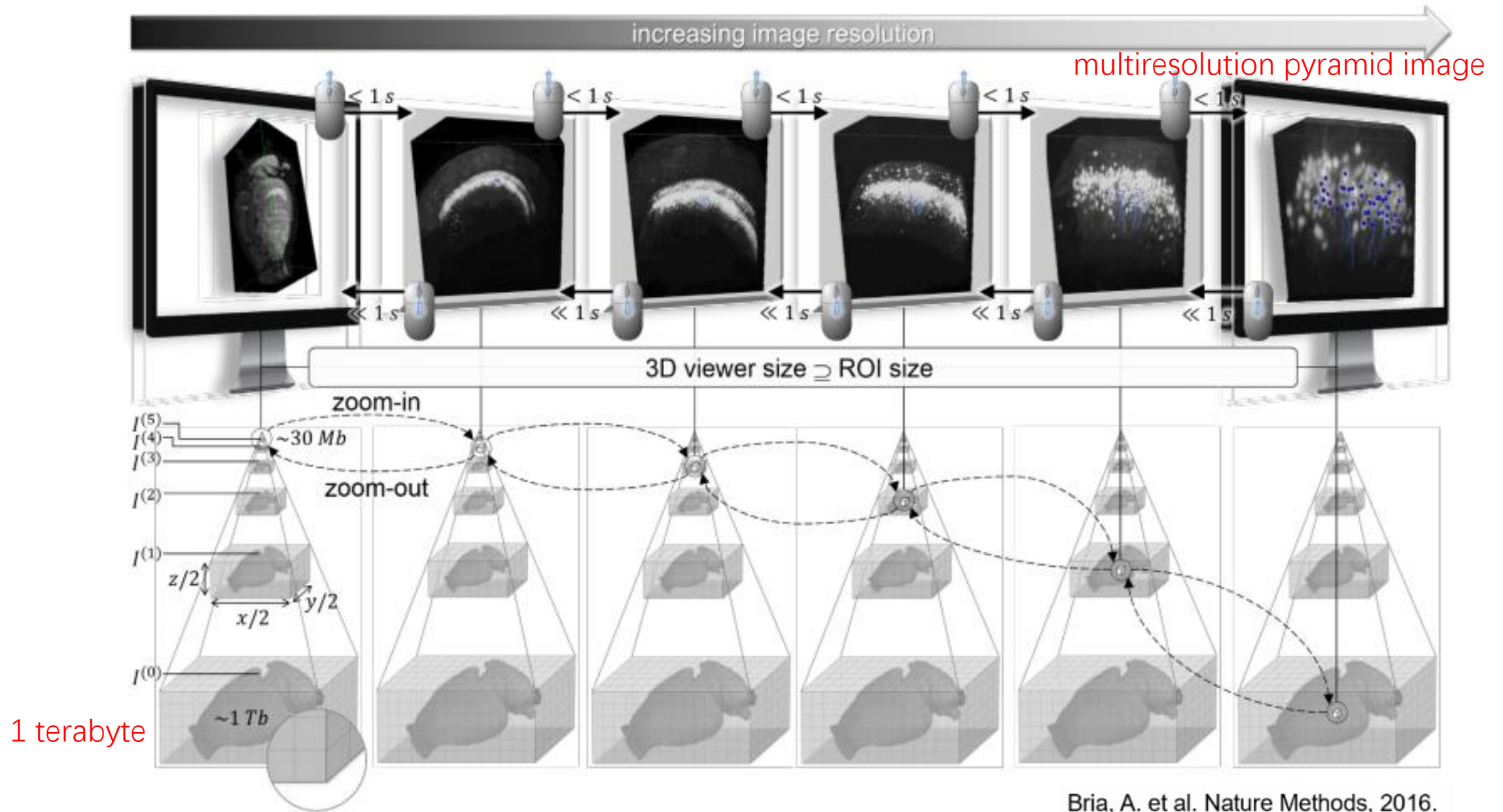


# How to use TeraStitcher and NeuronStitcher

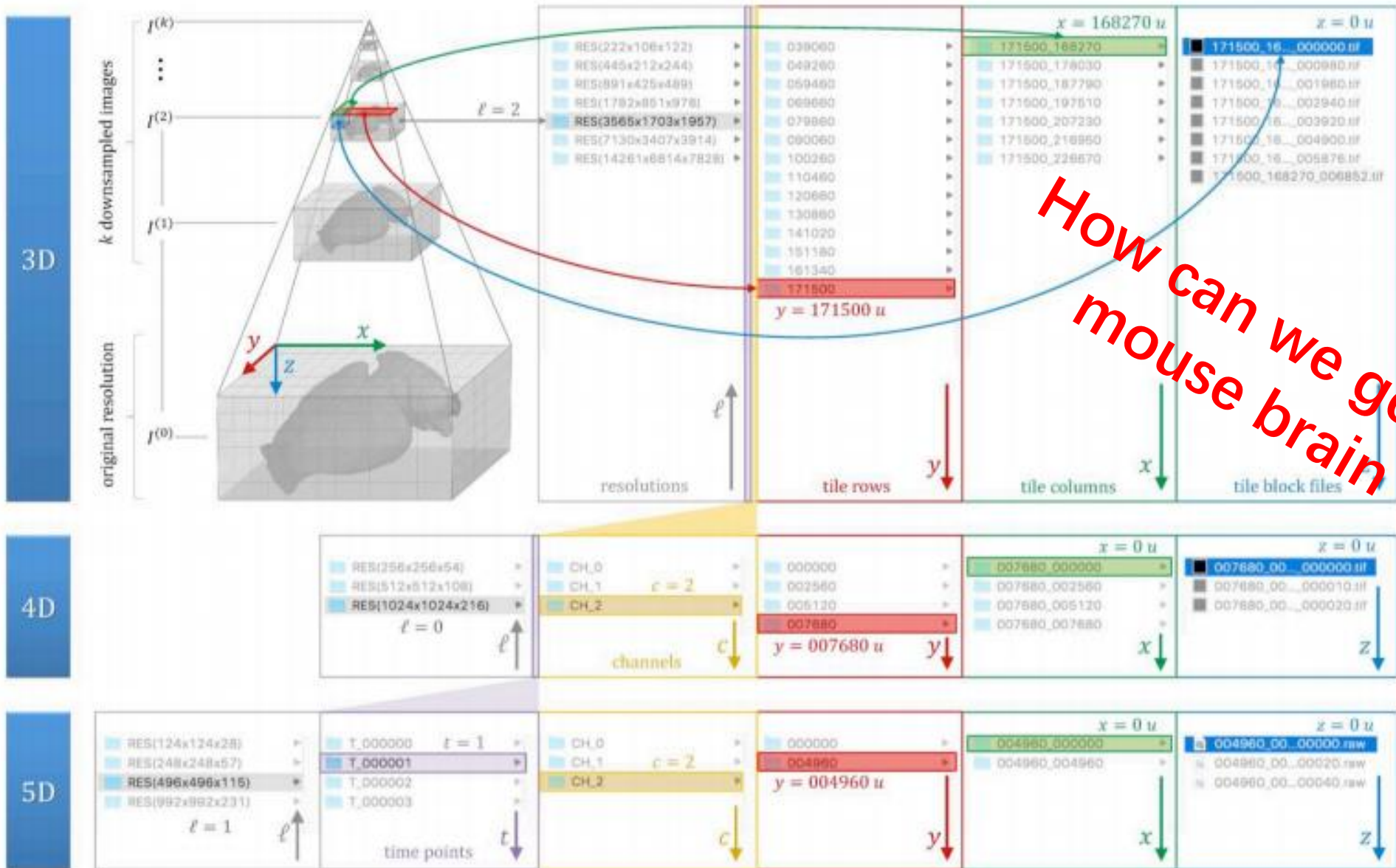
2021-11-09

Yanyan Guo

# Vaa3D-TeraFly: Architecture

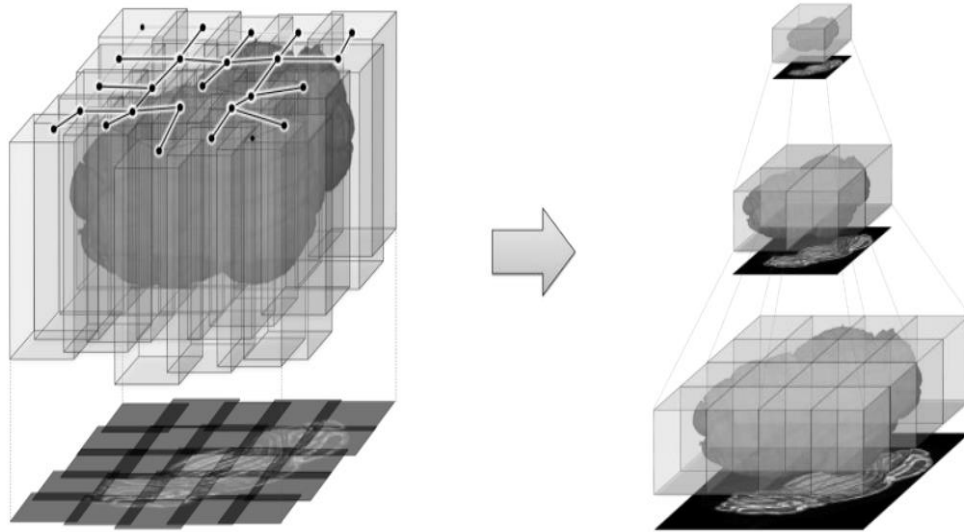


# Vaa3D-TeraFly : Schema of 3D - 5D Formats



How can we get a whole mouse brain data?

# TeraStitcher: Introduction



Bria A, Iannello G (2012) TeraStitcher—a tool for fast automatic 3D-stitching of teravoxel-sized microscopy images. BMC Bioinform 13:316

<https://abria.github.io/TeraStitcher/>

