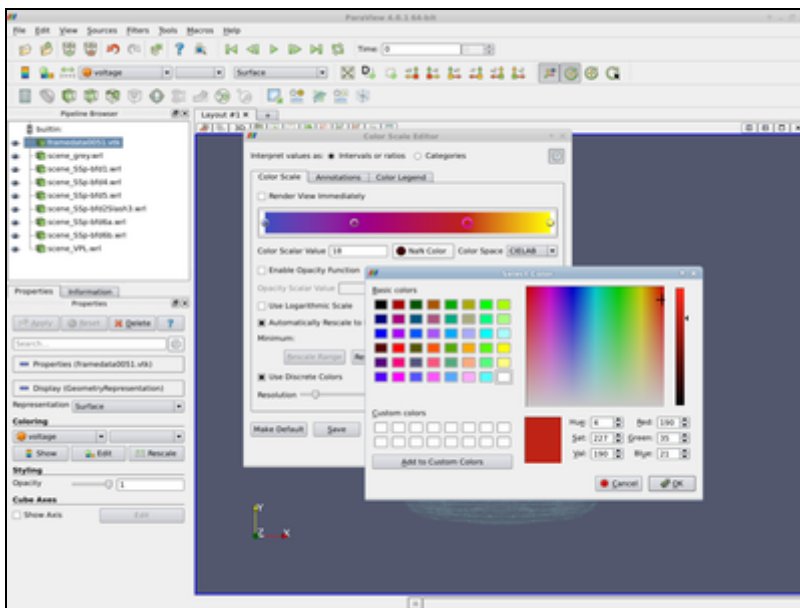
Loaded models.

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*,

-

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.



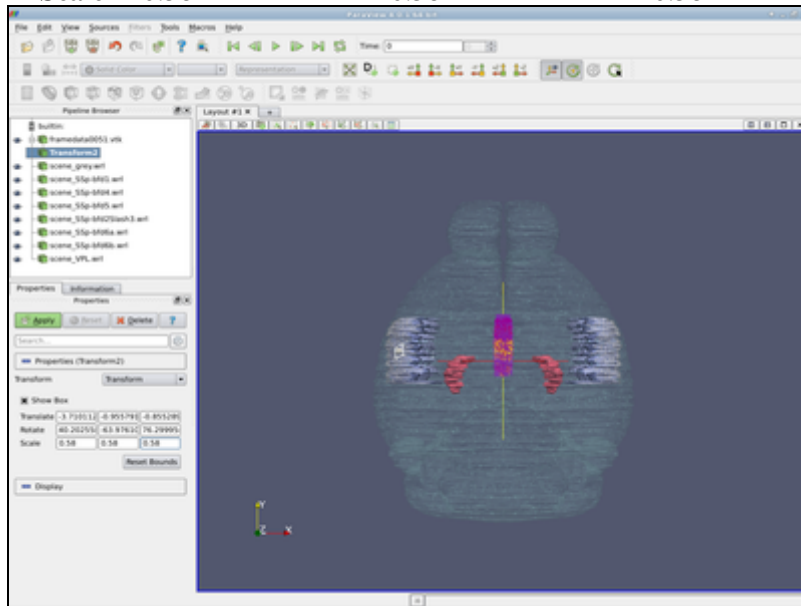
Apply the *Transform* filter (*Filters/Alphabetical/Transform* from menu) to the *framedata0051.vtk* model. In the

Properties tab set the transformation matrix to:

