



XVI REUNIÓN CIENTÍFICA
Antropología Forense, Ciencia Multidisciplinar

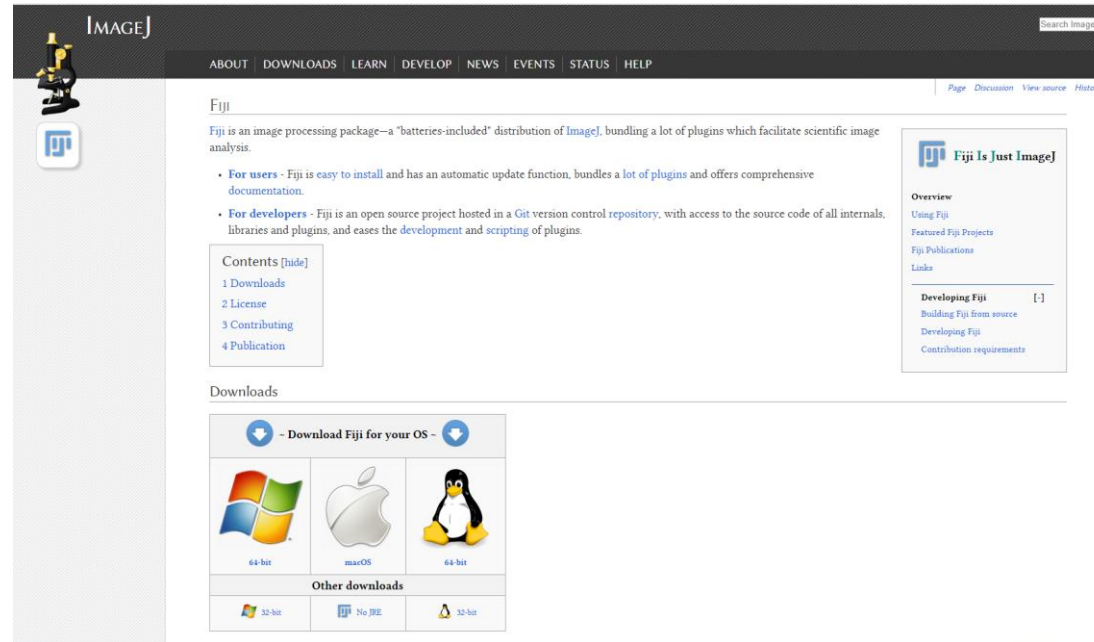


Software para manejo de ficheros DICOM y proceso/análisis de imagen (API)



DICOM

- [Image J \(FIJI\)](#)
- Slicer
- In Vesalius
- MeVisLab
- MedInria
- ItkSnap
- Imagevis3D
- Osirix



A favor

- Lectura DICOM
- API muy completa
- Open source
- Reconstrucciones
- Isosuperficies
- Inspección interactiva
- Morfometría
- 5D

En contra

- No gestor DICOM
- Pobre visualización 3D
- Pobre segmentación
- No DICOM comprimidos

DICOM/API

- Image J (FIJI)
- [3DSlicer](#)
- In Vesalius
- MeVisLab
- MedInria
- ItkSnap
- Imagevis3D
- Osirix

3DSlicer A multi-platform, **free and open source** software package for **visualization** and **medical image computing**

[Download](#) [Slicer Training](#) [Discussion Forum](#)

SlicerSolutions

Slicer 4.10.2 released

3D Slicer is an open source software platform for medical image informatics, image processing, and three-dimensional visualization. Built over two decades through support from the National Institutes of Health and a worldwide developer community, Slicer brings free, powerful cross-platform processing tools to physicians, researchers, and the general public.

This version introduces ~30 feature enhancements and bug fixes for better performance and stability.

Read the [Announcements](#) for more details and click here to download Slicer 4.10.2

Slicer is made possible through contributions from an international community of scientists from a multitude of fields, including engineering and biomedicine.

Powerful processing. **Streamlined interface.** **Extensible platform.**

3D Slicer version 4 www.slicer.org

A favor

- Gestor DICOM
- Reconstrucciones
- Buena segmentación
- Excelentes imágenes 3D
- Gran variedad de plug-in
- Mucha información en forums

En contra

- Complejo de usar
- Requiere prolongada curva de aprendizaje



DICOM/API

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InVesalius 3

Open source software for reconstruction of computed tomography and magnetic resonance images. Available for the Microsoft Windows, GNU/Linux and Apple Mac OS X platforms.

