

# RealisticVue™

High resolution and natural skin expression with optimized volume filter

Tips & Tricks



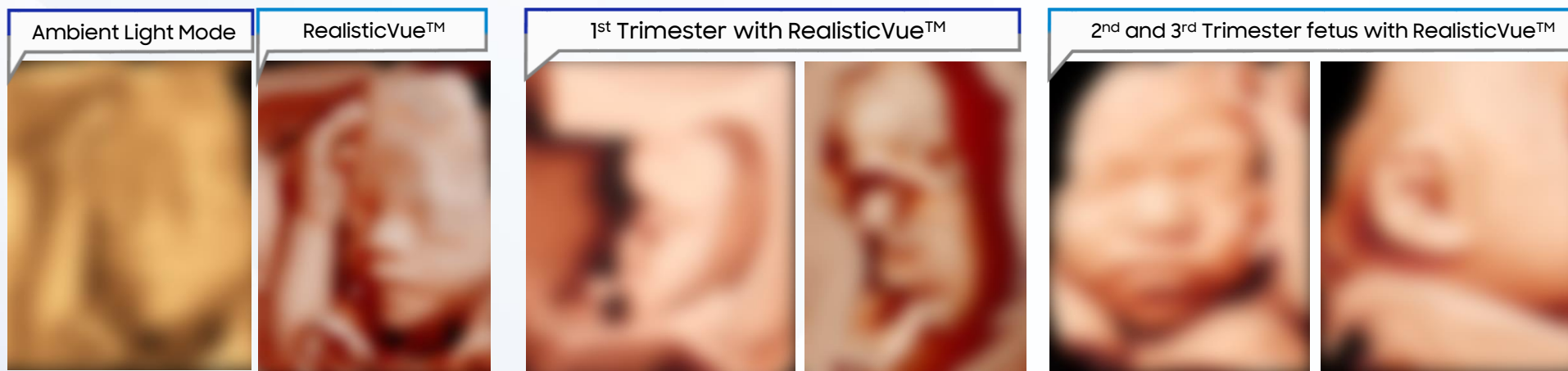
## Clinical Values

### | Clinical Benefits

- Enhancing stereoscopic depth and volumetric effect with local shading.
- Displays high resolution 3D anatomy with exceptional detail and realistic depth perception.
- User selectable light source direction creates intricately graduated shadows for better defined anatomical structures.
- Helpful to demonstrate detailed malformation criterions and may give a precise view such as palpebral fissures for down syndrome, cleft lip and early anomalies like gastroschisis with a light source adjustment.

### | Clinical Cases

- Create a wonderful realistic fetus volume images on all stage of gestation with RealisticVue™.





## Configuration

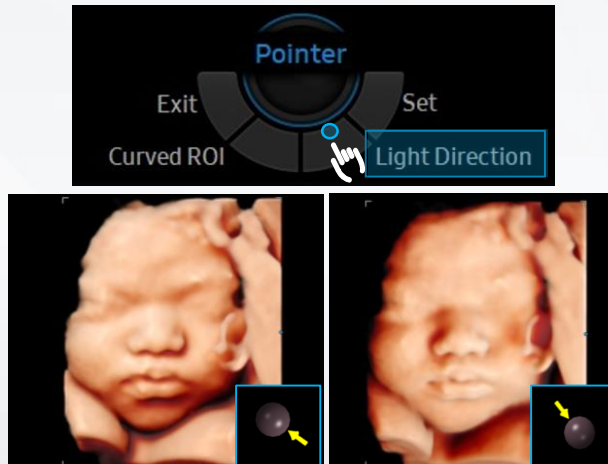
### Checklist

- Options : RealisticVue™
- Transducer/Application/Preset : Volume Transducer

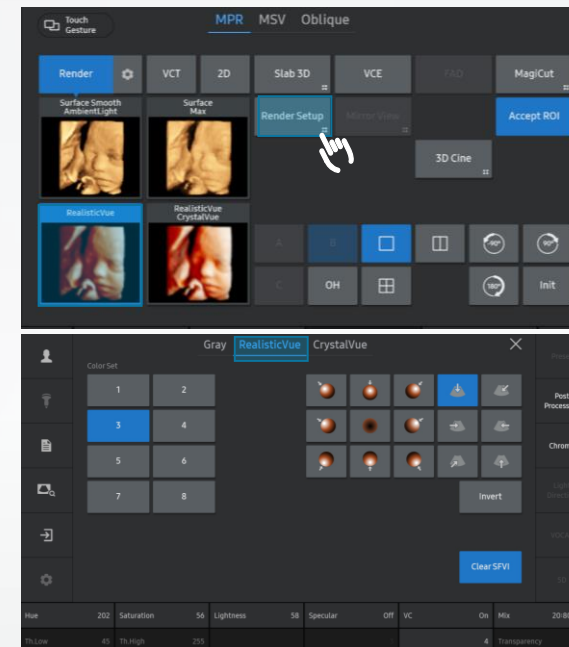
## Tips & Ticks

### 01. Quick Light Direction change in manual way

- Trackball action is assigned as Light Direction by Clicking the contextual button of the Control Panel.
- Light Direction is changing according to a trackball movement, helpful to emphasize specific structures