Translate -3.71011222757522 -0.955791920040867 -0.855289018330382

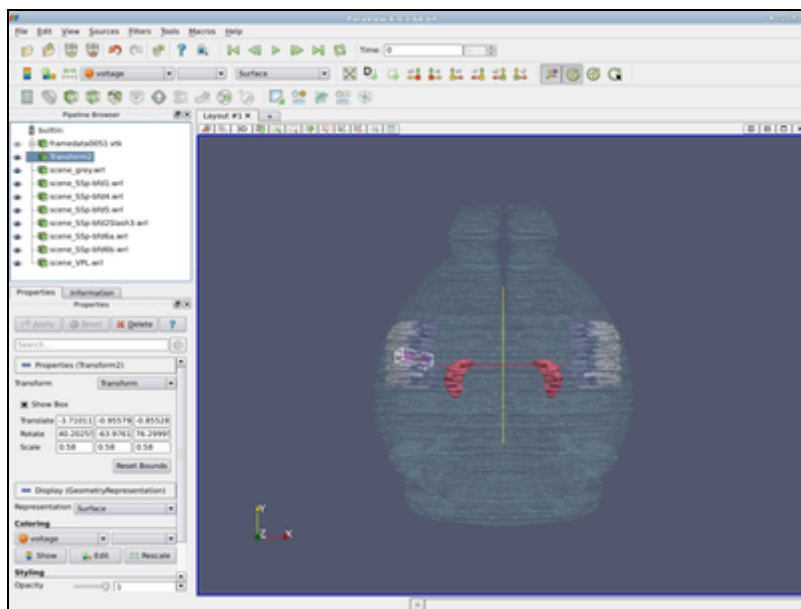
Rotate 40.2025580192141 -63.976105129058 76.2999549515704

Scale 0.58 0.58 0.58



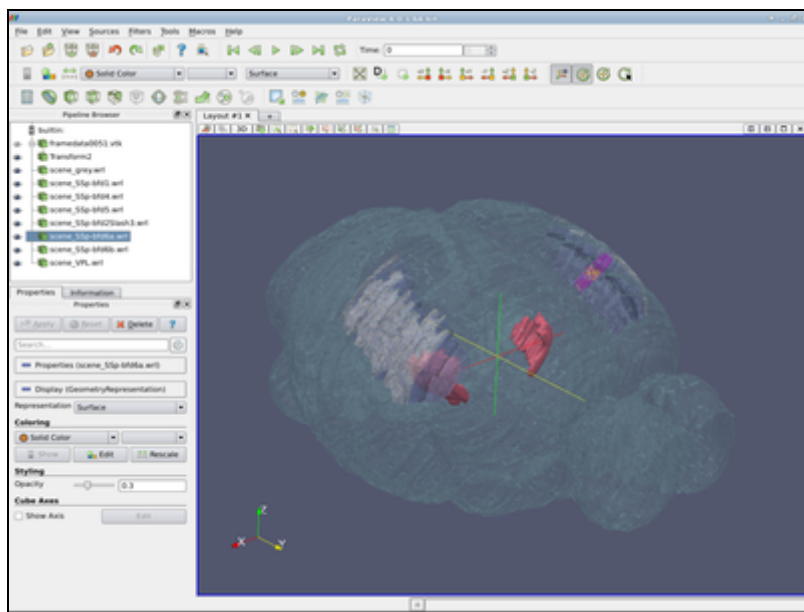
The transformation filter.

Click the *Apply* button.

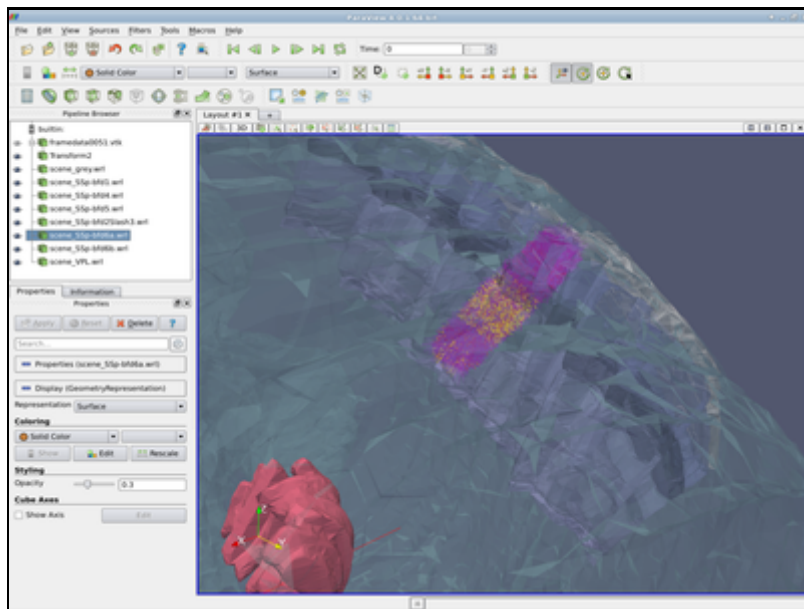


A complete scene.

Choose an appropriate viewport and export the scene or a screenshot if you wish.



The complete scene at another viewpoint.



The complete scene - focus on the model of barrel cortex column.