How to contribute?

You can contribute to translate the software to other languages (no programming skills are required). If you know how to program, you can contribute to the development of new features. Click here to see how.

Questions?

You can get help checking the frequently asked questions ([FAQ](#)) or sending an message to the development team. Please, see here the best way to [get help](#).

83825 reads

News InVesalius

InVesalius 3.

New version: InVesalius

A favor

- Lectura DICOM
- Reconstrucciones
- Buena segmentación
- Separa fragmentos en isosuperficies

En contra

- No gestor DICOM
- Pobre API



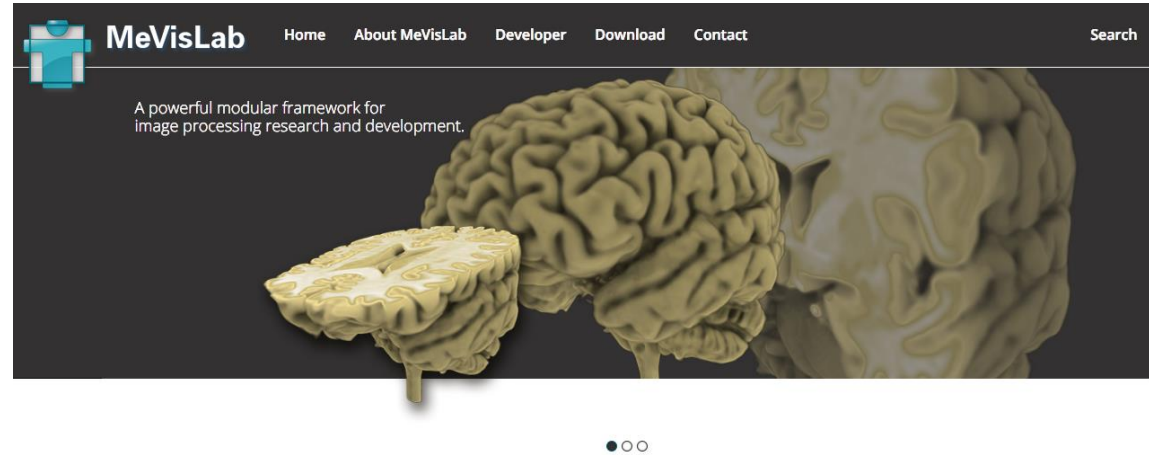
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DICOM/API

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Medical Image Processing and Visualization

MeVisLab represents a powerful modular framework for image processing research and development with a special focus on medical imaging. It allows fast integration and testing of new algorithms and the development of clinical application prototypes.

What Developers Think of MeVisLab

"It is a great sophisticated concept. Its standardized module principle enables rapid prototyping and offers a wide range of features, supported file formats, and extensibility options. The combination of visual programming, Python scripting, and C++ programming makes MeVisLab a powerful tool for developers."



A favor

- Lectura DICOM
- Reconstrucciones
- Buena segmentación
- Numerosos ejemplos

En contra

- Muy complejo de usar
- Requiere mucha formación
- Pobre API

DICOM/API

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Stay posted with medInria's latest news by [subscribing to the announces mailing list](#).
You can also follow us on Twitter to get the latest news: [@med_inria](#).

Download v3.0.0

Also check out the [doc](#) and the [forum](#). If you wish to see behind the scenes or start developing your own plugins, get the [source code](#)!

medInria is a **multi-platform** medical image processing and **visualization** software. It is **free and open-source**. Through an intuitive user interface, medInria offers from standard to **cutting-edge** processing functionalities for your medical images such as 2D/3D/4D image visualization, image **registration**, diffusion MR processing and **tractography**.

A favor

- Muy buen gestor DICOM
- Reconstrucciones
- Buena segmentación
- Permite registros y fusión

En contra

- No permite salvar iso-superficies



DICOM/API

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- [Itk-Snap](#)
- Imagevis3D
- Osirix



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Latest News:
06/12/19: [ITK-SNAP 3.8.0](#) has been released!
06/12/19: Read about the [new features!](#)

ITK-SNAP is a software application used to segment structures in 3D medical images. It is the product of a decade-long collaboration between Paul Yushkevich, Ph.D., of the [Penn Image Computing and Science Laboratory \(PICS\)](#) at the University of Pennsylvania, and Guido Gerig, Ph.D., of the [Scientific Computing and Imaging Institute \(SCI\)](#) at the University of Utah, whose vision was to create a tool that would be dedicated to a specific function, segmentation, and would be easy to use and learn. ITK-SNAP is free, open-source, and multi-platform.