## TeraStitcher

A tool for fast automatic 3D-stitching of teravoxel-sized microscopy images

(BMC Bioinformatics 2012, 13:316)

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### Quick navigation

- [GitHub Wiki](#)
- [Download and install](#)
- [User's guide](#)
- [Quick Guide](#)
- [Demo](#)
- [Parallelization with multiple CPU \(link\) and GPU \(link\)](#)
- [License](#)

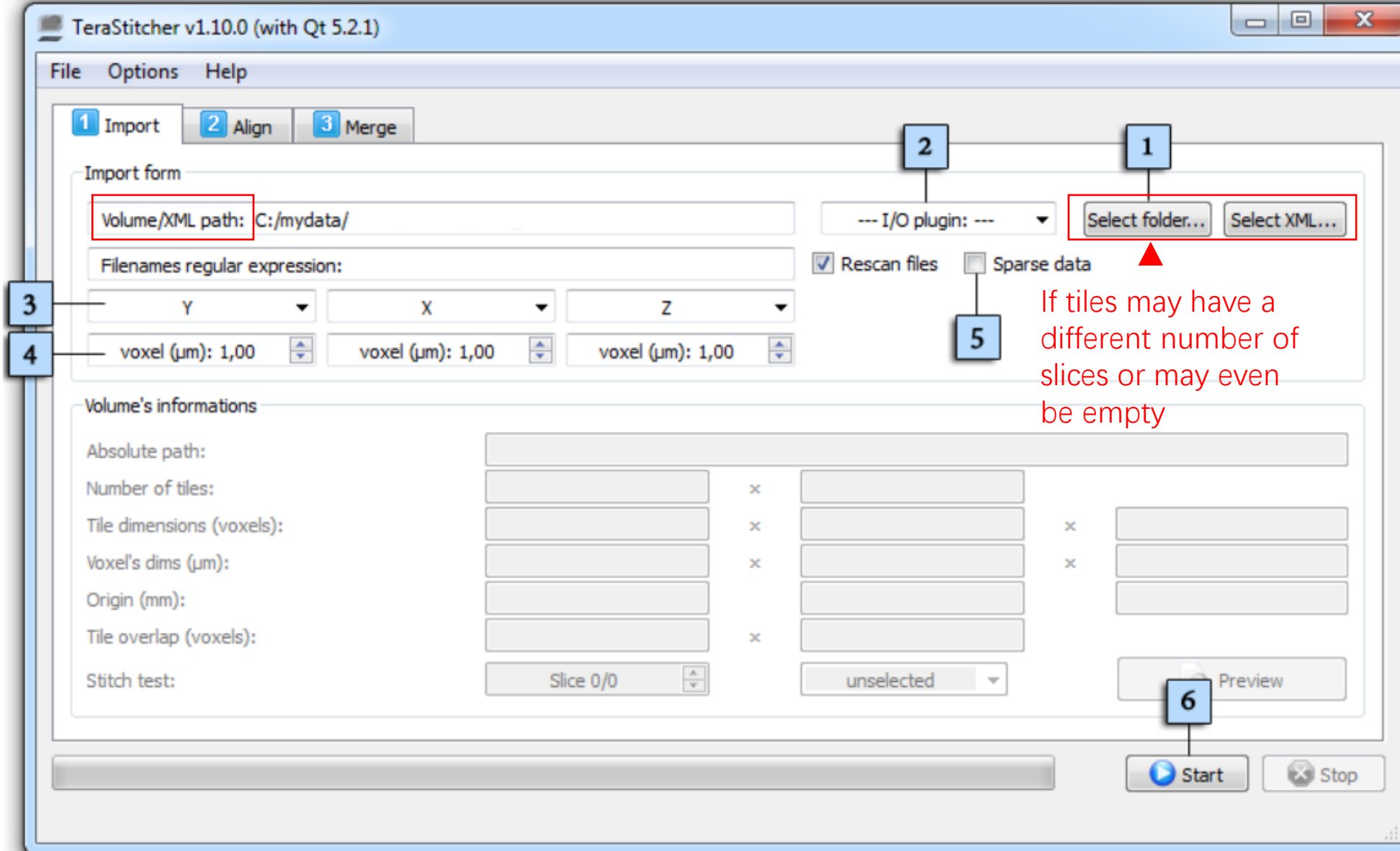
Helpful!

**TeraStitcher** is a powerful software tool designed to **stitch** very large datasets corresponding to 3D volumes acquired with a wide range of acquisition systems.

