

Scanner	File	Rotation	Elevation	Other	Set Options
μCT 35	BOVINE_TB_CUBE_SEG.AIM	30	30		
μCT 35	BOVINE_TB_CUBE_SP.AIM	30	30		-1 = bone (show, object colour=white) 1-32 = spheres (transparent/join)
μCT 35	BOVINE_TB_CUBE_TH.AIM	30	30		
vivaCT 40	MOUSE_FEMUR_AND_TIBIA_SEG.AIM	-180	-180		
μCT 35	MOUSE_FEMUR_VIEW.AIM	-180			
μCT 35	MOUSE_HUMERUS_VIEW.AIM				
μCT 35	MOUSE_TIBIA_VIEW.AIM	90	10	Translate V = 20	
μCT 35	MOUSE_L1-L6_VIEW.AIM	-80			
vivaCT 40	MOUSE_INVIVO_L5-L6_VIEW.AIM	-180	-180		
vivaCT 40	MOUSE_INVIVO_TIBIA_BURR_HOLE_VIEW.AIM	110	-180		127 = Tb bone 10 = drill hole (hide if desired) -1 = Ct bone
vivaCT 40	MOUSE_RIB_SEG.AIM	-180	-180		
vivaCT 40	MOUSE_SKULL_SEG.AIM	-45			
vivaCT 40	MOUSE_SKULL_SEG.AIM	-80	-140		
vivaCT 40	MOUSE_WHOLEBODY_VIEW.AIM	-180			
μCT 35	RAT_SPINE_VIEW.AIM	60			
μCT 35	DUCK_BEAK_VIEW.AIM	-160	-45		122-127 = bone (show, object colour=white) -1 = soft tissue (transparent/separate, object colour=orange, transparency=0.60) -3-2 = nasal passages (transparent/separate, object colour=red, transparency=0.40) limit transparent intersections = 2
μCT 100	LIZARD_SKULL_TH.AIM		-50		
μCT 100	LIZARD_WHOLEBODY_VIEW.AIM	10	-70		
μCT 100	LIZARD_SKELETON_SEG.AIM	-180	-180		
μCT 100	PINECONE_TH.AIM				Values: Red-Yellow colour LUT, min 0 to max 0.8
μCT 100	ROCK_INCLUSION_TH.AIM	-90	-90		-1 = rock (transparent/join, object colour=white) 1-14 = inclusions
μCT 100	SAND_DOLLAR_SEG.AIM		90		
μCT 100	SHELL_01_SEG.AIM		-70		127 = shell (transparent/join) limit transparent intersections = 2
μCT 100	SHELL_02_SEG.AIM	-30	50	Light Elevation = 0	Values: Red-Yellow colour LUT, min -2.5 to max 2.5
μCT 100	SHELL_02_TH.AIM			Subdim, End Y=225	
μCT 100	FLOWER_HOYA_CARNOSA_SEG.AIM		80	Scale-Factor = 1.4	
μCT 100	CADAVER_TIBIA_MIDSHAFT_SEG.AIM				
μCT 100	CAD-TR01.ISQ				
μCT 100	CADAVER_TIBIA_MIDSHAFT_GAUSS.AIM	90	40	Light Elevation = 10 Subdim, End X to cut through sample	Values: Red-Yellow colour LUT, min 2.0 to max 3.75 8192-8220 = background (hide)
μCT 100	CADAVER_TIBIA_MIDSHAFT_VIEW.AIM	45	20	Light Elevation = 10 Subdim, End X to cut through sample	Values: Red-Yellow colour LUT, min -0.05 to max 0.20 -1 = bone (transparent/join, object colour=blue)