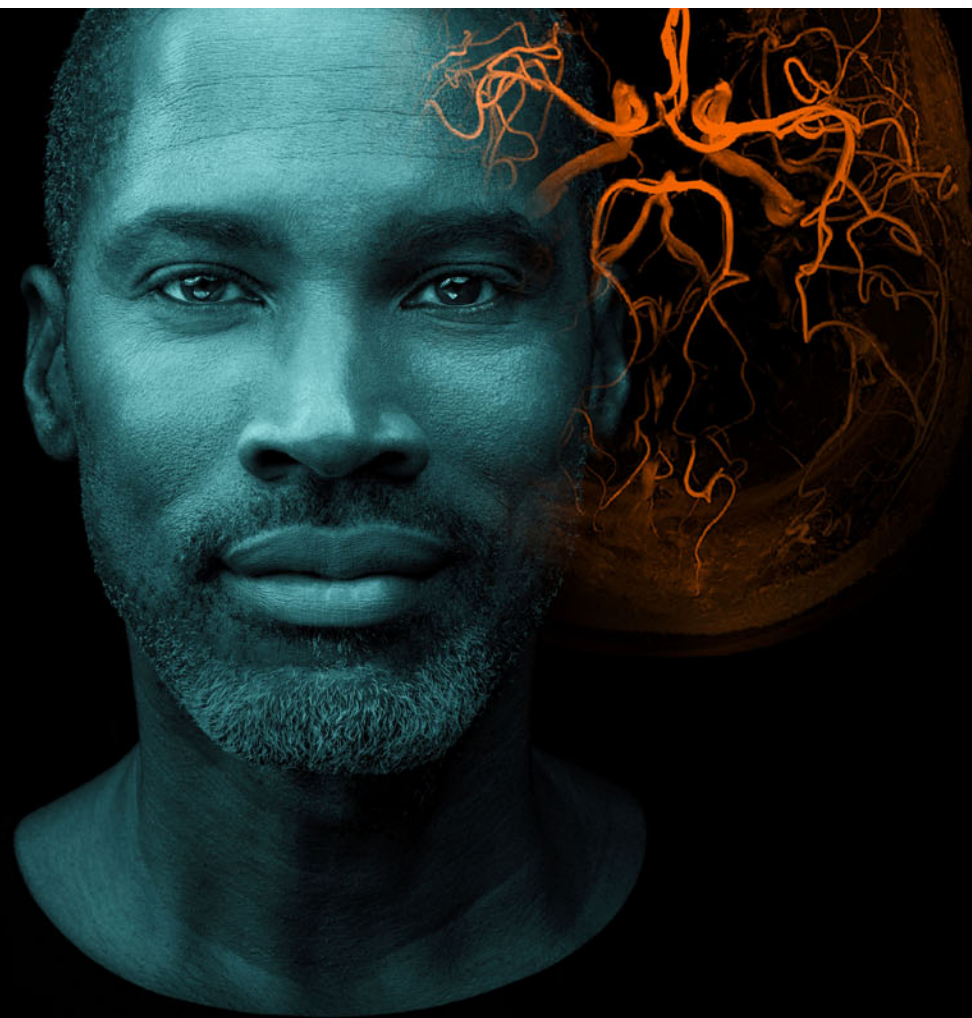
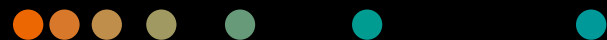