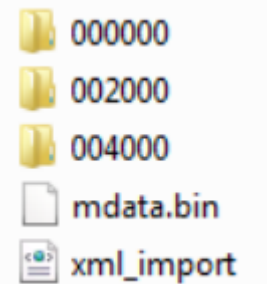
# Step 1: Import the RUI

RUI: the Raw Unstitched Image

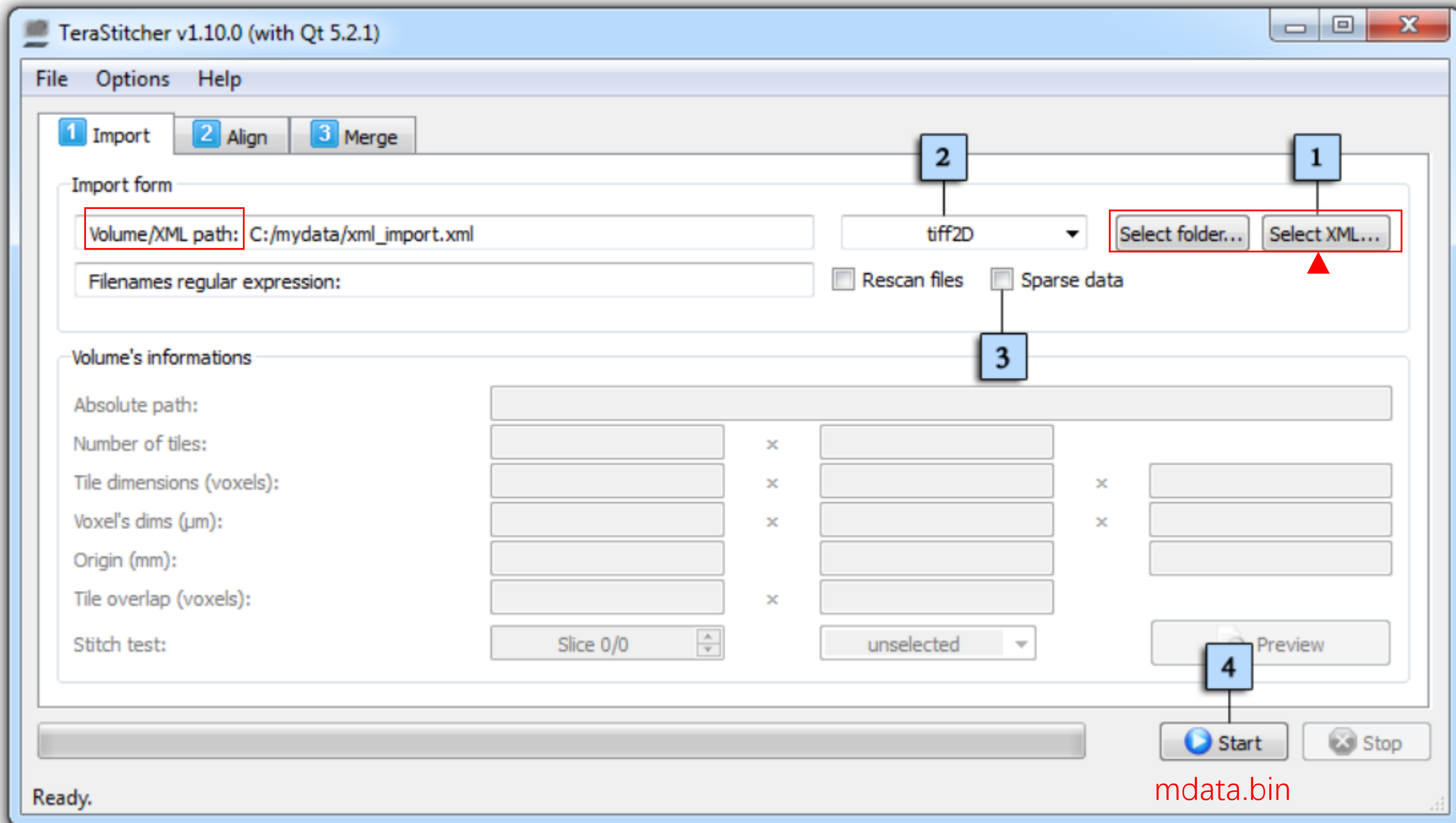
## 1.1 Direct import of RUI



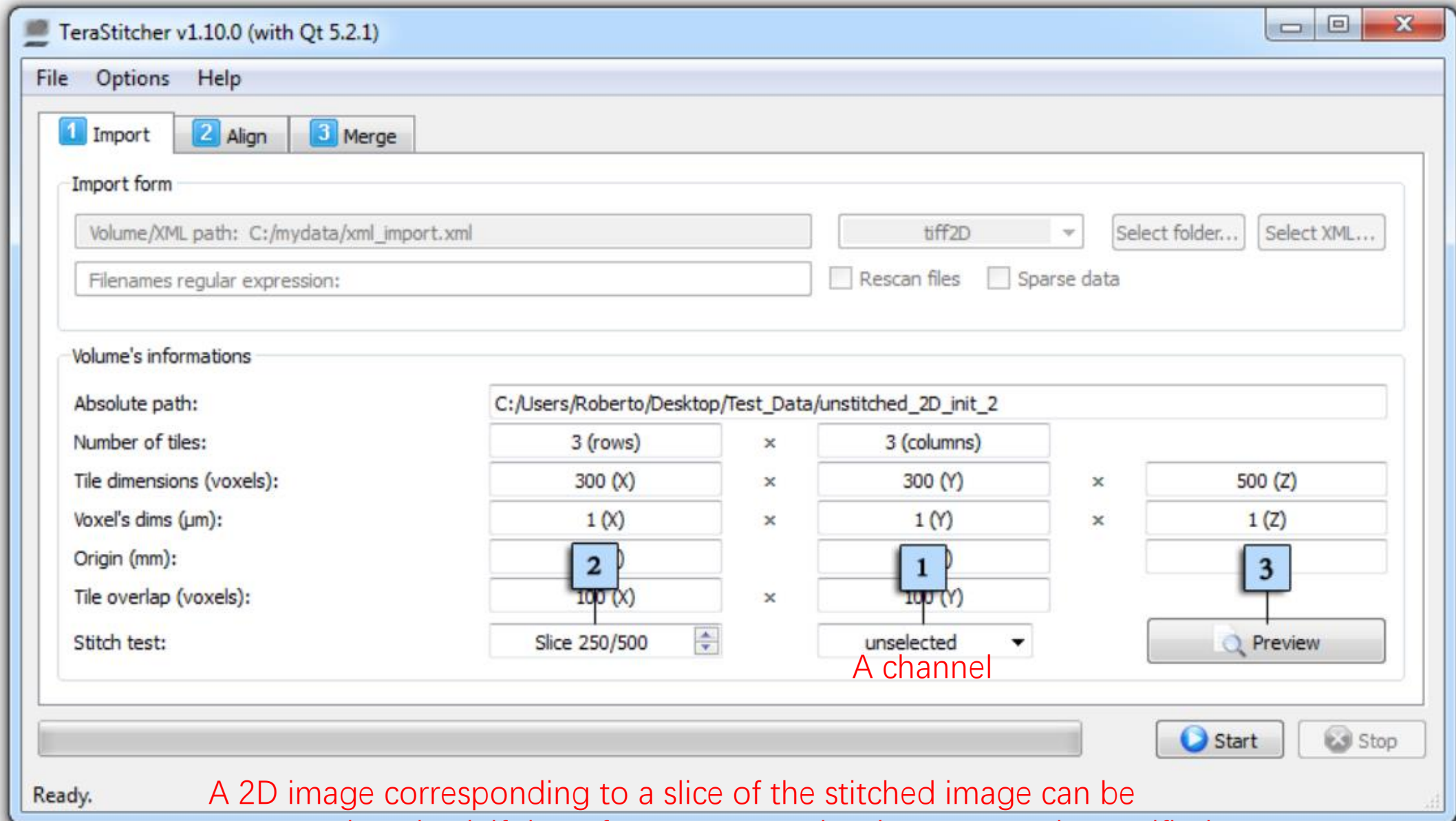
An xml file must be generated that is compliant with what TeraStitcher expects.



