



3D/4D Ultrasound Imaging Technology in OB (VB10)



Objectives

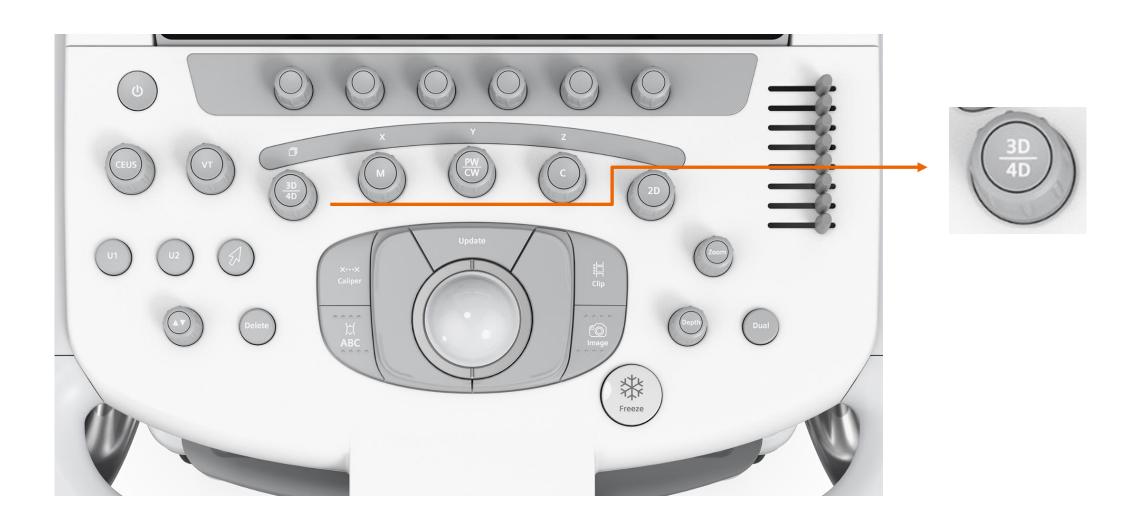


- Outline activation and volume acquisition
- Describe volume manipulation
- Demonstrate optimization tools
- Explain FlexPlane Tool
- Explain Multislice feature
- Define volume store and editing
- Describe reviewing stored volumes