Cinematic Playground Research Application

Instruction for use for version 0.7.5.0

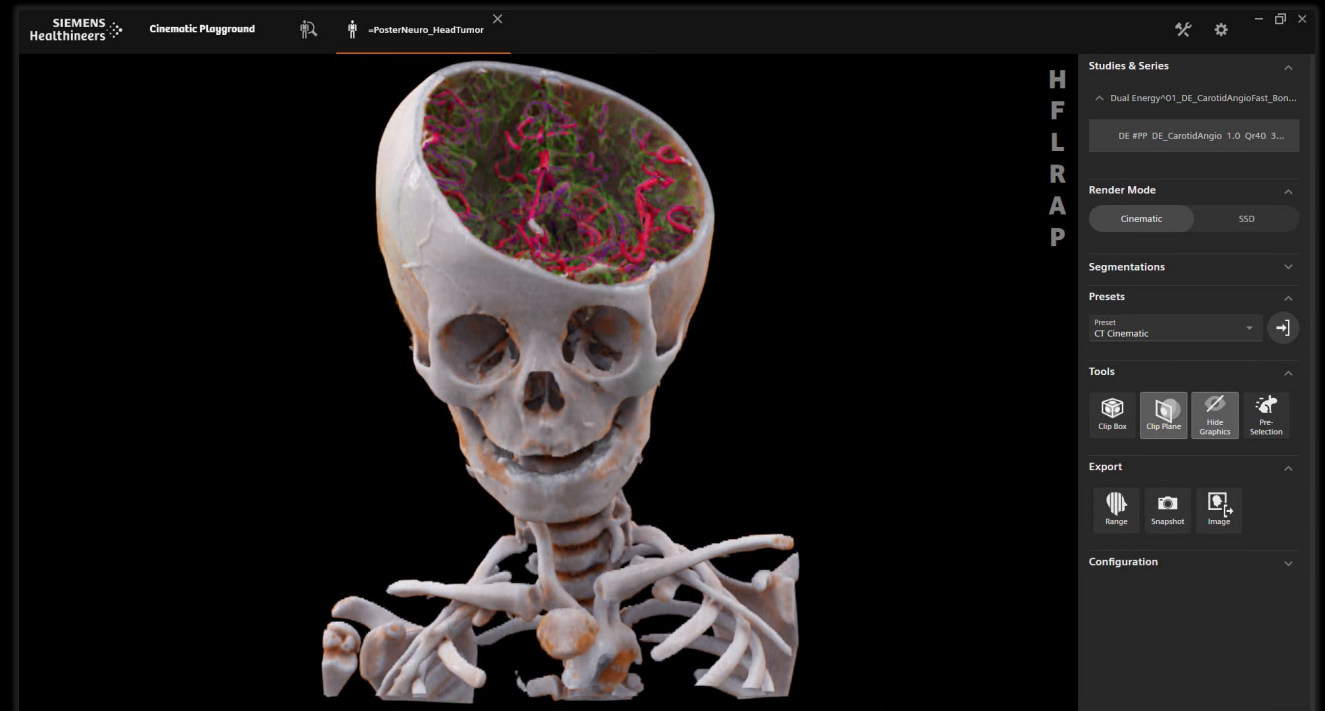


Cinematic Playground Research Application Overview & Restrictions for use

Siemens Healthineers has developed a novel physically-based volume rendering method called **Cinematic Rendering** which computes in **real-time photorealistic 3D renderings** of medical data, such as CT or MRI acquisitions.

Cinematic Rendering uses a significantly more complex illumination model, which integrates numerous light-scattering, absorption, and shadowing effects that are important for visual perception in the everyday environment. This makes the images very realistic.

The **Cinematic Playground research application is for research use only**. The software and any generated results must not be used for diagnostic purposes.



How To Use It Load Images

① Open *syngo.via*.

Then **click** once on the **desired data** set so that it is highlighted in gray.



② Select the **Open with** icon in the upper right corner and choose **Cinematic Playground**.

② Alternatively, when clicking on the desired data set, a selection menu can be opened by means of a **right mouse click**, in which **Cinematic Playground** can also be opened via **Open with**.

The dataset will open in a new window.



