Section 1

## Arbiter | 139205/right/arbiter\_project.json - 0 X Scene Edit View Window Arbiter : running (20084) scene: C:\Users\aqual\Documents\Zimmer\Arbiter cases\139205\right\arbiter\_project.json ☑ Group: Coxae ☑ Group: Femur ☑ Group: Landmarks ☑ Group: Volumes ☑ volume\_0.cgif image\_data 512x512x13 Labels: ☑ volume\_1.cgif image\_data 512x512x46 Labels: Properties Metadata Labels □ Select □ Contrast □ Rectangle □ Sphere Morph □ Morph2 □ Point Parent: interpolation ☑ volume\_2.cgif image\_data 512x512x238 Labels: ☑ volume\_3.cgif image\_data 512x512x50 Labels: ☑ volume\_4.cgif image\_data 512x512x35 Labels: ☑ volume\_5.cgif image\_data 512x512x139 Labels: 5.2 ✓ volume\_6.cgif image\_data 512x512x6 Labels: ✓ Group: Volumes (Other) Coronal (y) || Organize SSM MeshInitia Landmark VolumeFil Preset: FAI T Apply verse (z) || \_\_\_\_\_ Add Group Delete group/element Save scene Shortcuts element: toggle interpolation: *Alt+C* toggle visibility: *Alt+V* element delete: *Delete* element rename: *F2* morphtool:inactive algorithm: nun current algorithm: Alt+R toggle algorithm: Alt+Shift+R toggle bones: Alt+Shift+R decrease depth: ArrowDown increase depth: ArrowUp new group: Alt+E save scene: Alt+S select viewport: Alt+W select element: Alt+Q show metadata: Alt+A show properties: Alt+D

— 3D view

Sagittal (x) || =

## ArbiterONE