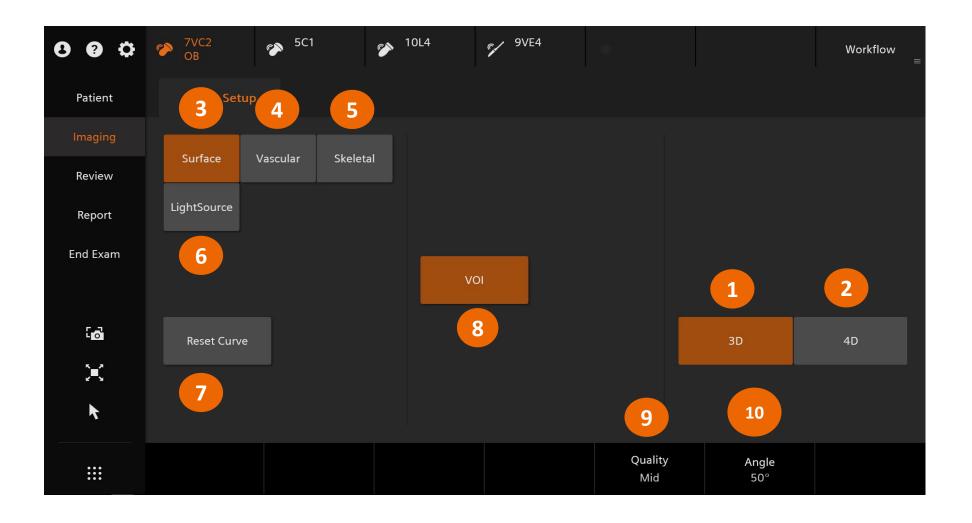
Activate 3D/4D





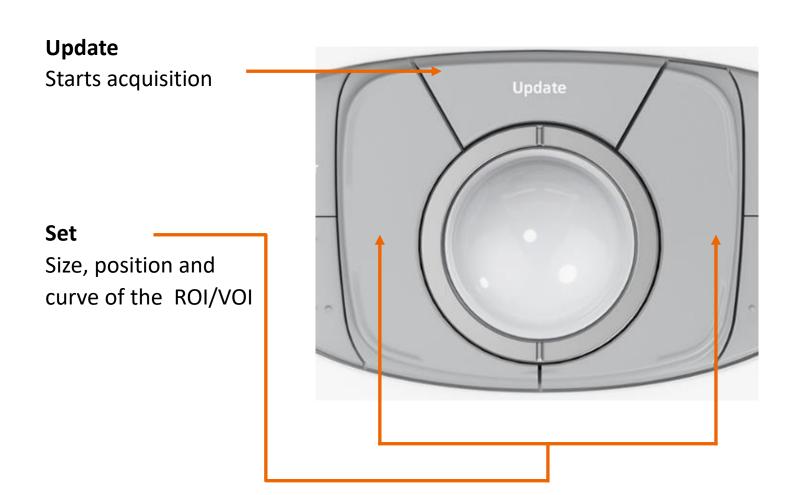
Touch Screen





Home base



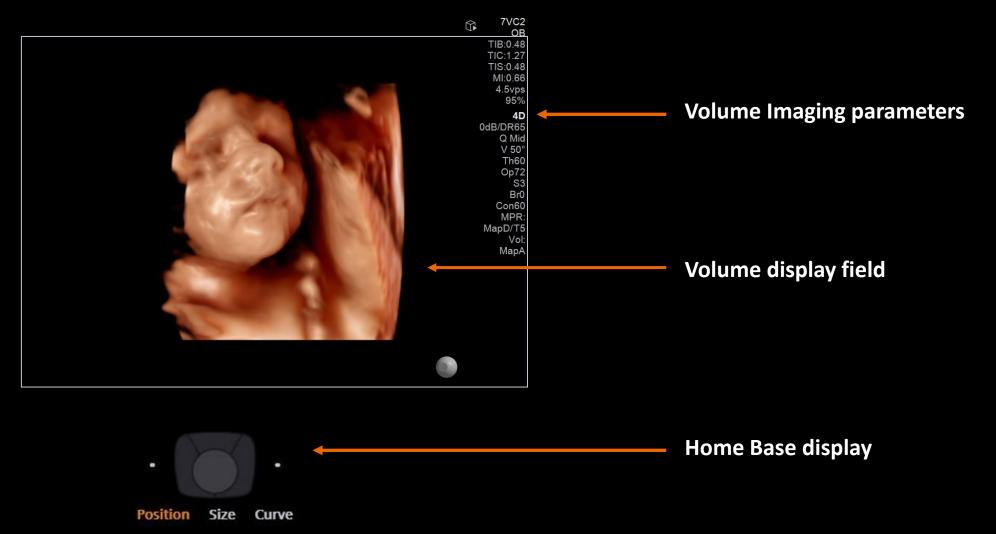




Home Base Display

Volume monitor layout





Objectives

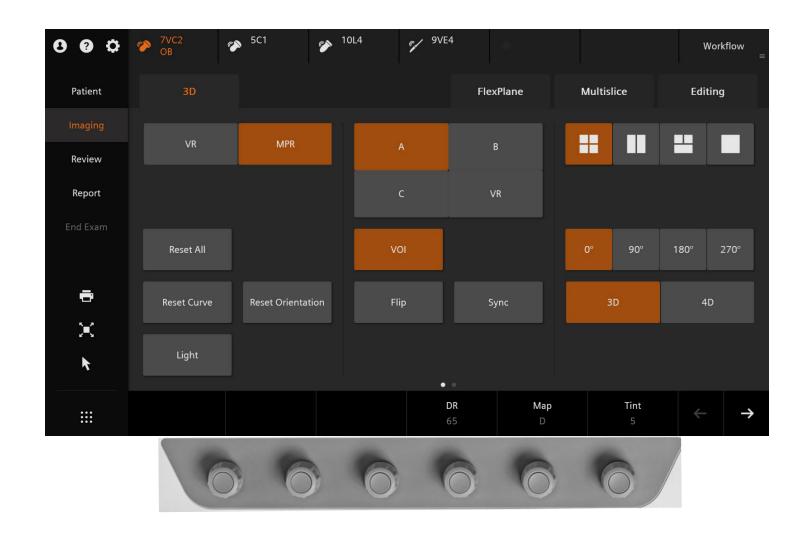


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Volume Touch Screen





Display format

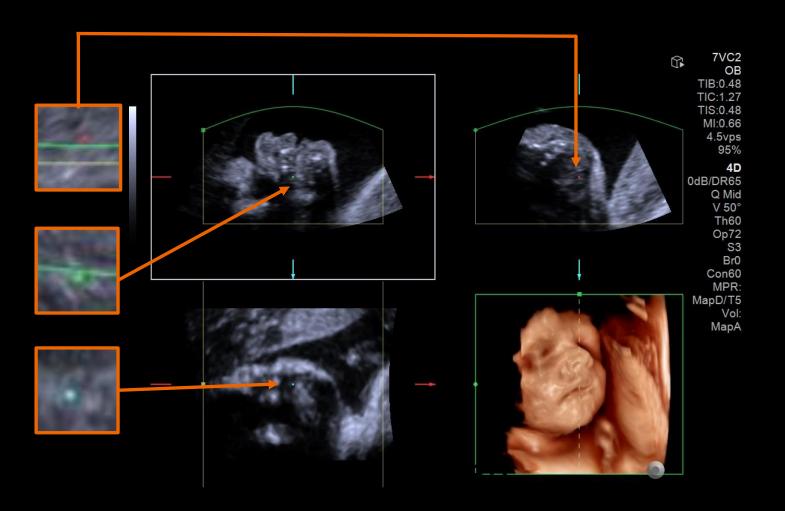




Reference point



- The reference marker is the pivot point to manipulate the Multiplanar Reconstruction (MPR) planes
- It represents the point where the A, B, and C plane intersect
- Place the desired anatomy at the reference point to display in all three planes