How To Use It

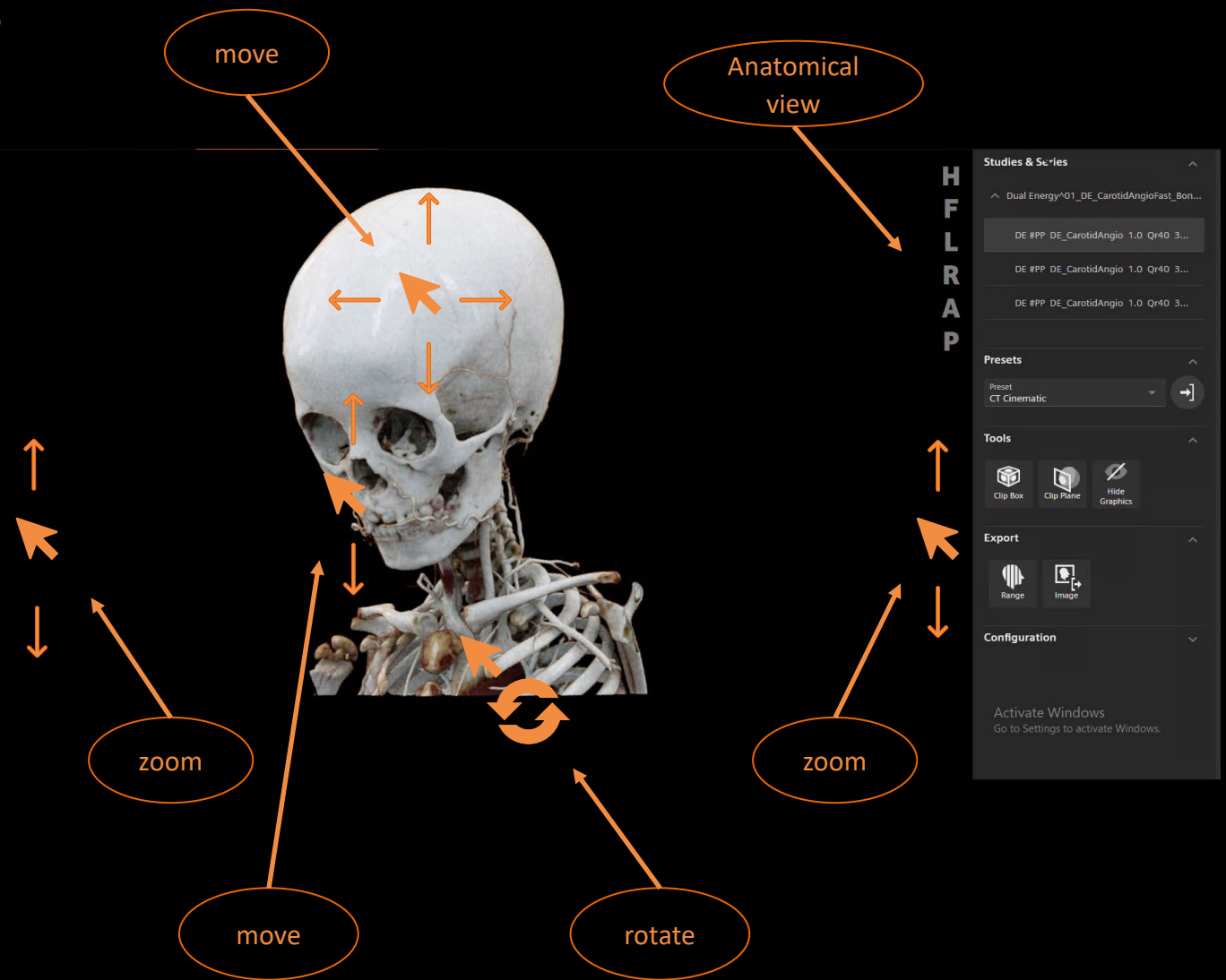
Display and Alignment of Images

To view the dataset from all sides there are two navigation options.

On the one hand, the image can be clicked with the **left mouse button** and **moved horizontally and vertically** by moving the mouse. To **rotate** the image, the **right mouse button** can be held while the mouse pointer is moved. On the other hand, the anatomical view variations on the right side of the image can be used by simply clicking on them.

To **zoom**, **click and hold** the mouse pointer on the left or right outer edge of the image while moving the mouse pointer up (zoom in) and down (zoom out).

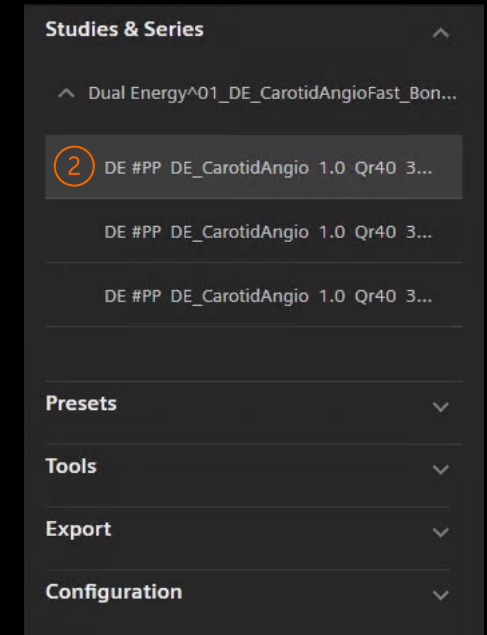
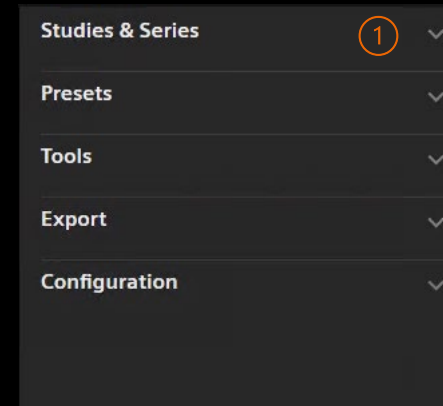
To **change the transfer function**, the **middle mouse button** is clicked into the image and the pointer is moved vertically.



