### 3d Brain Atlas Reconstructor

Software dedicated to automatic generation of models of 3D brain structures.

- 1. Project goals
- 2. Publications
- 3. Talks
- 4. 3d Brain Atlas Reconstructor workflow
- 5. Application screenshots

## **Project goals**

- 1. Creating software dedicated to automated reconstruction of 3D brain models. Key features:
  - Generating model of any combination of structures (ie. basing on structures hierarchy),
  - ♦ Arbitrary resolution of generated model (depends on source atlas quality only),
  - Exporting models as polygonal mesh or volumetric datasets.
  - Modularity: One 3D model generation module, many wrappers for different input atlases.
- 2. Support the software with:
  - Own data (ultimate goal),
  - ♦ Existing 2D atlases (as training sets).
- 3. Creating special dataset format
  - ♦ Based on SVG format,
  - ♦ Adapted for handling representation of brain structures,
  - ♦ Supporting brain regions hierarchy,
  - Maximizing possibilities of atlasing systems interoperability.

#### **Publications**

- <u>Common Atlas Format and 3D Brain Atlas Reconstructor, the infrastructure for constructing 3D brain atlases</u> by Piotr Majka, Ewa Kublik, Grzegorz Furga, Daniel K. Wójcik (Neuroinformatics, 2012).
- <u>Automated reconstruction of three-dimensional brain structures based on 2D histological atlases</u> by Piotr Majka, Grzegorz Furga, Ewa Kublik and Daniel Wójcik. Neuroinformatics 2010 Conference, Kobe, Japan. Poster Presentation.
- <u>Serving three-dimensional models of brain structures online</u> Piotr Majka, Jakub M. Kowalski, Rembrandt Bakker, Daniel K. Wójcik. Neuroinformatics 2011, Boston, USA. Poster Presentation.

#### **Talks**

- The Scalable Brain Atlas and the 3d Brain Atlas Reconstructor, presentation at the Joint MRC/INCF/SICSA Workshop on Atlas Informatics; Edinburgh, 15-16 May 2012
- 3D Brain Atlas Reconstructor and Common Atlas Format, the infrastructure for constructing tree dimensional brain atlases, presentation at "Python in Neuroscience" workshop, August 29-30 2011, Ecole

Normale Supérieure, Paris.

#### 3d Brain Atlas Reconstructor workflow

# **Application screenshots**

**Ontology tree** (left) allows browsing for structures, select structures for reconstruction or load already reconstructed models. **Structure selection tab** (right) displays detailed information about currently reconstructed structure as well as provides reconstruction properties.

**Model customization tab**: Reconstructed structures may be previewed before exporting. Furthermore, additional model modifications (smoothing, mesh complexity reduction, etc. ) may be applied.

Talks 2