VOI Size and curve

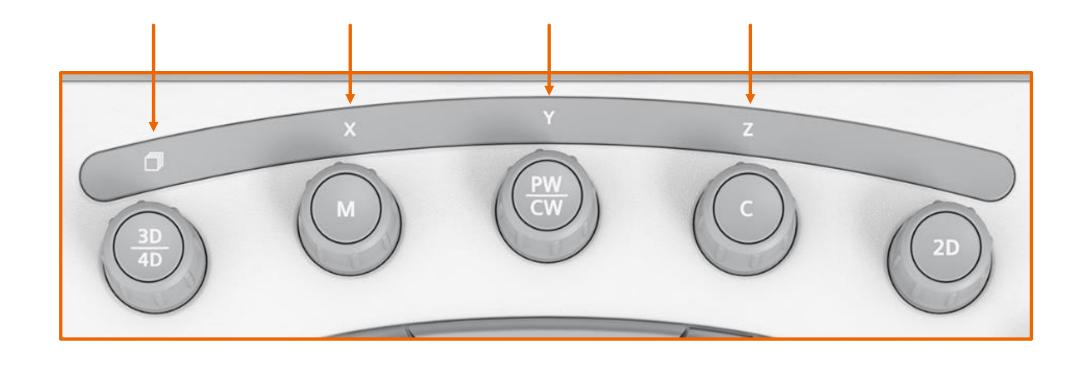






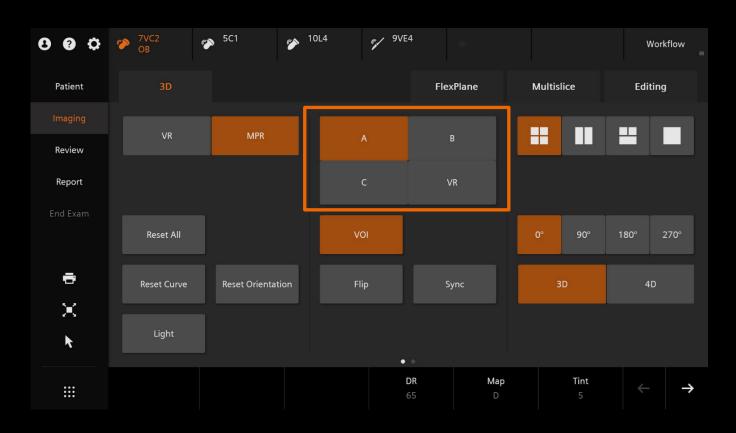
Control Panel

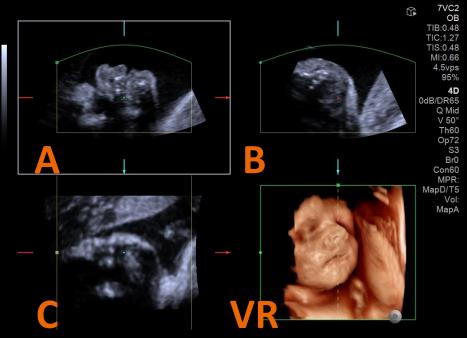




Quadrant selection

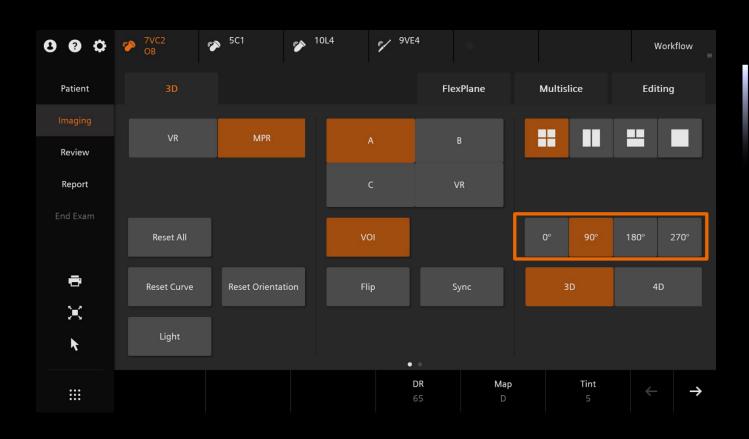


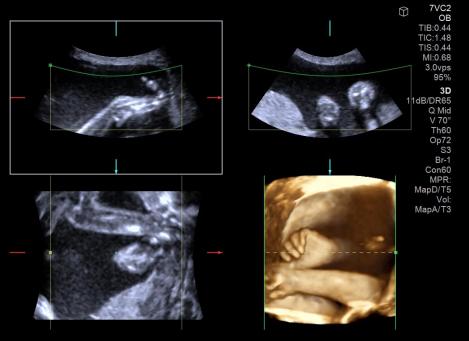




Volume rendering rotation

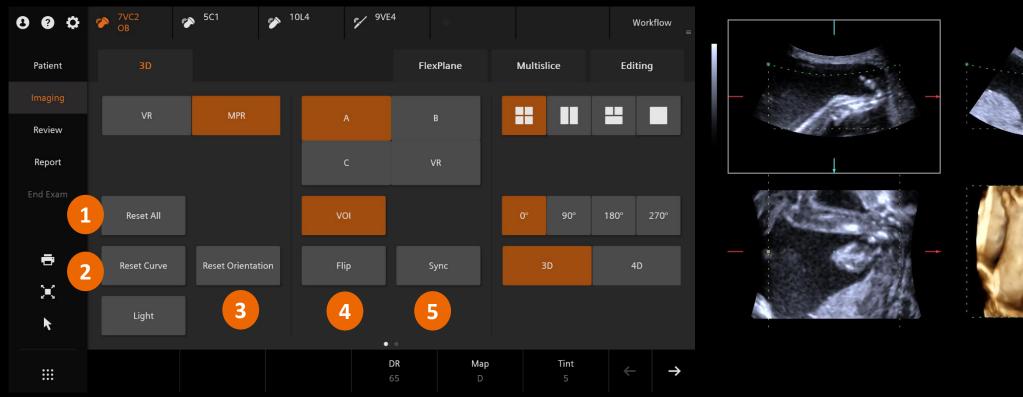


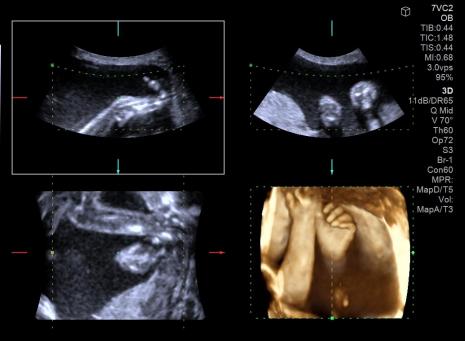




Touch Screen keys

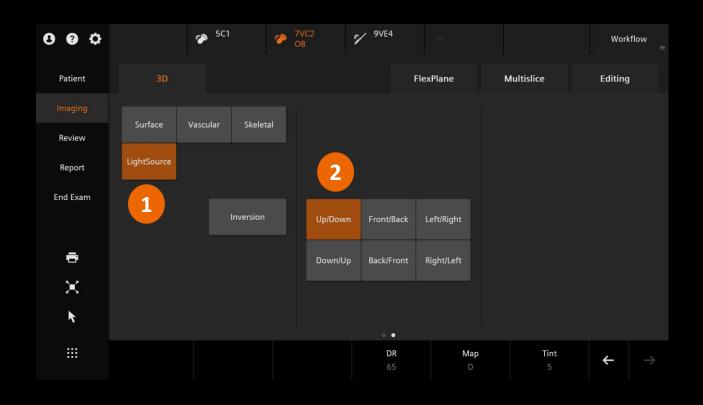


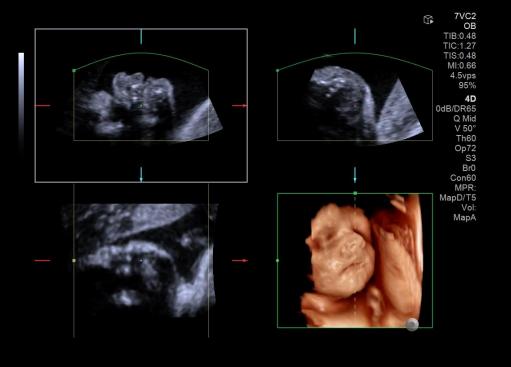




Touch Screen keys







Surface



- Smooths the image contours
- Creates a soft sculptured appearance for highlighting surface features
- Uses the mode specific selections for opacity percentage and threshold
- Includes eight tint options







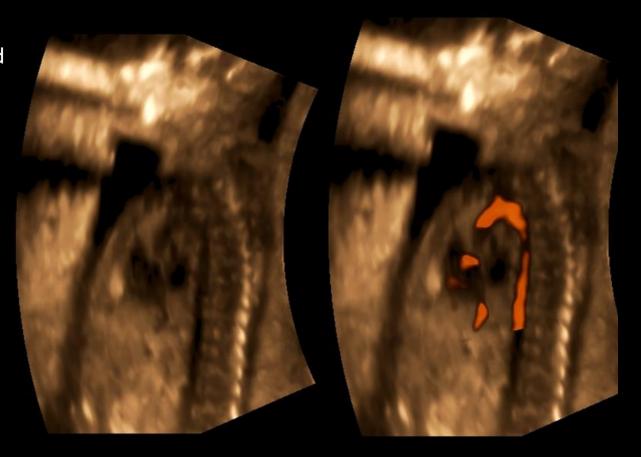


Vascular



Limits the display to minimum-value pixels with the lowest value along each projection of the volume to aid in visualizing hypo-echoic lesions and large vascular structures

- Fetal vessels, umbilical cord
- Cystic structures
- Abdominal vascularity

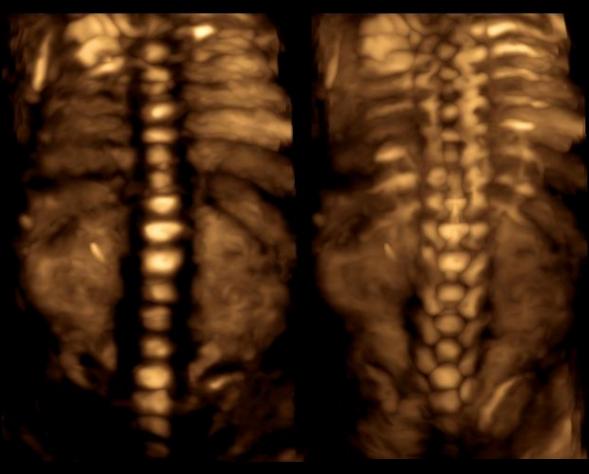


Skeletal



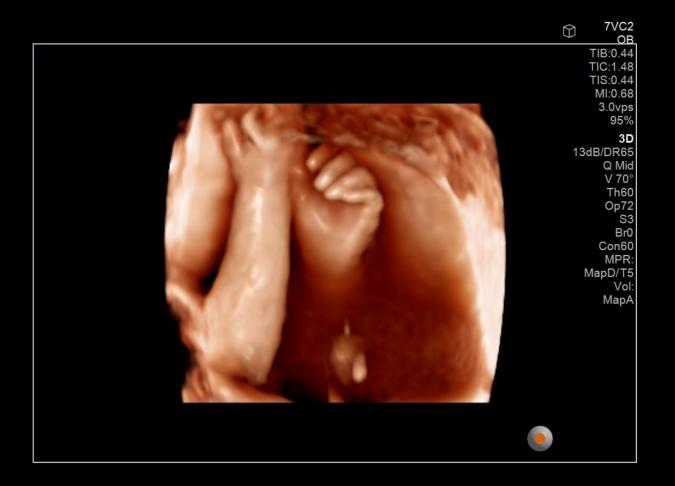
Limits the display to maximum-value pixels with the highest value along each projection of the volume to aid in visualizing hyper-echoic structures