How To Use It

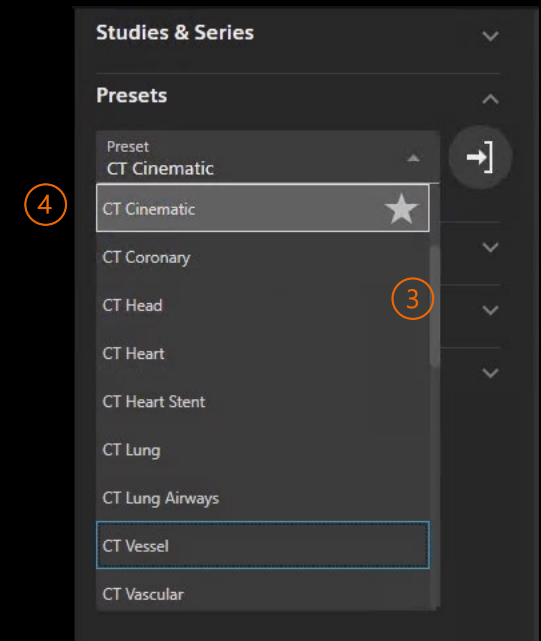
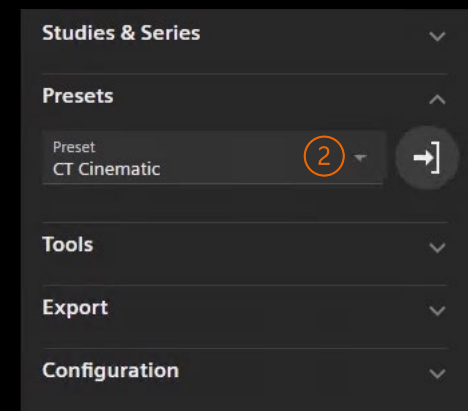
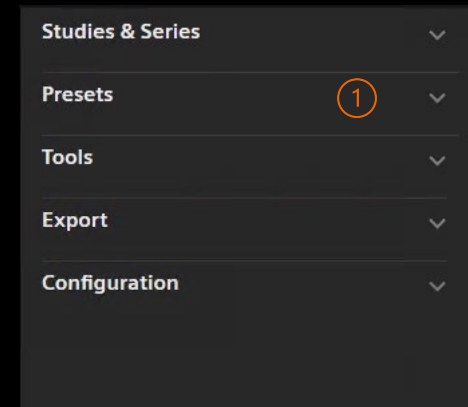
Change Series or Study

- ① To change the series or study, go to **Studies & Series** in the selection menu on the right. If several series or studies are displayed, they can be changed by clicking on one of them.
- ② The currently displayed series or study is highlighted in gray.



How To Use It Change Presets

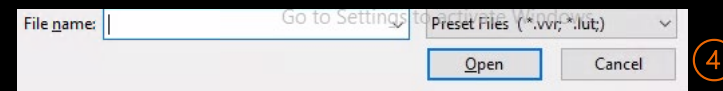
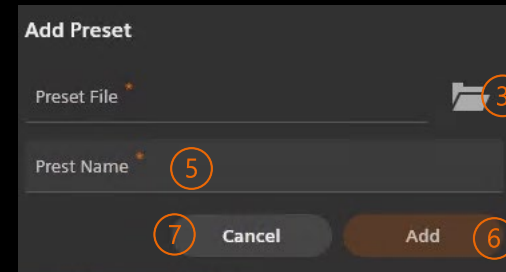
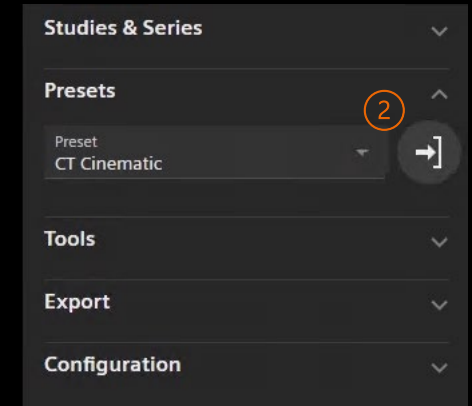
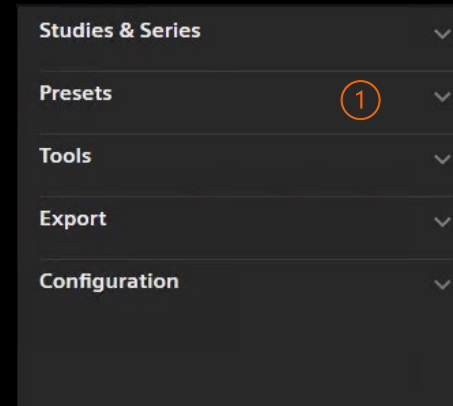
- ① To change the preset, open the Preset tab in the selection bar on the right and open the preset selection menu.
- ② The slider can be used to look through all available presets and by clicking on one of the names, the corresponding preset is selected and applied to the dataset.