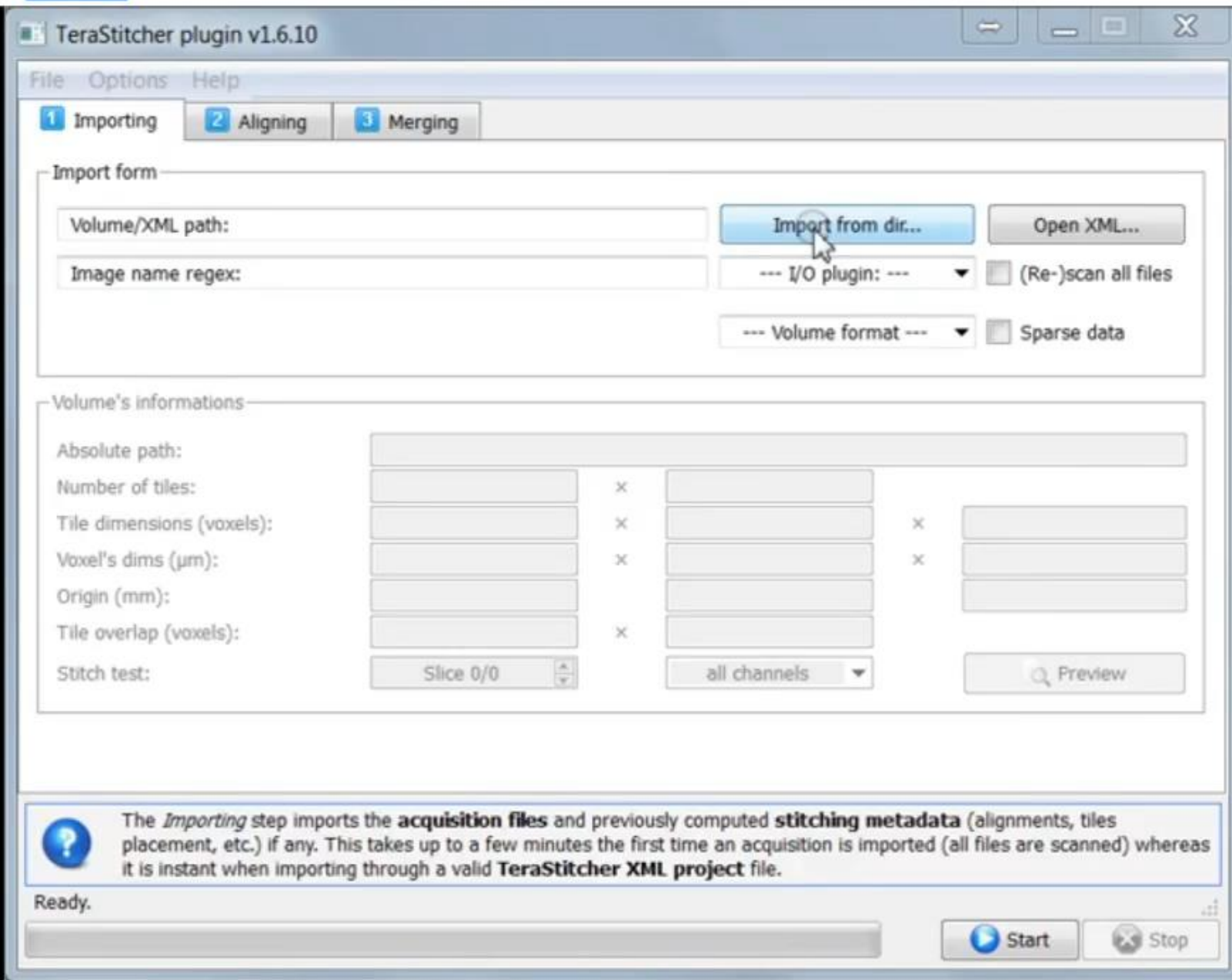
## 1.2 Import using an externally generated xml import file



## 1.3 Generation of a preview image

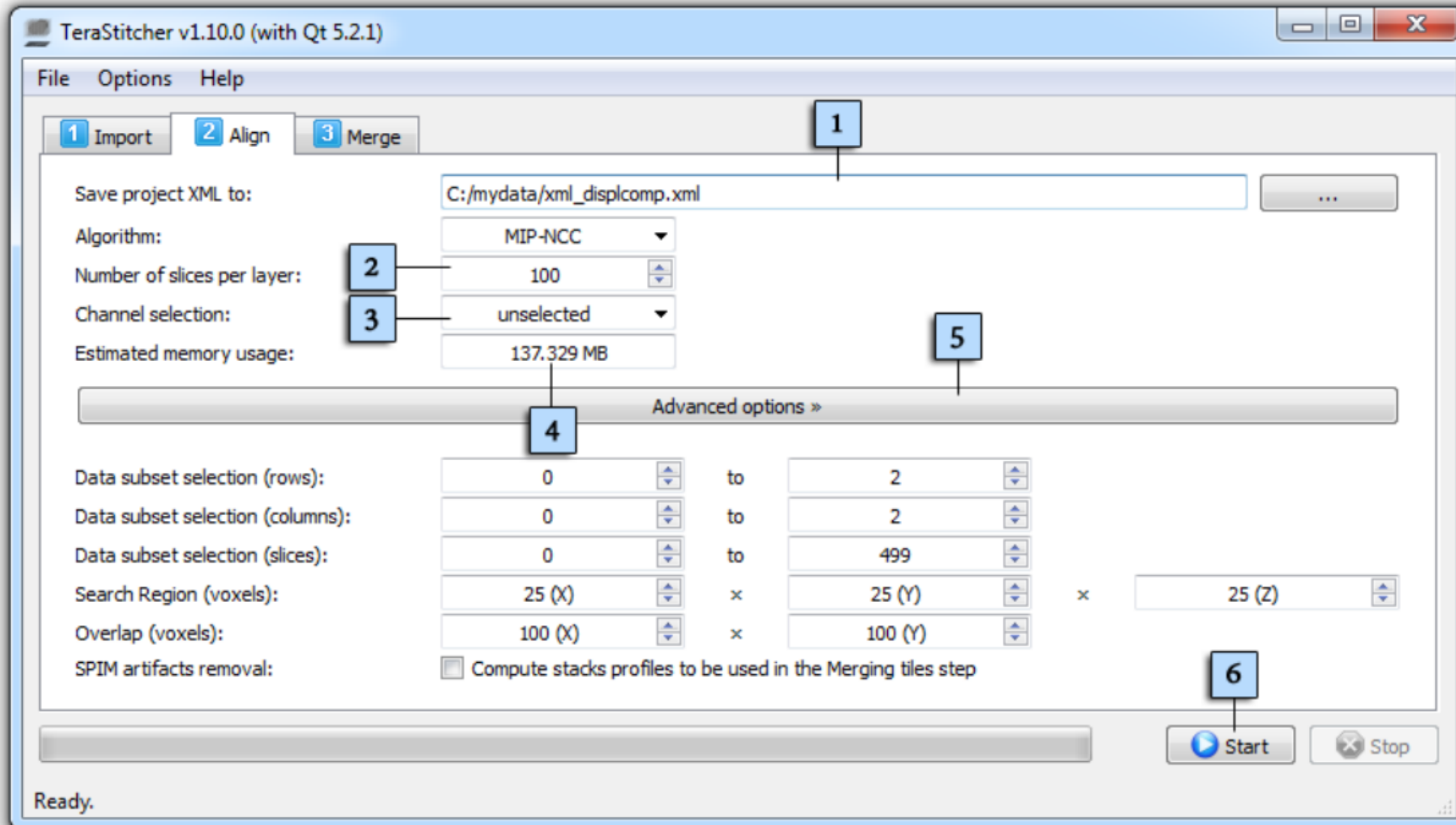


A 2D image corresponding to a slice of the stitched image can be generated to check if the reference system has been correctly specified.