- Fetal Spine
- Bony Structures
- Intrauterine devices





- Increase depth perception
- Reveal surface details
- Deeper understanding of relational anatomy







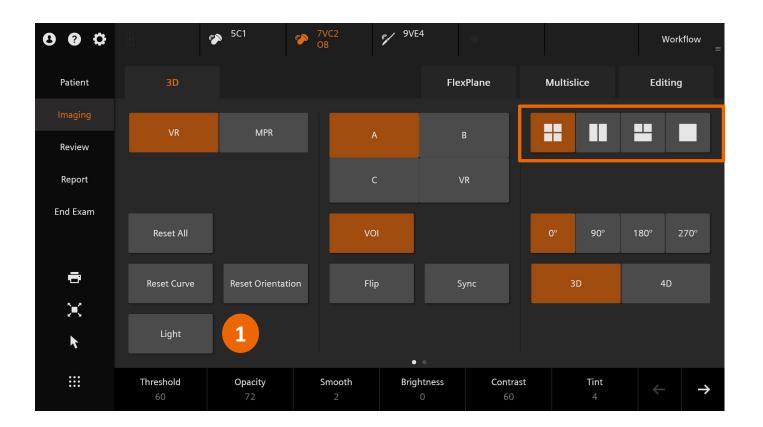






1. Select **Light**

The light will default to on when a 1x1 display format is utilized



- 2. Use the trackball to adjust the point LightSource direction
- 3. The arrow on the point LightSource icon indicates the direction the light is shining





2

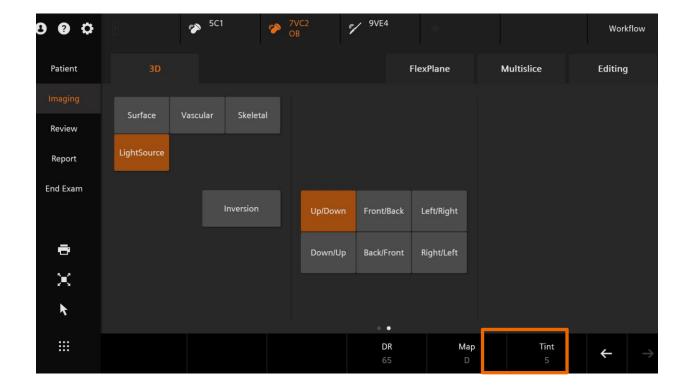
VR- LightSource tints



LightSource Tints provide

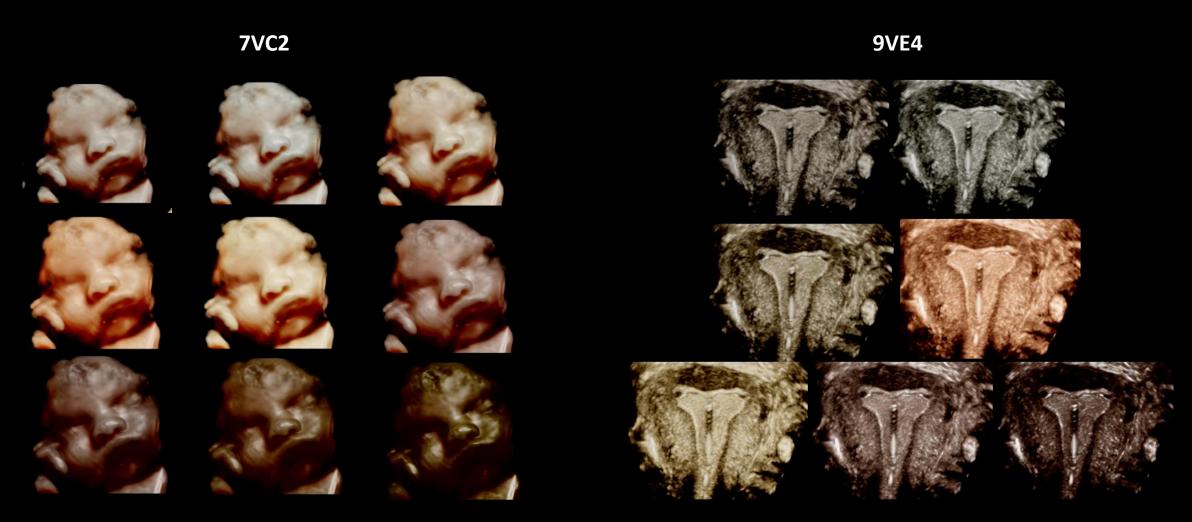
- Diversity in tints and skin tones
- A more even appearance to the surface render
- Enhance gynecological features

Available on the 7VC2 and the 9VE4



VR- LightSource tints





Objectives

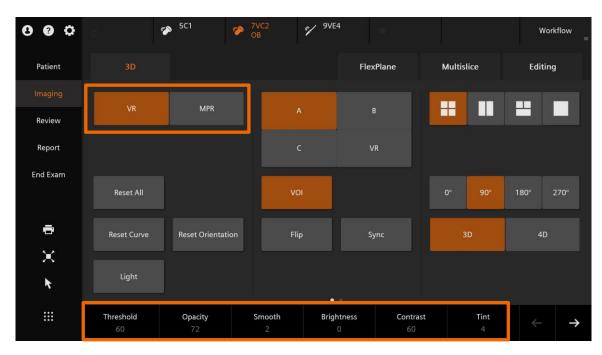


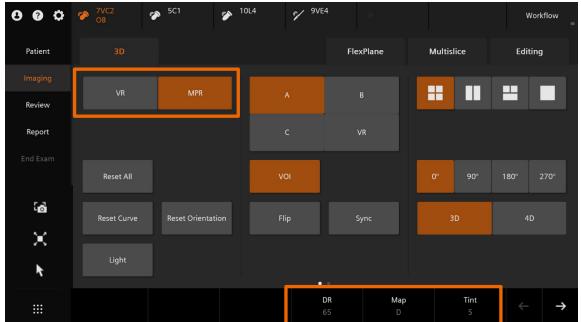
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Optimization tools







VR - Threshold



- Sets the threshold for the opacity curve
- Removes small echoes or noise that contain values lower than the selected threshold
- A lower setting creates a more saturated image
- Available for VR mode only





Threshold 0 Threshold 47

VR - Opacity



- Adjusts the percentage of opacity in the volume to create a softer or more sculptured appearance
- Decrease the value for a more transparent look
- Increase the value for more solid look
- Available for VR mode only





Opacity 18

Opacity 68

VR - Smooth



- Adjusts the amount of smoothing applied in the rendered volume
- Range is 0 − 4
- Available for VR mode only





Smooth

Smooth

3

VR - Brightness



- Adjusts the brightness of the rendered volume
- An increase in brightness increases the saturation of voxels that have a higher and lower voxel value
- Available for VR mode only





Brightness

-16

Brightness

VR - Contrast



- Adjusts the percentage of contrast on the rendered volume
- Increase the value for increased contrast or decrease for less contrast
- Available for VR mode only





Contrast 45

Contrast 66

VR - Tint



- Applies the selected Tint to the rendered volume in Surface/Vascular/Skeletal
- Some Tint colors may require image adjustment
- A separate tint control is available for the MPR's and in LightSource









MPR – Dynamic Range



- Adjusts the number of gray shades displayed
- Increase for a softer image
- Decrease for more contrast
- Available in the MPR mode only