How To Use It

Add Presets

- ① To change the preset, open the Preset tab in the selection bar on the right and open the preset selection menu.
- ② By selecting the right arrow next to the preset selection option, new presets can be loaded. Only one preset can be loaded at a time.
- ③ **Add Preset** window opens. Here you can search for a new preset on your PC by clicking on the folder symbol. The selection is confirmed by open. The previous name of the preset file appears in the Preset File field.
- ⑤ In the Preset Name field, the display name of the preset within the app is defined.
- ⑥ If both fields are filled in, the Add button turns orange and the preset is added to the previous selection by selecting the button.
- ⑦ The Cancel button cancels the option.

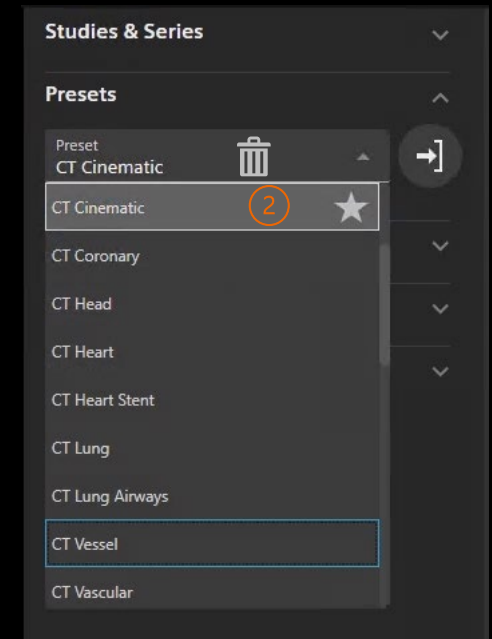
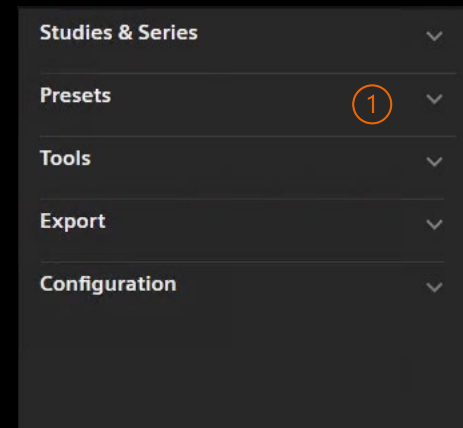


How To Use It



Remove Presets

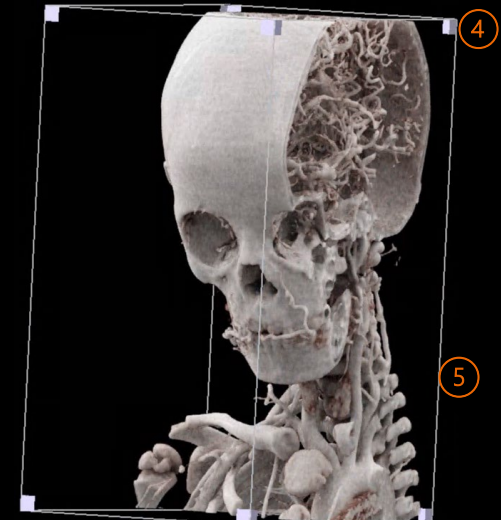
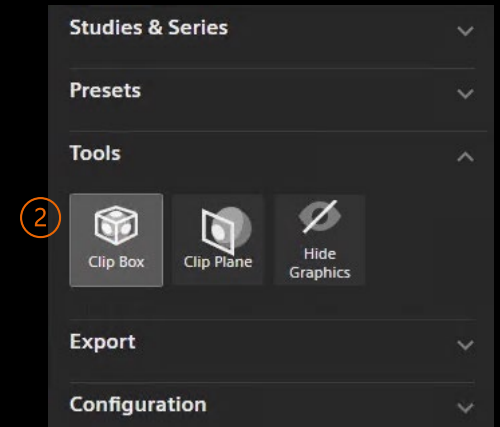
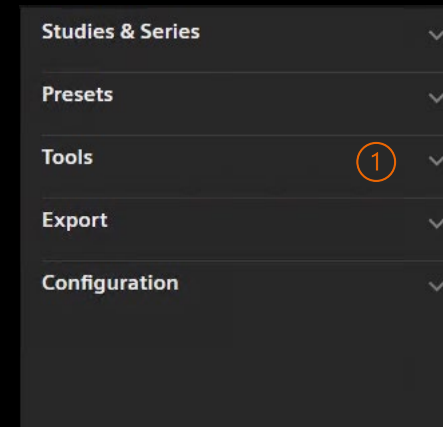
- ① To remove the preset, open the Preset tab in the selection bar on the right and open the preset selection menu.
- ② Presets that you have added yourself can be removed. For this purpose, a trash can item appears next to the star. Selecting the item removes the preset.