ITK-SNAP provides semi-automatic segmentation using active contour methods, as well as manual delineation and image navigation. In addition to these core functions, ITK-SNAP offers many supporting utilities. Some of the core advantages of ITK-SNAP include:

- Linked cursor for seamless 3D navigation
- Manual segmentation in three orthogonal planes at once
- A modern graphical user interface based on Qt
- Support for many different 3D image formats, including NIFTI and DICOM
- Support for concurrent, linked viewing, and segmentation of multiple images
- Support for color, multi-channel, and time-variant images
- 3D cut-plane tool for fast post-processing of segmentation results
- Extensive tutorial and video documentation

Compared to other, larger open-source image analysis tools, ITK-SNAP design focuses specifically on the problem of image segmentation, and extraneous or unrelated features are kept to a minimum. The design also emphasizes interaction and ease of use, with the bulk of the development effort dedicated to the user interface.

ITK-SNAP 3.2 was the first major release of ITK-SNAP in several years, and is funded by the NIH grant R01 EB014346. Version 3.2 includes an almost complete rewrite of the software, along with new features focused on multi-modality image support. Download the newest release of ITK-SNAP [here!](#)

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Page last modified on April 27, 2018, at 09:56 AM

A favor

- Lectura DICOM
- Reconstrucciones
- Buena segmentación

En contra

- Complejo de usar
- Dirigido principalmente a la visualización



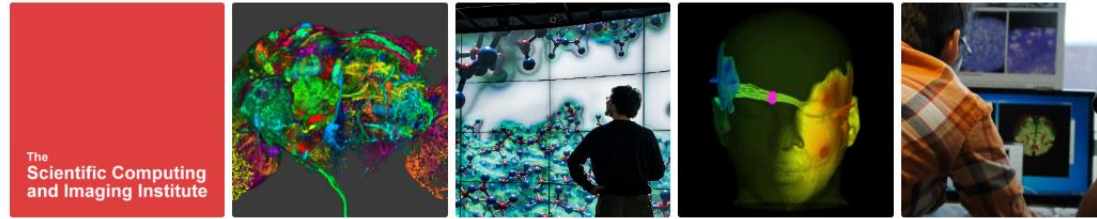
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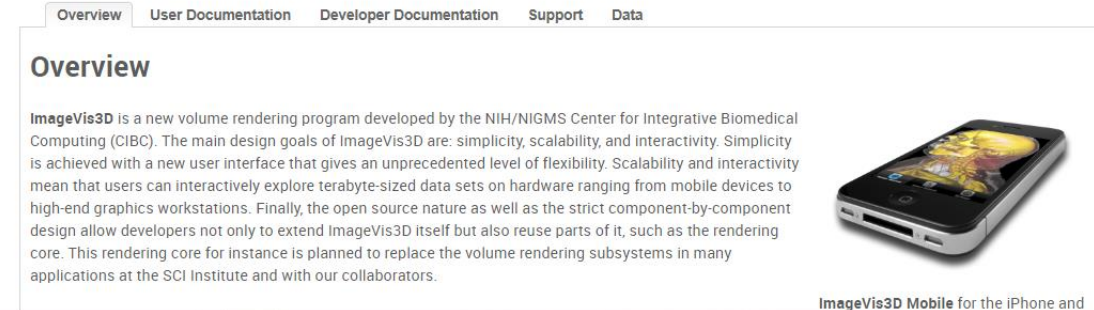
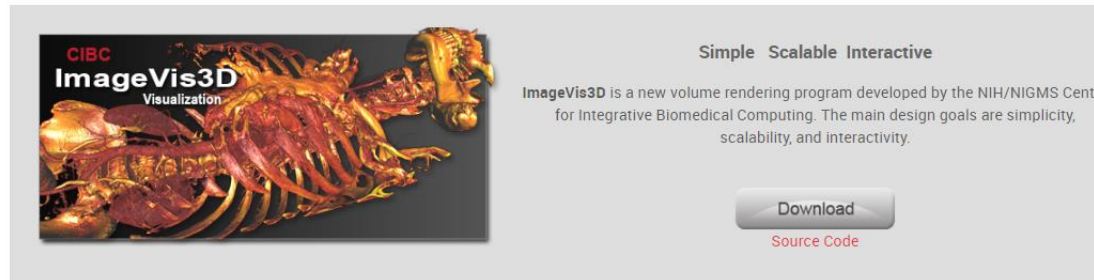