DR

37

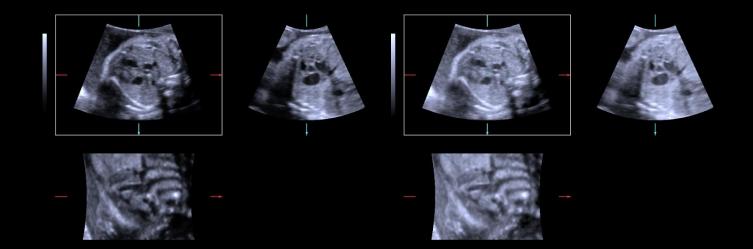
DR

80

MPR - Map



- Selects a processing curve that assigns echo amplitudes to gray levels
- Uses the same maps as 2D
- Available for MPR planes

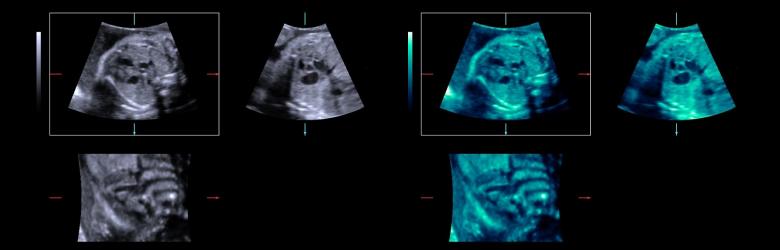


Map D **Map** G

MPR - Tint



- Applies the selected Tint to the MPR images
- A separate tint control is available for the VR



Tint 4 Tint 7

Power Doppler



- Applies colors to vascular structures based on flow amplitude
- Activate prior to entering acquisition mode

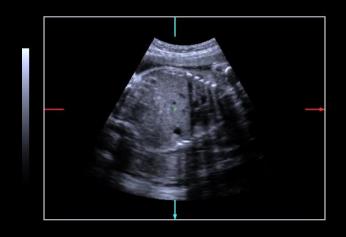
Power



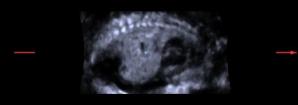
Measurements

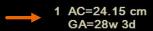












Objectives

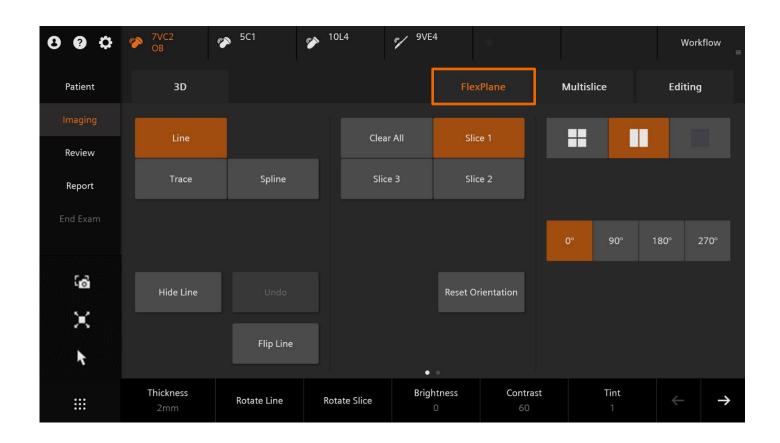


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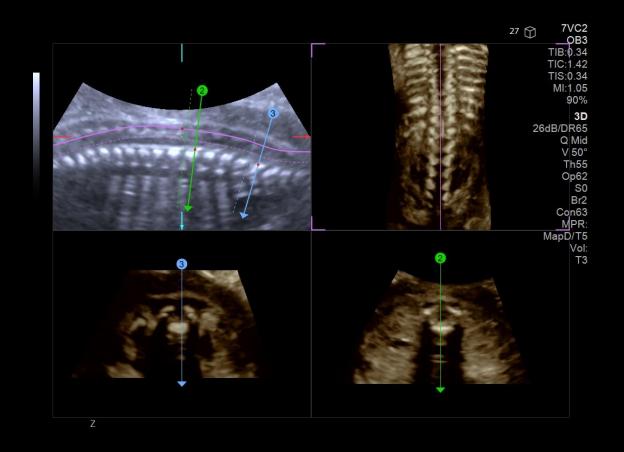


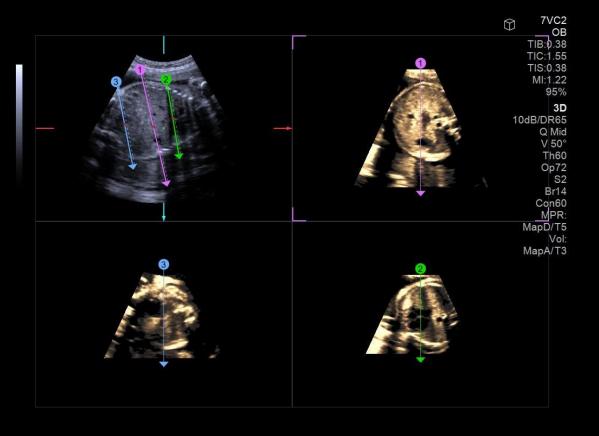


- Visualization of anatomy along any plane or shape
- Reduces planar manipulation (X-Y-Z)