Presets that are supplied by the developer cannot be deleted in this way.



How To Use It Tools – Clip Box

- ① After opening the **Tools** tab in the selection menu on the right, three icons appear.
- ② By selecting the  icon, one appears in the image.
- ③ With the , the data set can be clipped from all 6 directions. To change the size of the box, click on the corners and move them. Alternatively, right-click on one of the surfaces and hold it while moving.
- ④ By pressing on the edge of the box, the symbols for changing the position can be made visible again.

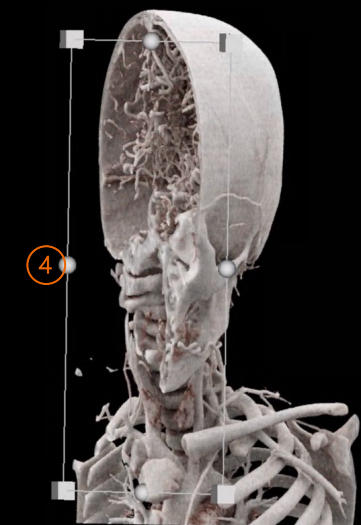
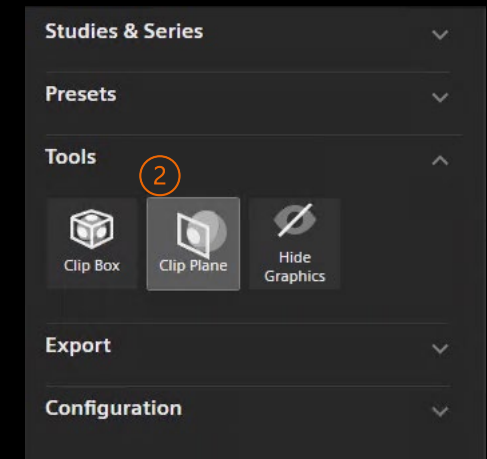
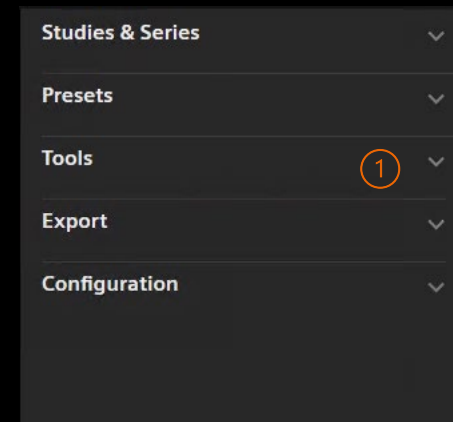


How To Use It Tools – Clip Plane

- 1 After opening the **Tools** tab in the selection menu on the right, three icons appear.

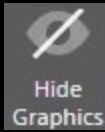


- 2 With the **Clip Plane** the dataset can be clipped with a movable plane. This can be moved by clicking on the corners and moving the mouse pointer. Or by right-clicking on the plane and holding it while moving. By
- 3 selecting the points in the middle of the connecting lines of the plane, it can be rotated.
- 4 By clicking on the edge of the layer, the symbols for changing the position can be made visible again.

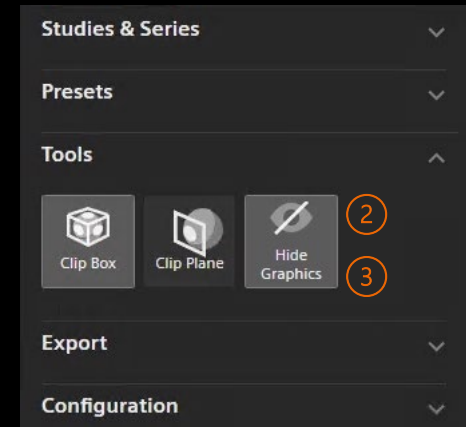
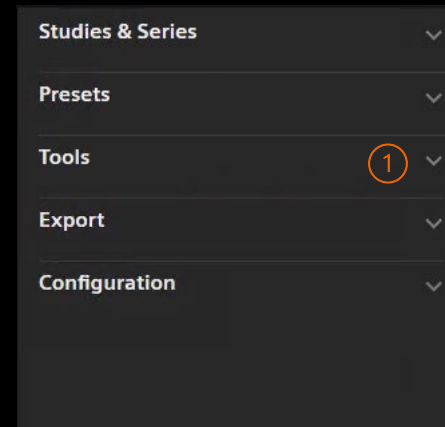


How To Use It Tools – Hide Graphics

- ① After opening the **Tools** tab in the selection menu on the right, three icons appear.



- ② The **Hide Graphics** icon hides the layer or box so that only the modified data set is visible.
- ③ By selecting the icon again, the selection is undone and the layer or box becomes visible again.