## Step 2: Compute the corrected alignments



TeraStitcher plugin v1.6.10

File Options Help

1 Importing 2 **Aligning** 3 Merging


Import form

(Re-)scan all files

Sparse data

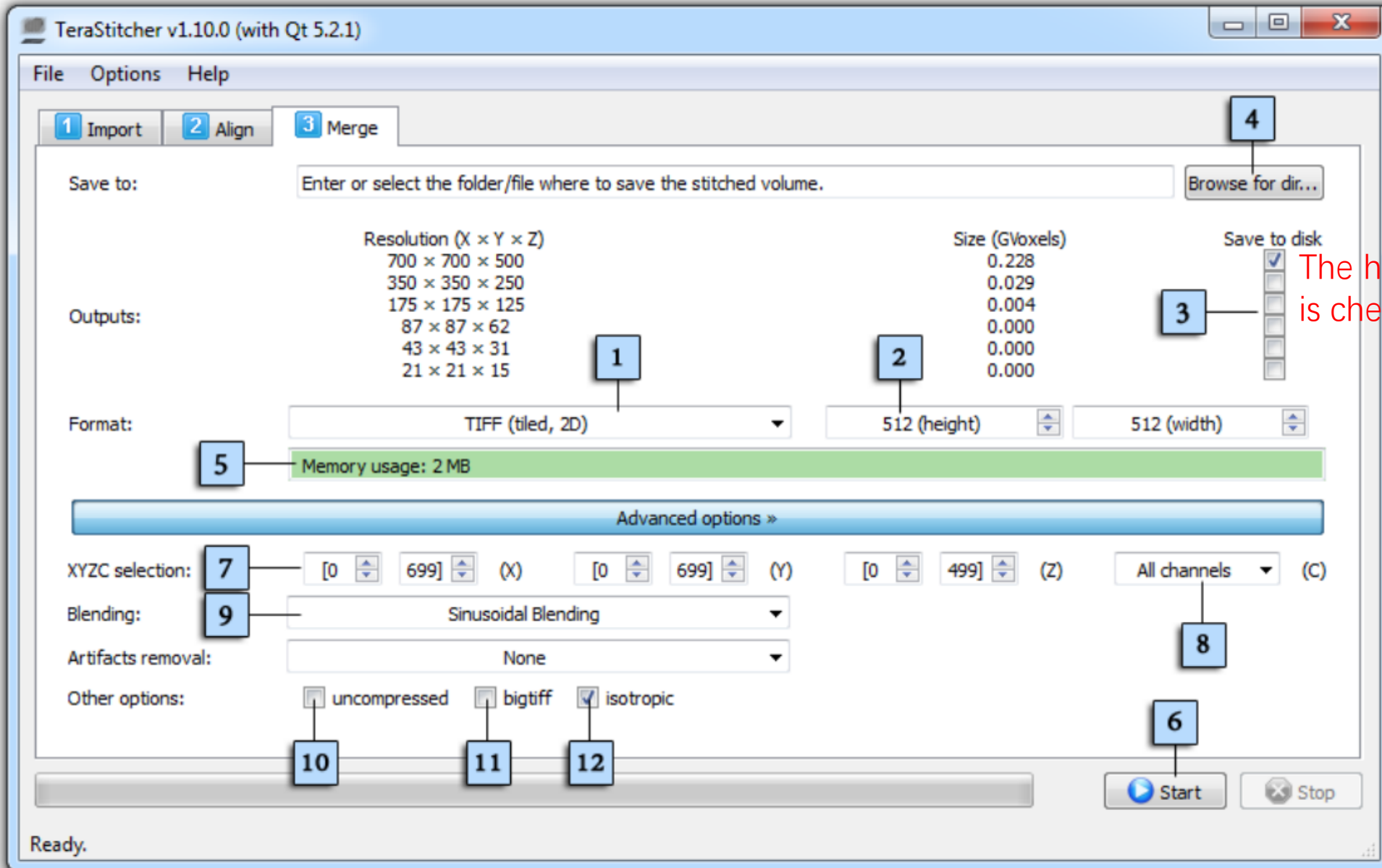
Volume's informations

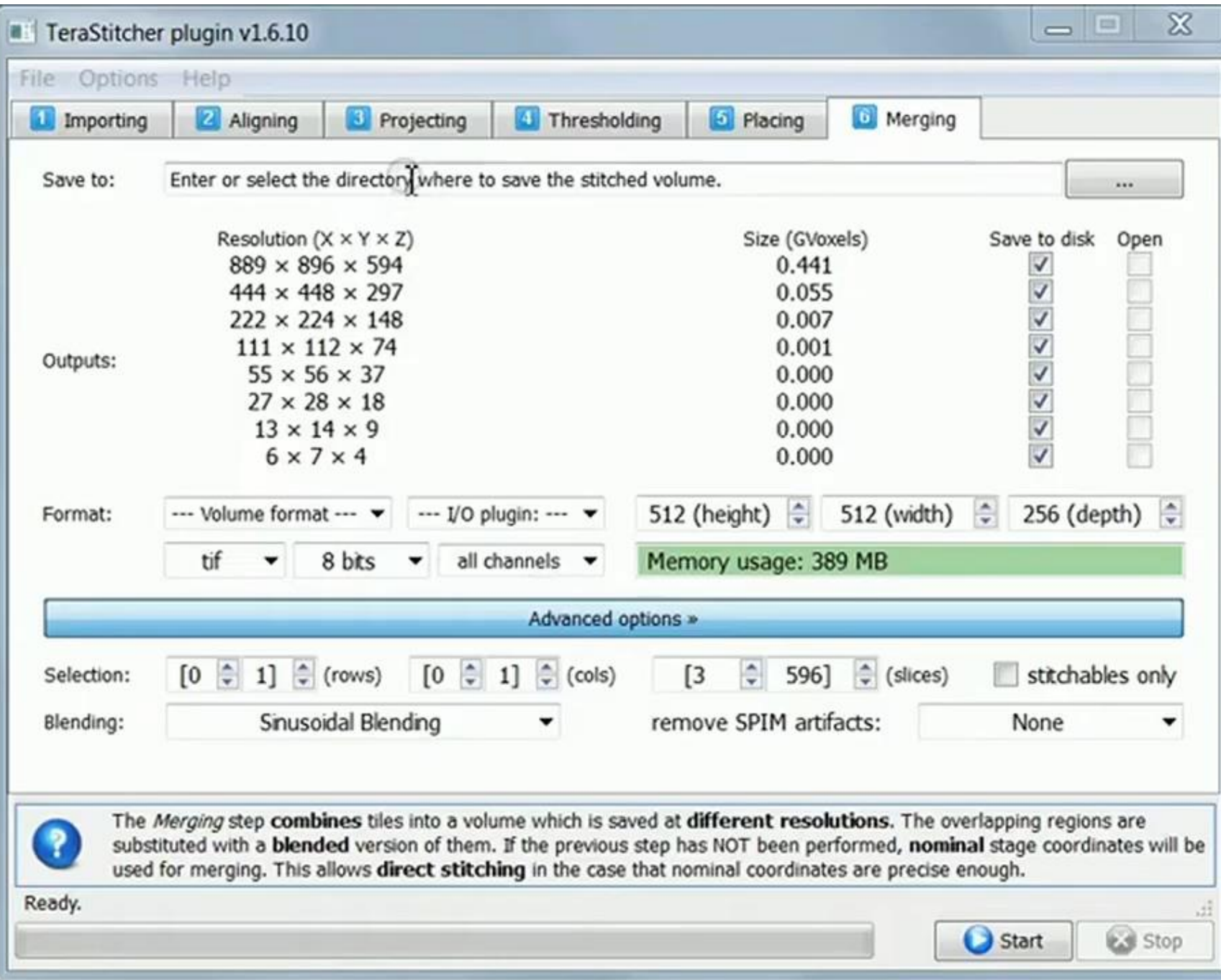
Absolute path:	<input type="text" value="C:\Campus BioMedico\Stitching\Data\TeraStitcher_TESTSET\tomo300511_subv2.sparse3D"/>					
Number of tiles:	<input type="text" value="2 (rows)"/>	×	<input type="text" value="2 (columns)"/>			
Tile dimensions (voxels):	<input type="text" value="512 (X)"/>	×	<input type="text" value="512 (Y)"/>	×	<input type="text" value="600 (Z)"/>	
Voxel's dims (µm):	<input type="text" value="-0.8 (X)"/>	×	<input type="text" value="0.8 (Y)"/>	×	<input type="text" value="1 (Z)"/>	
Origin (mm):	<input type="text" value="15.8088 (X)"/>		<input type="text" value="7.2 (Y)"/>		<input type="text" value="13.899 (Z)"/>	
Tile overlap (voxels):	<input type="text" value="137 (X)"/>	×	<input type="text" value="137 (Y)"/>			
Stitch test:	<input type="text" value="Slice 300/600"/>		<input type="text" value="all channels"/>			<input type="button" value="Preview"/>

 **What's this?**  
*Move the mouse over an object and its description will be displayed here.*

Ready.