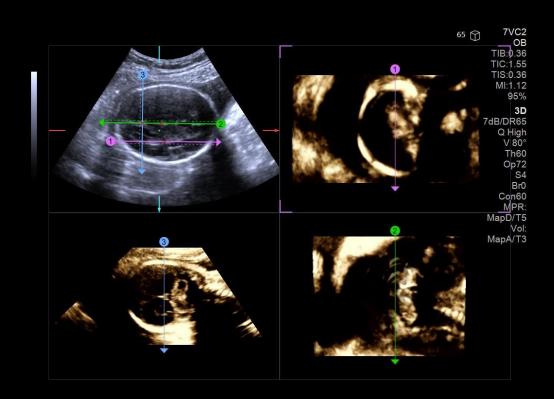


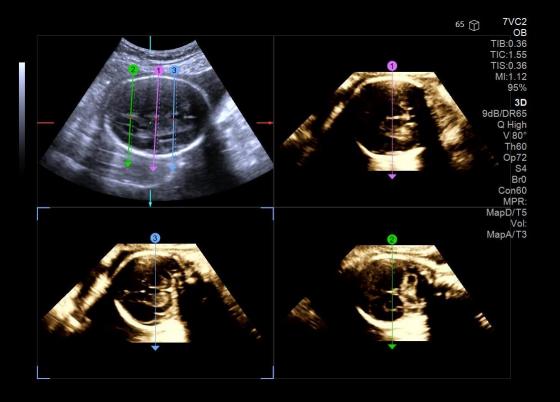




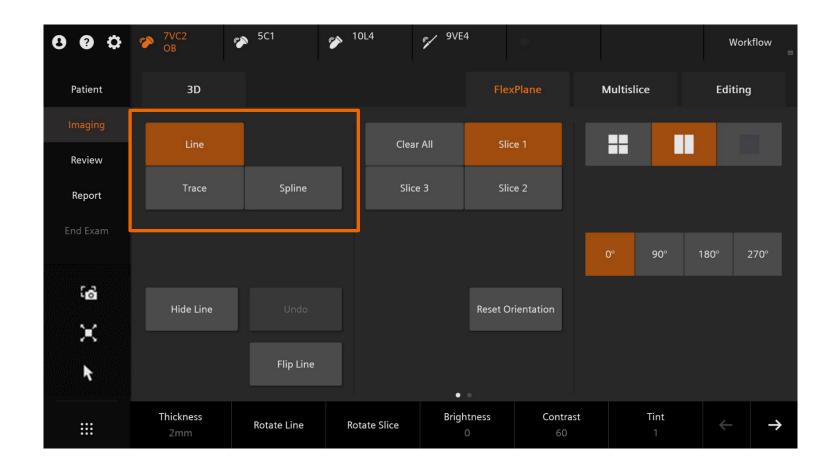




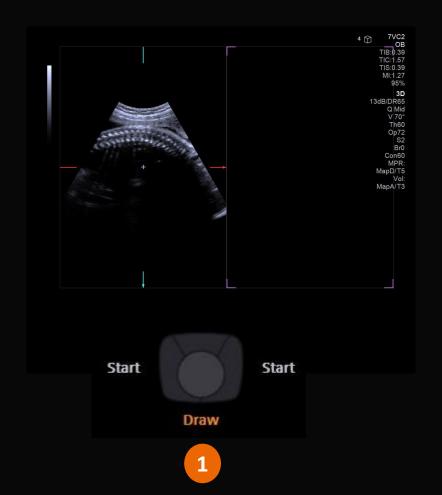


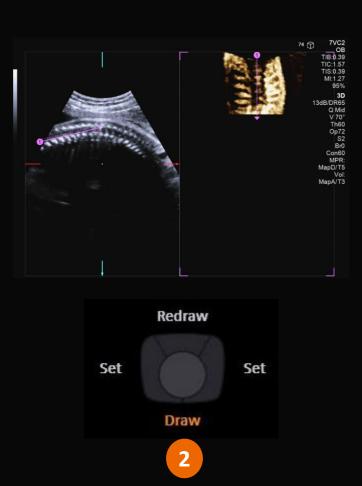


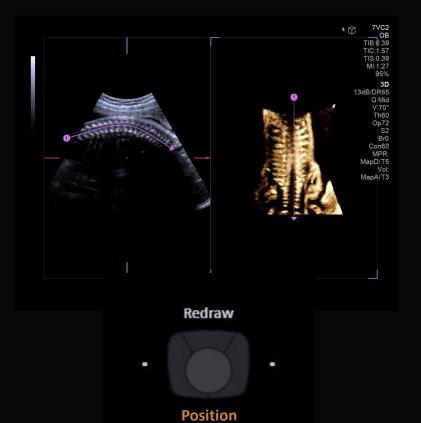




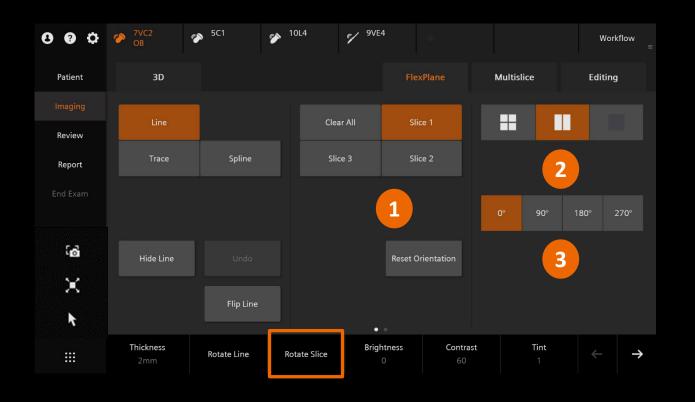


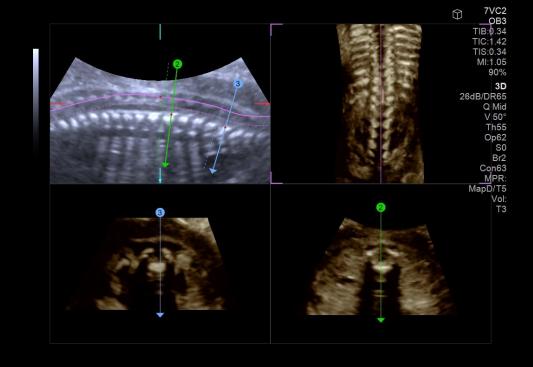




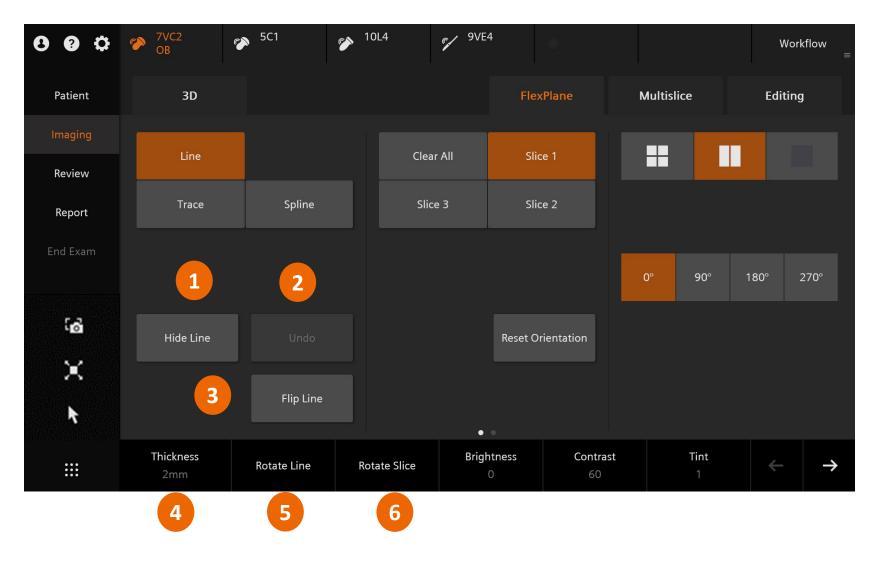












Objectives

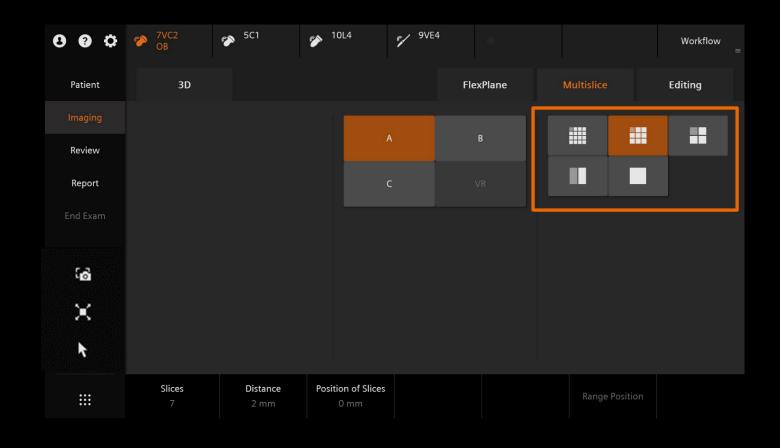


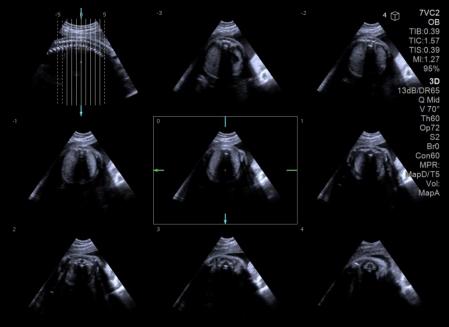
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Multislice display layout