How To Use It

Export - Ranges

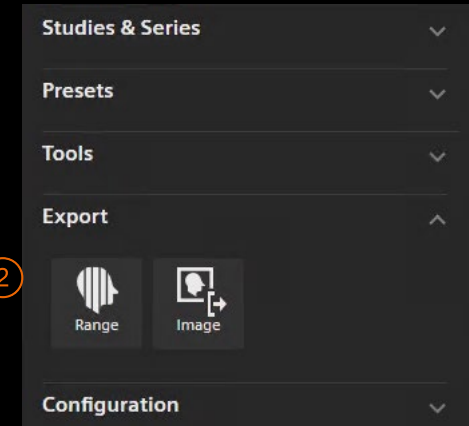
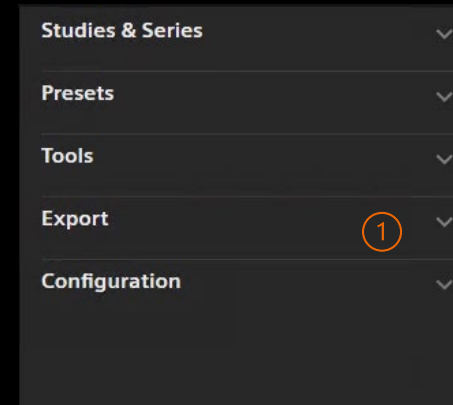
1 After opening the **Export** tab in the selection menu on the right, two icons appear.



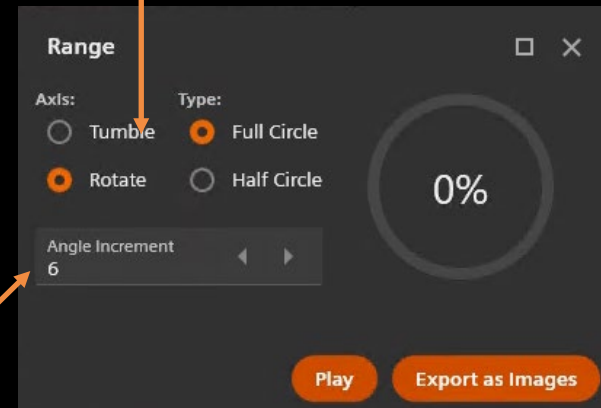
2 By selecting the **Range** icon, a window opens. In this window you can select the rotation direction (horizontal or vertical), the type (half or full circle) and the rotation angle (in 1 degree steps) of the images.

4 With **Play** a preview of the generated images is played. The percentage indicates how far the preview has been played through.

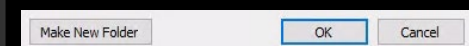
5 The button **Export as Images** opens a window in which a folder can be selected or created in where the generated images will be stored. Click "OK" to save the images.



3 horizontal /vertical



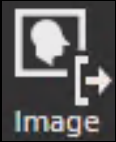
Rotation angle



How To Use It

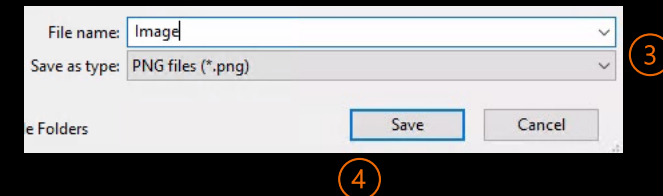
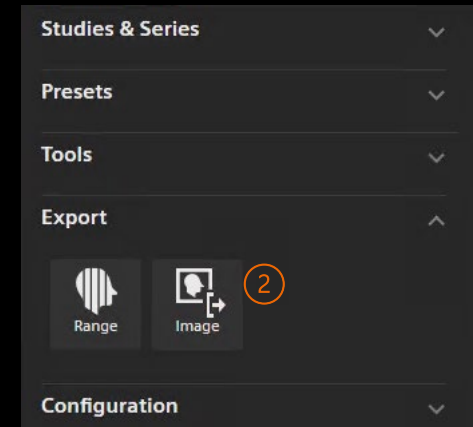
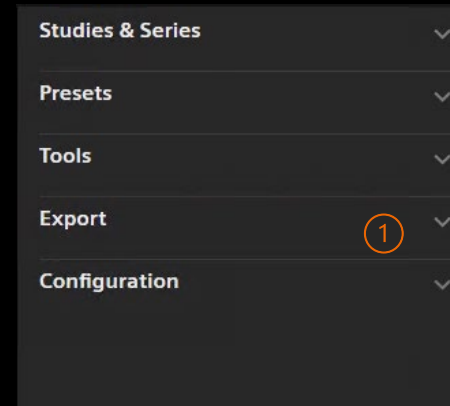
Export - Images

① After opening the **Export** tab in the selection menu on the right, two icons appear.