# Step 3: Generate a stitched image





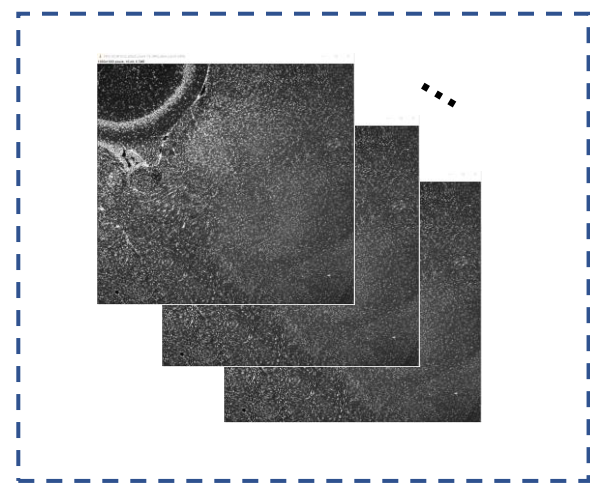
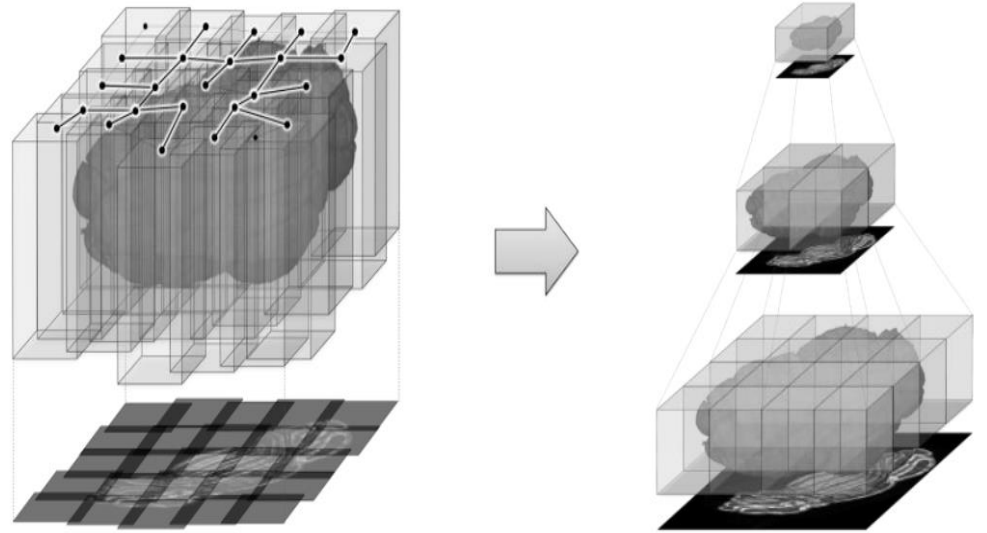
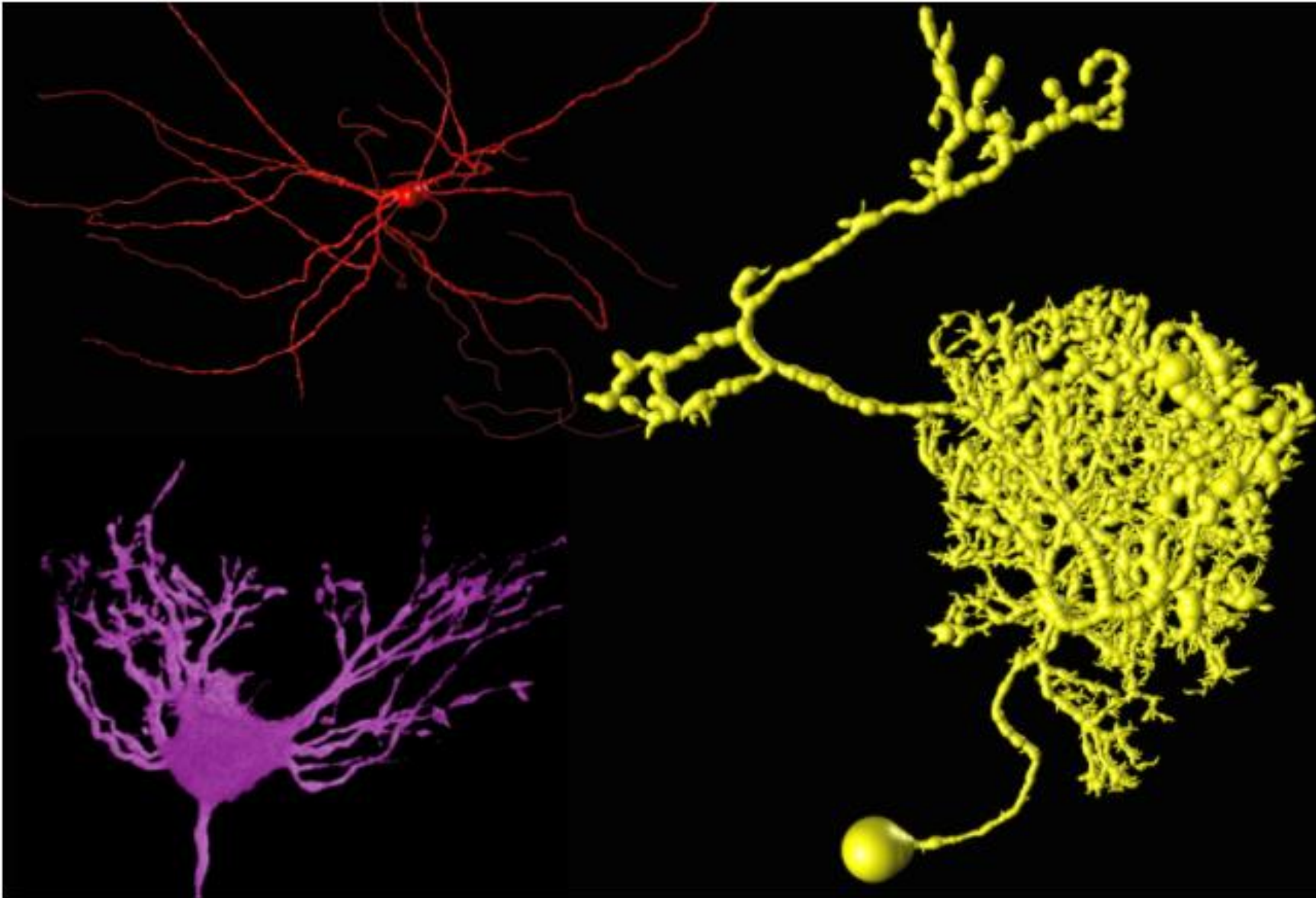


Image stacks are a set of overlapping tiles logically arranged according to a 2D regular matrix along X-Y dimensions.