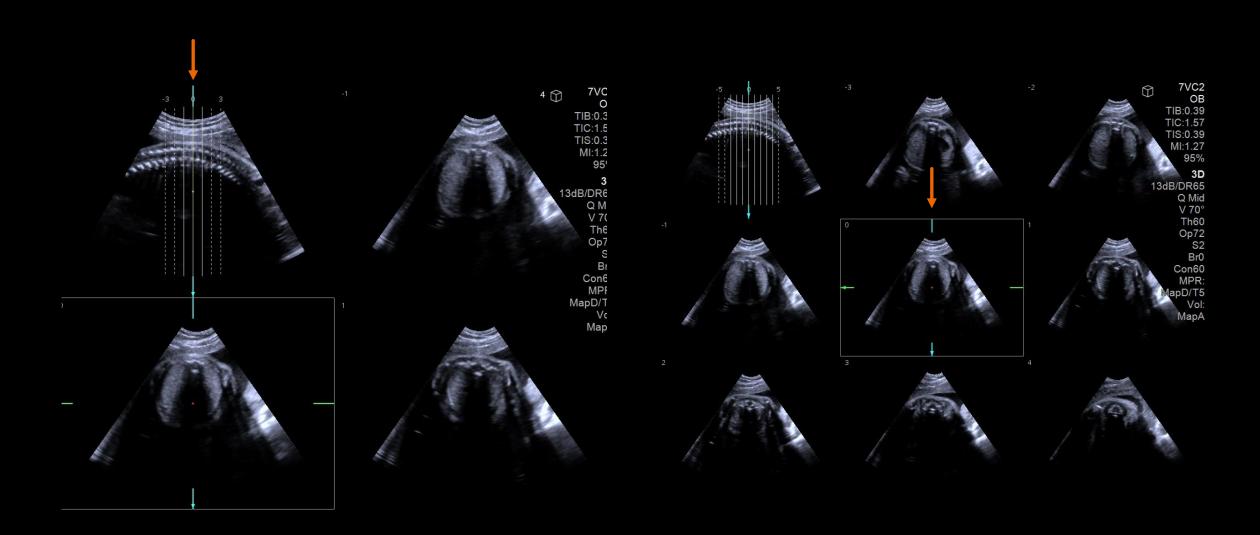






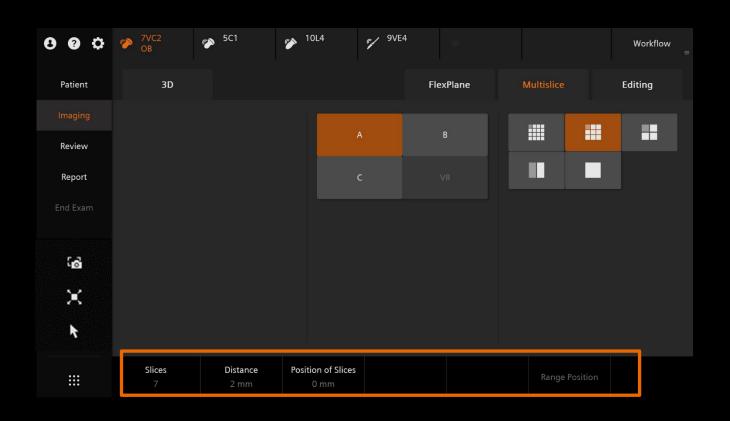
Multislice display layout

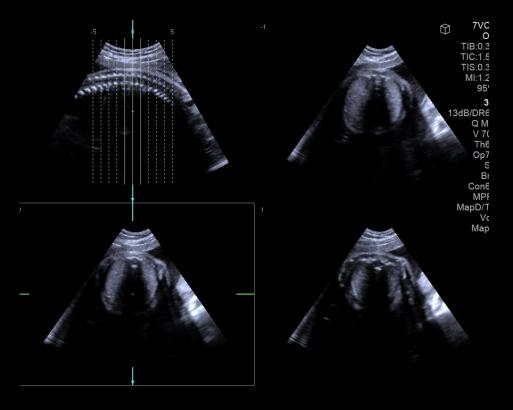




Multislice optimization



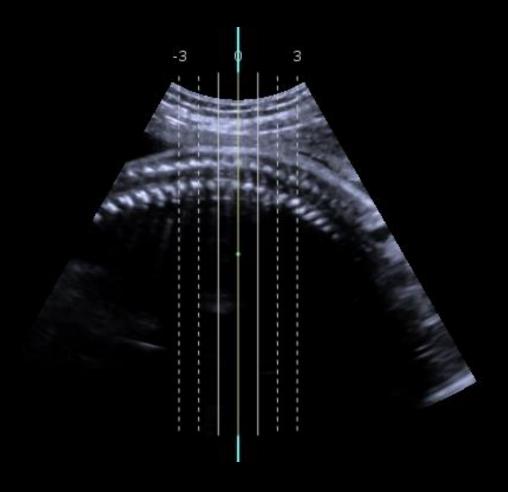




Multislice graphic



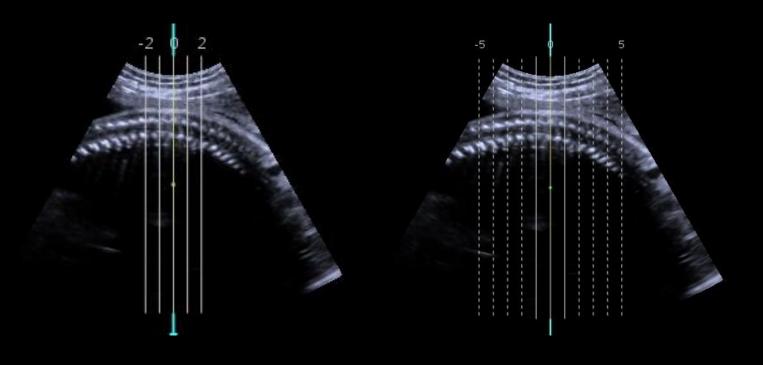
- Solid yellow line Center slice displayed with white outline around corresponding slice
- Solid white line Displayed slices
- Dashed white line Available slices



Slices



- Defines the number of slices evaluated
- Options are 1-17
- May be adjusted further using additional optimization tools



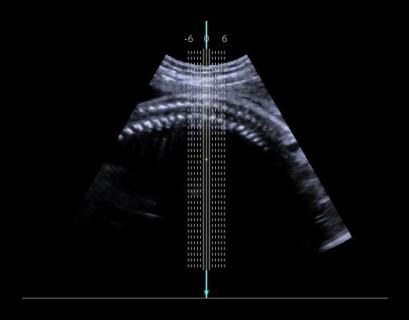
Less Slices

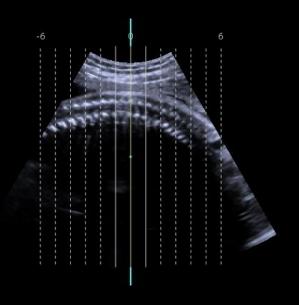
More Slices

Distance



- Defines the distance between slices
- Options are 0.5 mm 50 mm
- Slice graphic will reflect changes
- Increase for global view of region
- Decrease for greater detail





