

CISC 499 – Winter 2015

Segmentation of anatomical surface models using texture information

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Modern scanning technologies make it possible to scan not just 3D geometry information of anatomical models, but also detailed texture information for the surface. Goal of this project is to investigate, if these texture information can be used to fully- or semi-automatic segment region of interest, such as bone, cartilage, etc.

The project includes the development of a software program, containing functionality to read and display stl models and texture information; identify texture information; and create segmented stl models. Furthermore, possible parameters for segmentation (such as color, shininess, etc) will be investigated to identify optimal segmentation parameters.