DICOM/API

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- MedInria
- Itk-Snap
- [Imagevis3D](#)
- Osirix



ImageVis3D



A favor

- Lectura DICOM
- Reconstrucciones
- Buena segmentación

En contra

- No gestor DICOM
- Dirigido a la visualización

DICOM/API

- Image J (FIJI)
- Slicer
- In Vesalius
- MeVisLab
- MedInria
- Itk-Snap
- Imagevis3D
- [Osirix](http://www.osirix-viewer.com)



A favor

- Gestor DICOM
- Reconstrucciones
- Buena segmentación
- Buen API

En contra

- Solo Mac-OS
- Versión gratis limitada



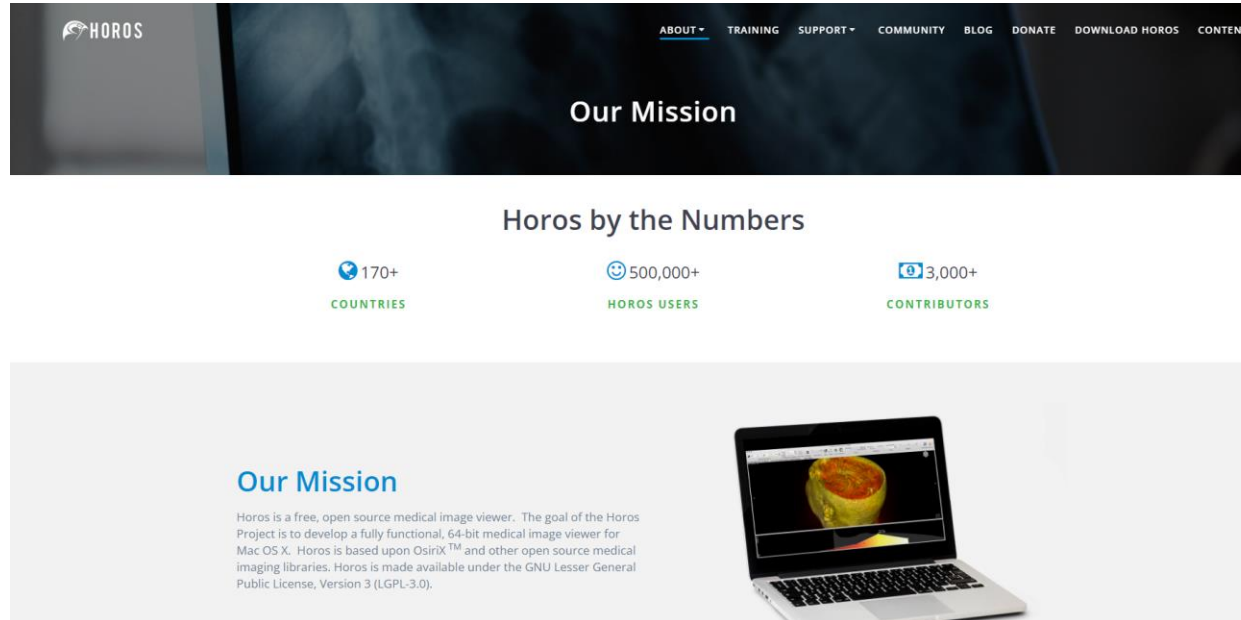
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- Osirix
- [Horos](#)