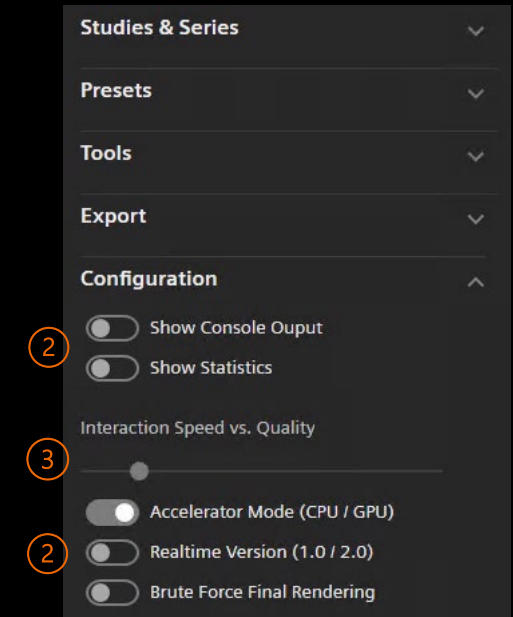
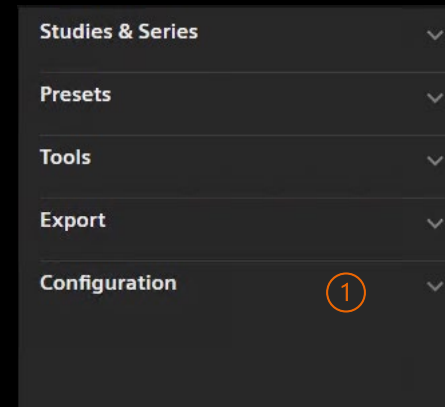
② By selecting the **Image** icon, the current image view is saved. A window opens in which the destination of the image is selected. In addition, the name is entered and the format of the image is selected.

④ The image is saved by pressing the "Save" button.



How To Use It Configuration

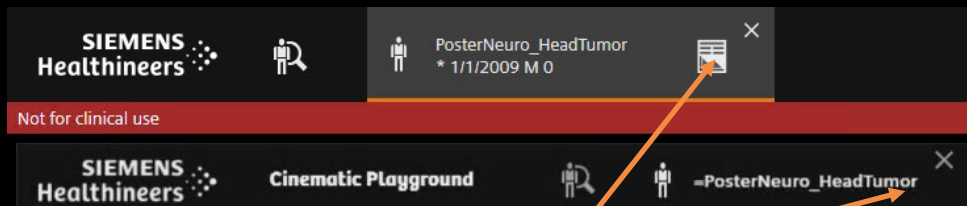
- ① To change the configurations, go to **Configuration** in the selection menu on the right.
- ② Selecting the button in front of the options enables or disables those options. For the **Interaction Speed vs. Quality**
- ③ setting, the button turns orange when pressed and can then be moved horizontally on the beam.



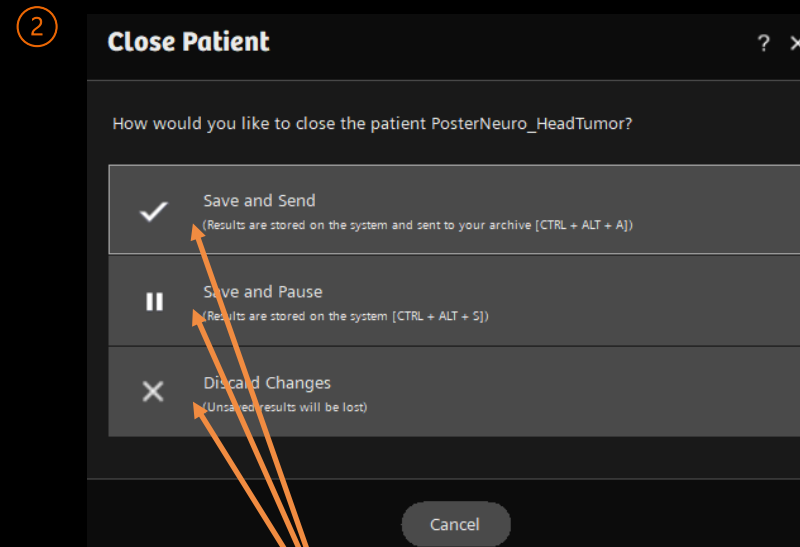
How To Use It

Close Cinematic Playground Research Application

- 1 To close the dataset, click on the cross behind the dataset name at the top of the taskbar.
- 2 The **Close Patient** window then appears in which the desired action can be selected.
Close *syngo.via*.



1 close



2 select