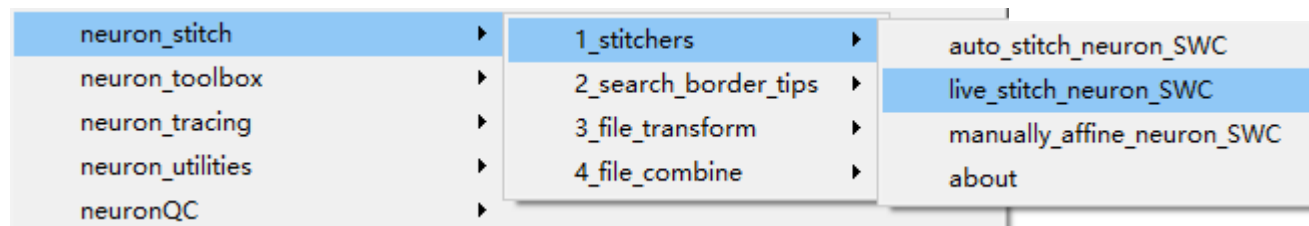
# NeuronStitcher



**Big picture:**  
*NeuronStitcher can reconstruct entire neurons from multiple sections of brain tissue.*

The framework matches separated dendritic or axonal **branches**

# live\_stitch\_neuron\_SWC Interface:



vaa3d\_msvc 1. Automatically match and align neuron segments

Step 1: match and affine

stacking direction: z rescale stacking direction: 1.00

Max angular to match points (0~180): 91.00 Max distance to match points: 100.00

Max distance to match triangles: 100.00 Max number of triangles to match: 1000

match by type defined in SWC file

search for border tips, otherwise use existing ones:

match candidates searching span: 20.00 small gap filter (gap size): 0.00

fragment filter (0=keep all): 0.00

filter spines when matching:

segment point #: 5 turning angle: 30.00 radius: 3.00

Match

Step 2: stitch paired points 2. Manually match border tips to stitch

Manually Add Skip Stitch Stitch All

zoom-in view the pair to stitch:

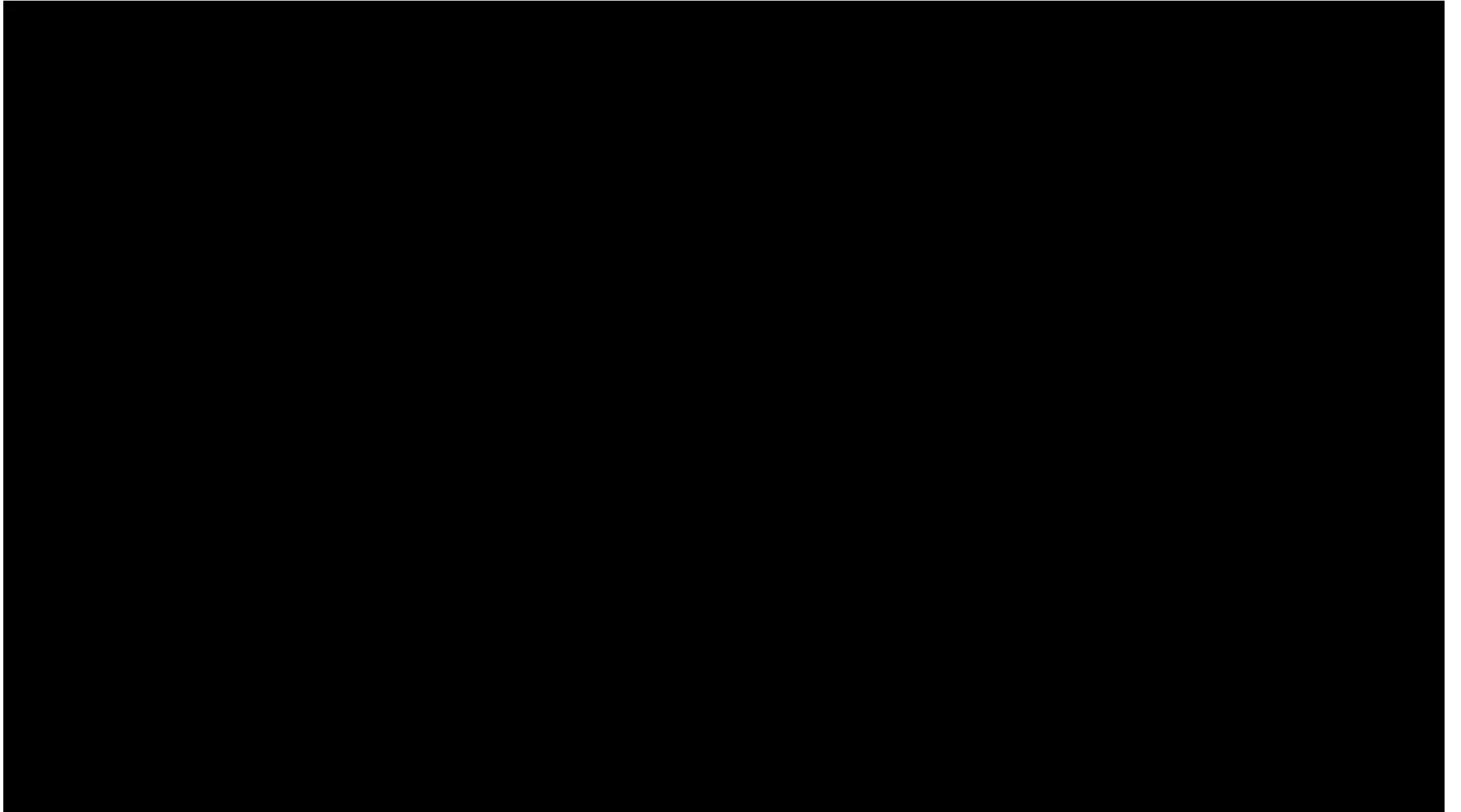
Caution: zoom in view is only for visual inspection. For manual editing, please operate in the original 3D view.

Auto Launch Local View Launch Local View Window margin: 50

Load the 3D image of the section to display: Bottom Section Top Section

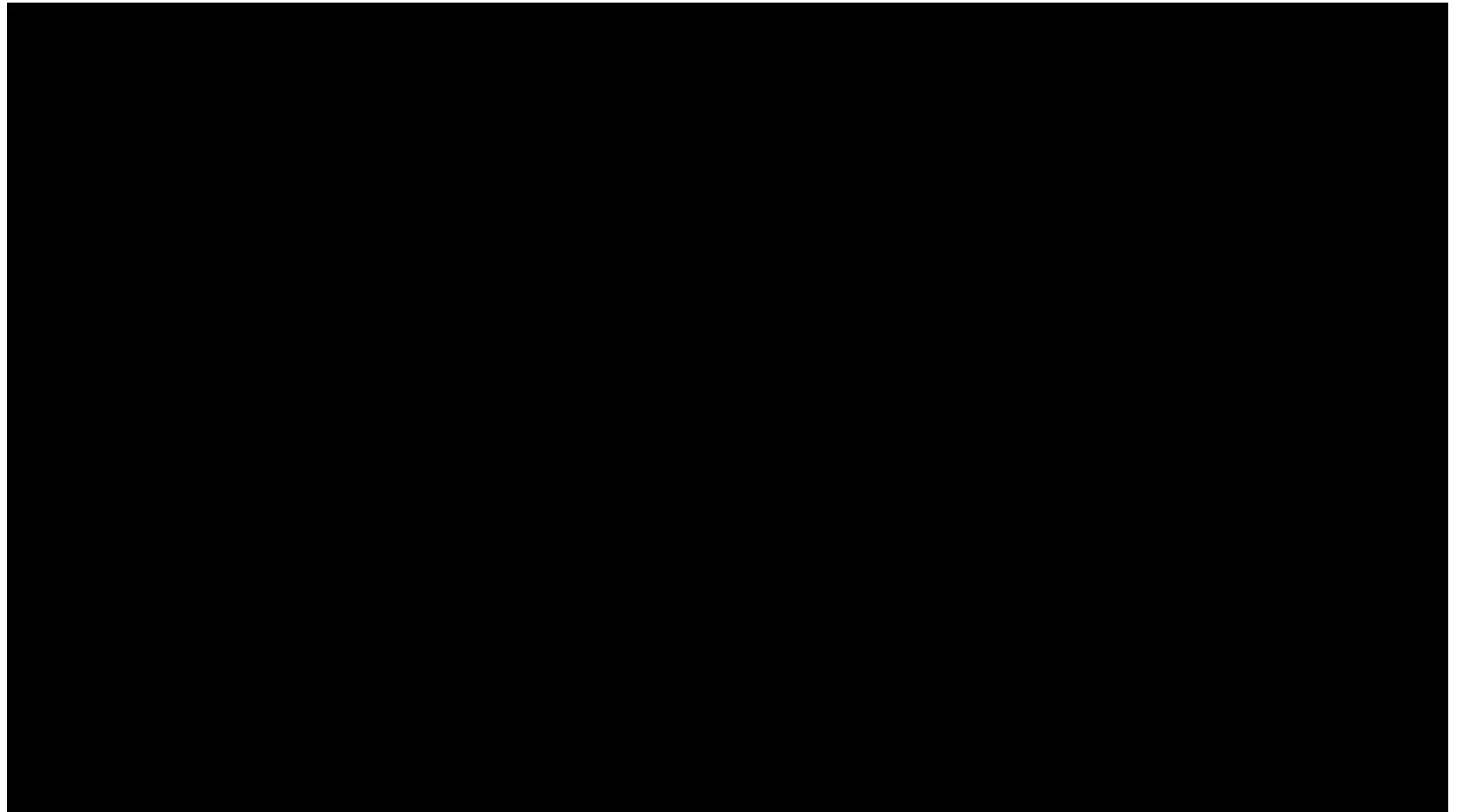
Color neuron by: stitch result Save Quit