A favor

Gestor DICOM
Reconstrucciones
Buena segmentación
Buen AI

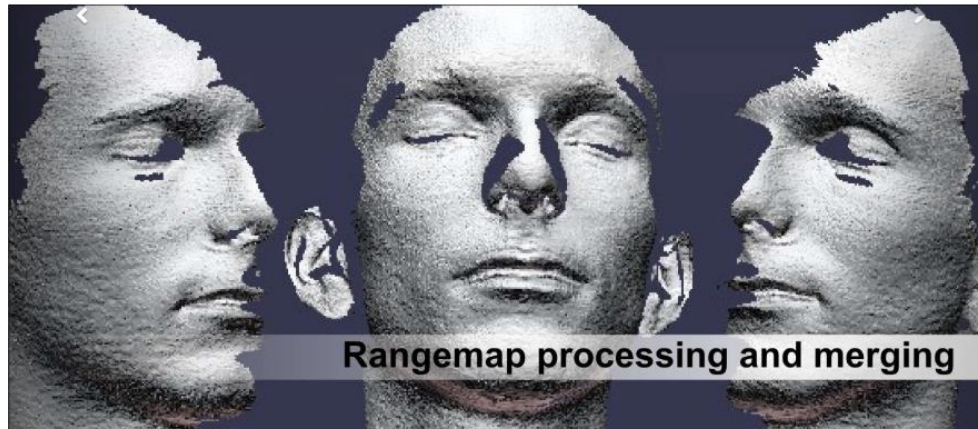
En contra

- Solo Mac-OS

Manejo 3D (Meshes)

- [Meshlab](#)
- 3D Builder
- 3D Paint
- Unity
- Blender

MeshLab the open source system for processing and editing 3D triangular meshes. It provides a set of tools for editing, cleaning, healing, inspecting, rendering, texturing and converting meshes. It offers features for processing raw data produced by 3D digitization tools/devices and for preparing models for 3D printing.



News

SGP Software Award

6/6/2017



We are proud to announce that on July the 6th, at the Eurographics Symposium on Geometry Processing (SGP), MeshLab has been endowed with the prestigious Eurographics Software Award!

The award has been given for "having contributed to the scientific progress in Geometry Processing by making the software available to the public such that others can reproduce the results and further build on them in their own research work".

A favor

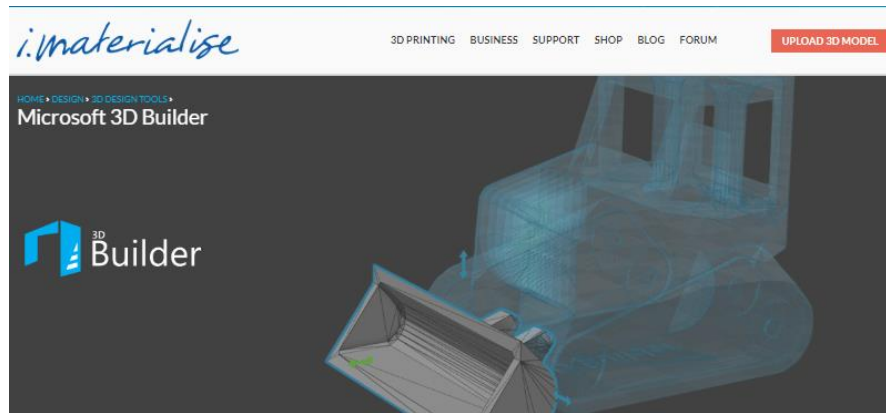
- Multifunción
- Excelente procesamiento de Meshes
- Buen renderizado
- Buena visualización de mundo 3D

En contra

- Complejo de usar en profundidad
- Muy orientado a Ingeniería

Manejo 3D (Meshes)

- Meshlab
- 3D Builder
- 3D Paint
- Unity
- Blender



Microsoft 3D Builder is a free Windows app that lets you view, capture, personalize, repair, and print 3D models. Users either start from scratch by combining simple shapes, or download any kind of given 3D file from an online database. They can then edit these models using the 3D modeling space. 3D Builder even includes a feature to turn webcam photos into 3D, as well as easy-to-use personalization tools. Integrated and prints directly to i.materialise!

Price	Free
Exported File Formats for 3D Printing	.STL, .OBJ, .PLY, .3MF
Platform	Windows
Website	https://www.microsoft.com/en-us/store/p/3d-builder/9wzdncrfj3t6
Interface	



A favor

- Fácil de usar
- Multifunción
- Procesado de Meshes
- Buen renderizado
- Buena visualización de mundo 3D
- Permite métodos de adición/sustracción
- Impresión 3D