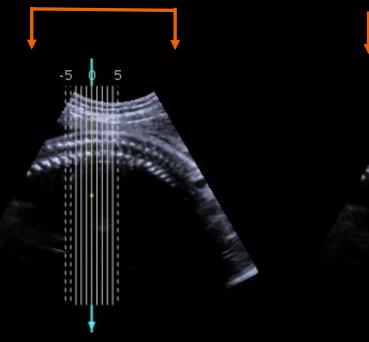
Less Distance

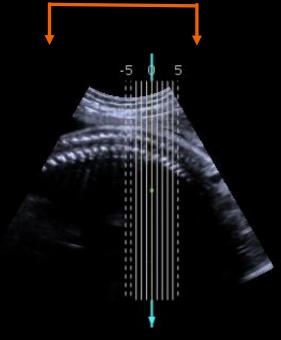
More Distance

Position of Slices



- Defines the area of interrogation
- The slice graphic will indicate the position of the slices
- Indicated by the slice graphic lines
- Anatomy outside of the slice graphic is not available for display

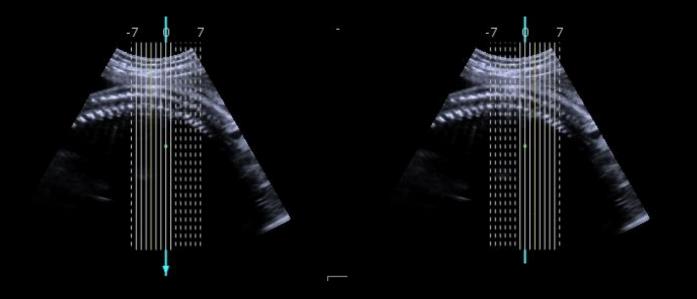




Range Position



- Defines the slices displayed at any given time
- Rotate to scroll through the available slices previously selected
- Slice graphic reflects the area currently displayed
- Number of white solid lines on the graphic is dependent on the selected layout



Higher Range Position

Lower Range Position

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Image and volume storage



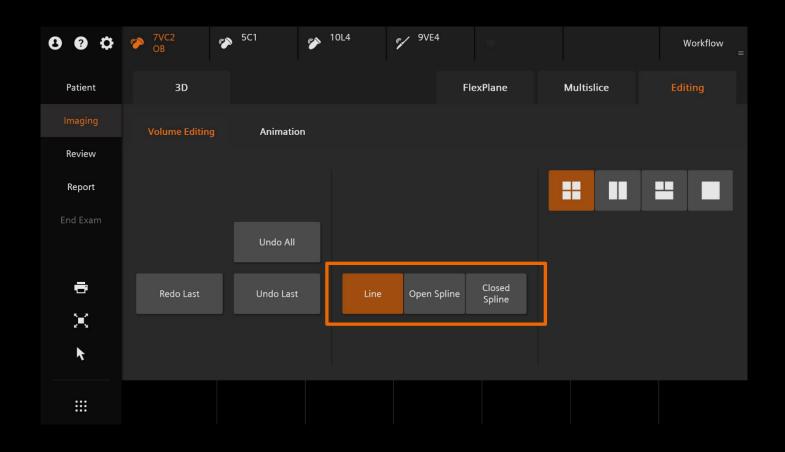






Additional controls







Line









Open Spline









Closed Spline



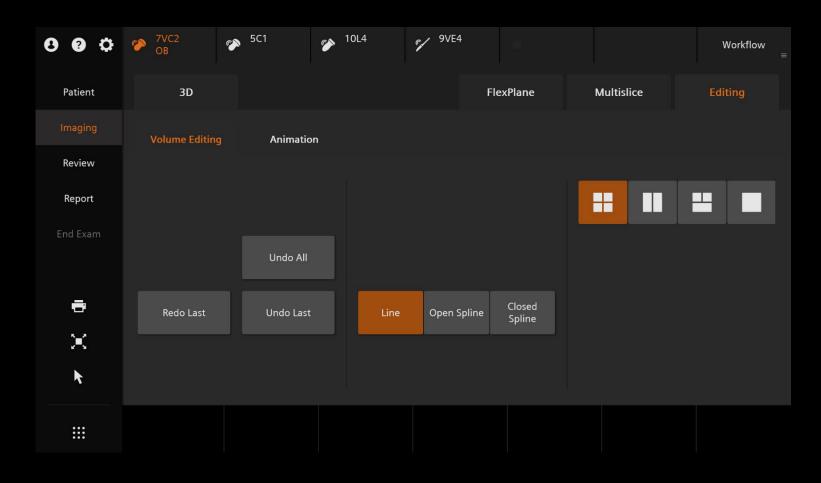






Additional edit controls

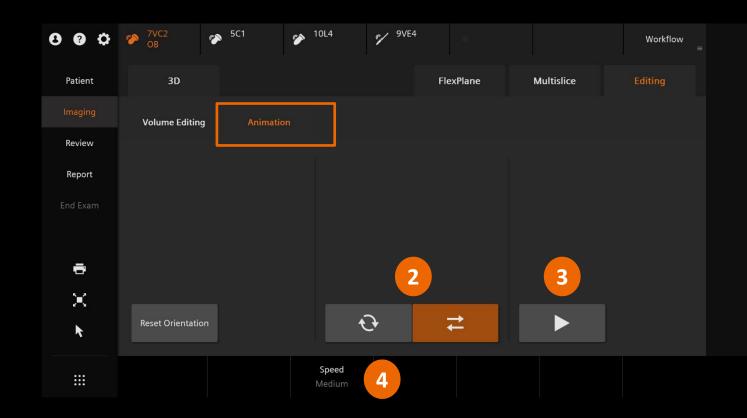






Animation









Objectives

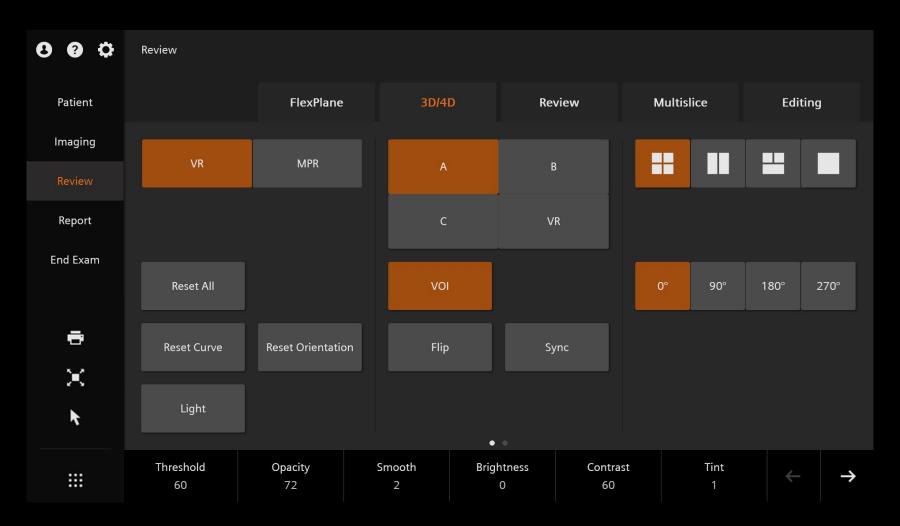


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3D/4D review volume data







Summary



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Thank you for your enthusiasm!



Questions?