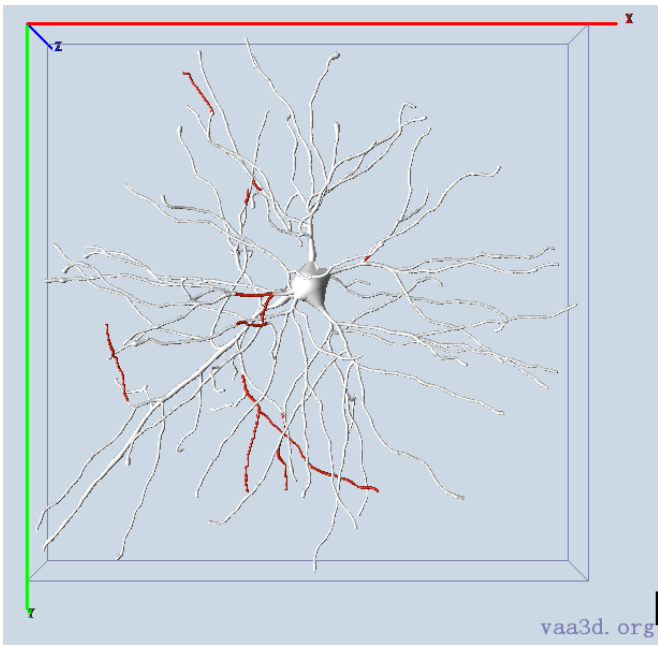
## Demo video 1: step 1: **Automatic Match and Align**





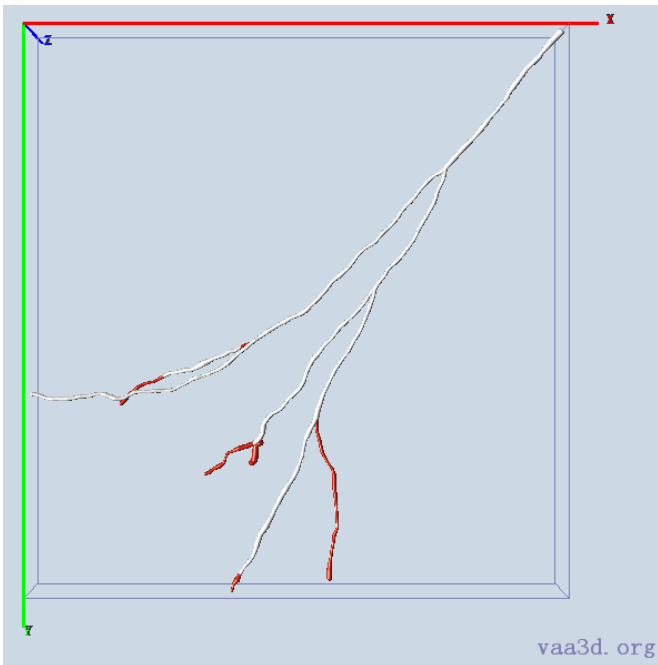
## Demo video 2: step 2: **Manually Correct Matching Result**



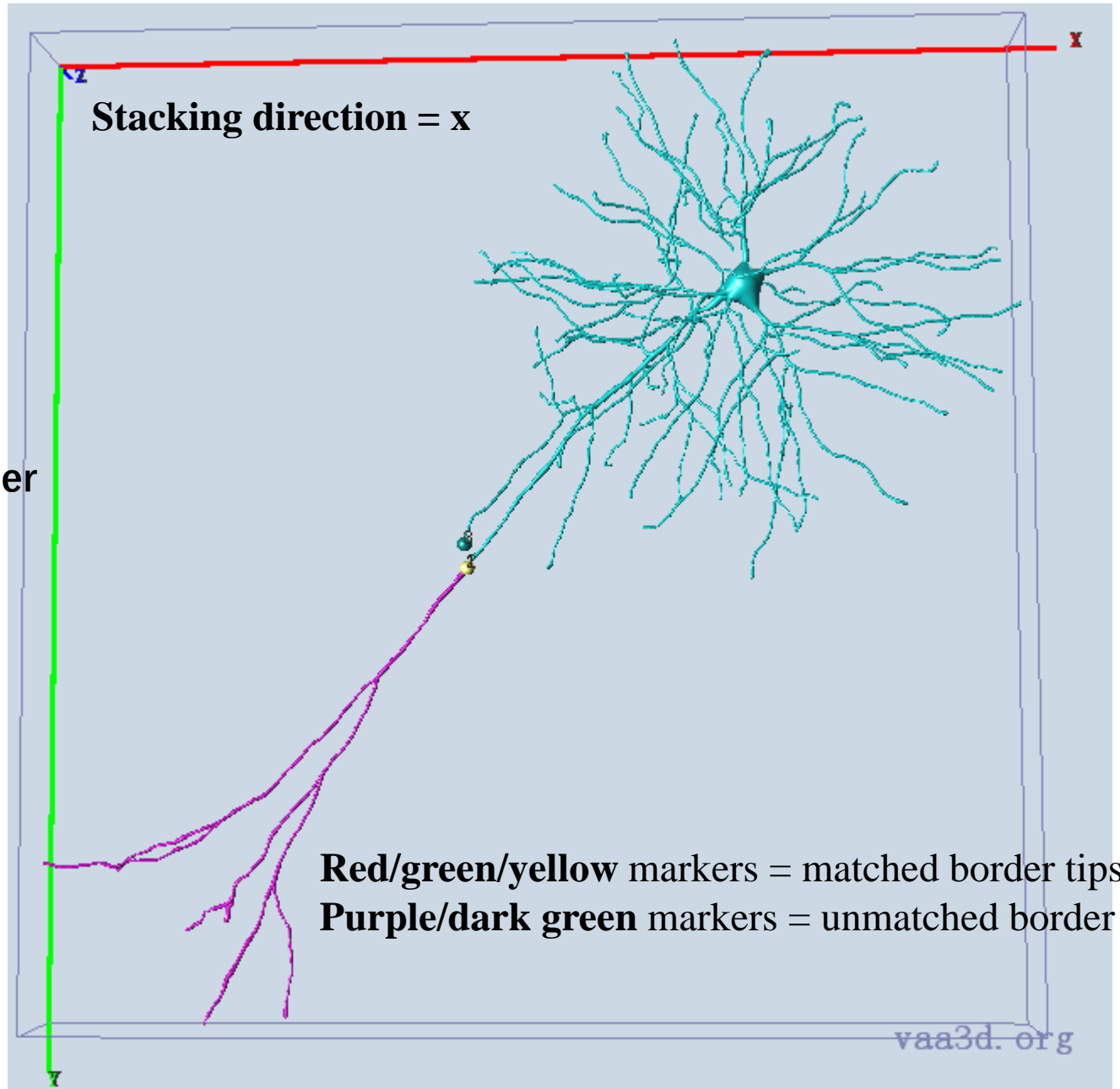


vaa3d.org

NeuronStitcher



vaa3d.org



Stacking direction = x

Red/green/yellow markers = matched border tips;  
Purple/dark green markers = unmatched border tips.

vaa3d.org

Thank you!