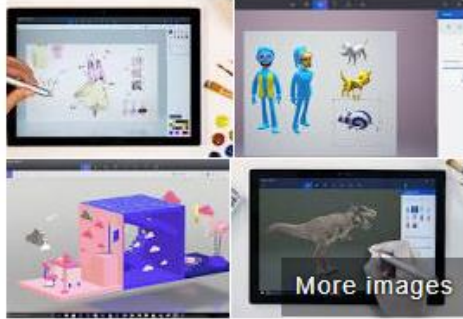
En contra

- Proceso de Meshes con funciones limitadas



Manejo 3D (Meshes)

- Meshlab
- 3D Builder
- 3D Paint
- Unity
- Blender



Paint 3D
Computer application

Paint 3D, a refresh of Microsoft Paint, is one of several applications introduced with the Windows 10 Creators Update and one of several 3D modeling and printing applications introduced or improved with the Windows 10 Creators Update, along with View 3D, Windows Mixed Reality, Holograms, and 3D Builder. [Wikipedia](#)

Operating system: Windows 10 Version 1703 and later
Stable release: 6.1907.18017.0 / August 13, 2019; 54 days ago
Developer(s): Microsoft; Lift London
Initial release: April 5, 2017; 2 years ago
Available in: 65 languages
Developed by: Microsoft Corporation, Lift London

A favor

- Integrado en W10
- Fácil de usar
- Buen renderizado
- Muy útil para presentaciones

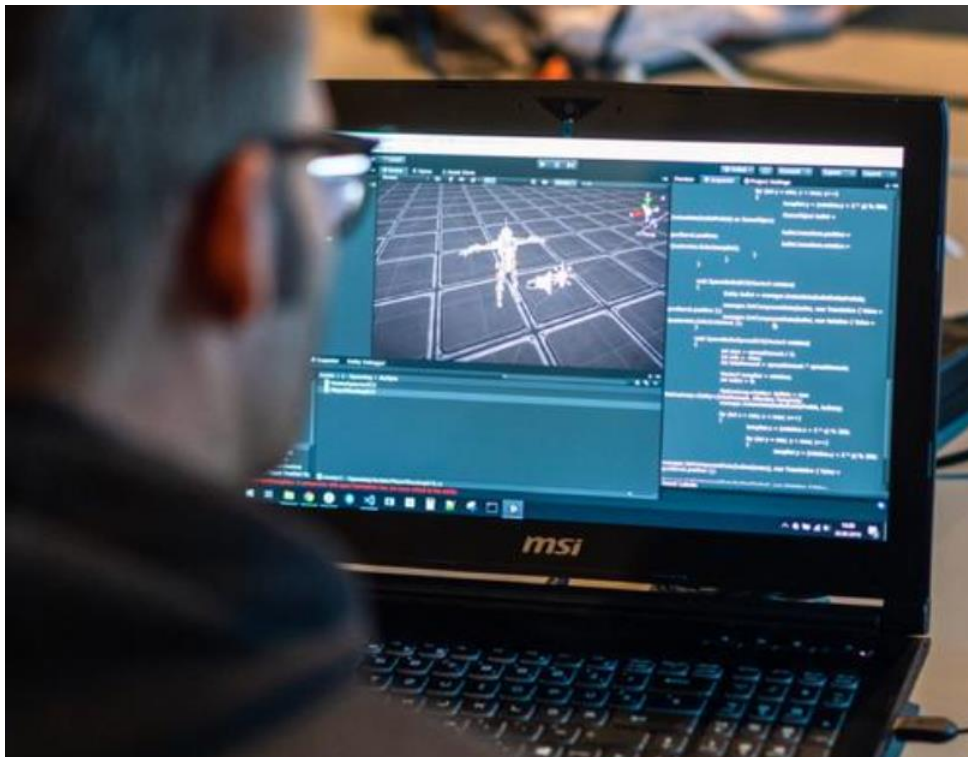
En contra

- Pobre manipulación de meshes
- No impresión 3D
- Microsoft ha dejado de actualizarlo en 2024



Manejo 3D (Meshes)

- Meshlab
- 3D Builder
- 3D Paint
- [Unity](#)
- Blender



Manejo 3D (Meshes)

- Meshlab
- 3D Builder
- 3D Paint
- Unity
- [Blender](#)

Free Software Never Looked This Awesome



Rendering

Create jaw-dropping renders thanks to Cycles, high-end production path tracer.



Modeling

Sculpting, retopology, modeling, curves. Blender's modeling toolset is extensive.



Sculpting

Digital sculpting tools provide the power and flexibility required in several stages of the digital production pipeline.