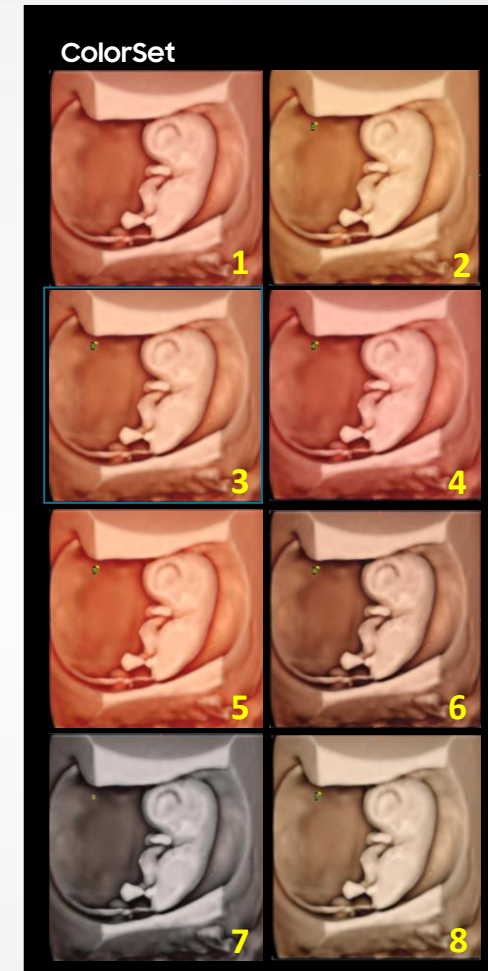
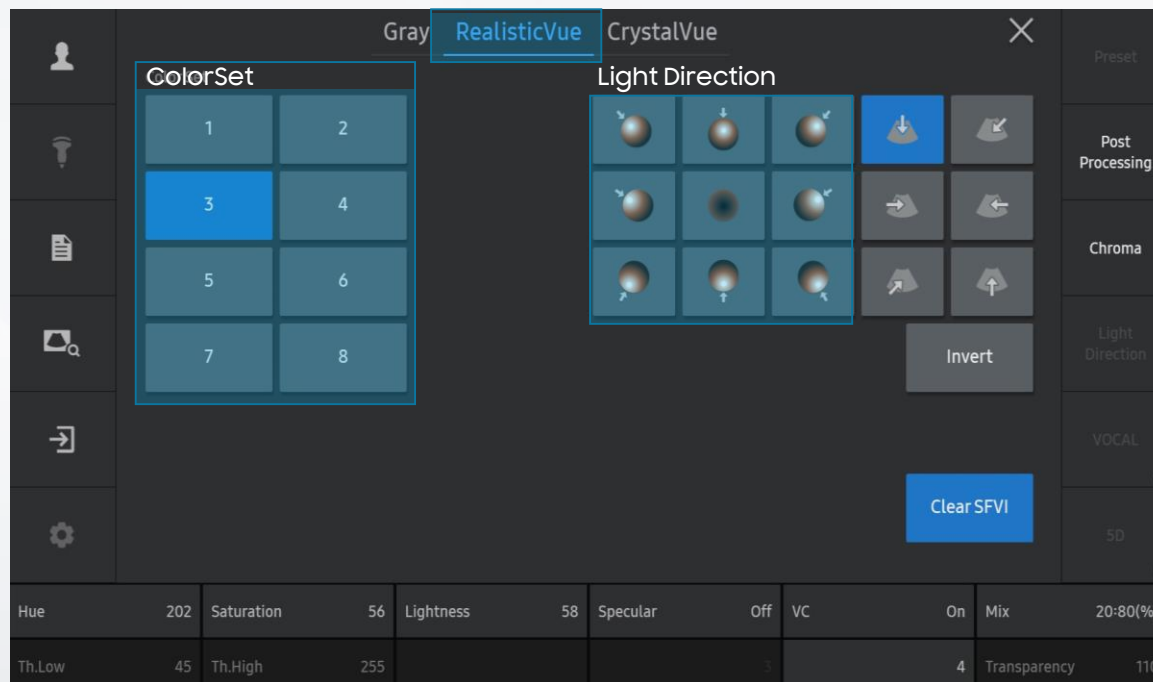
### 02. Go to Render setup for more detailed setting.





## 03. For more details of RealisticVue™ : RenderSetup (1)

- **ColorSet** : Total 8 colors are provided, each color set has its own hue, saturation, lightness combination. (Default : 3)
- **Light Direction** : Switch the light source direction quickly in 9 ways.

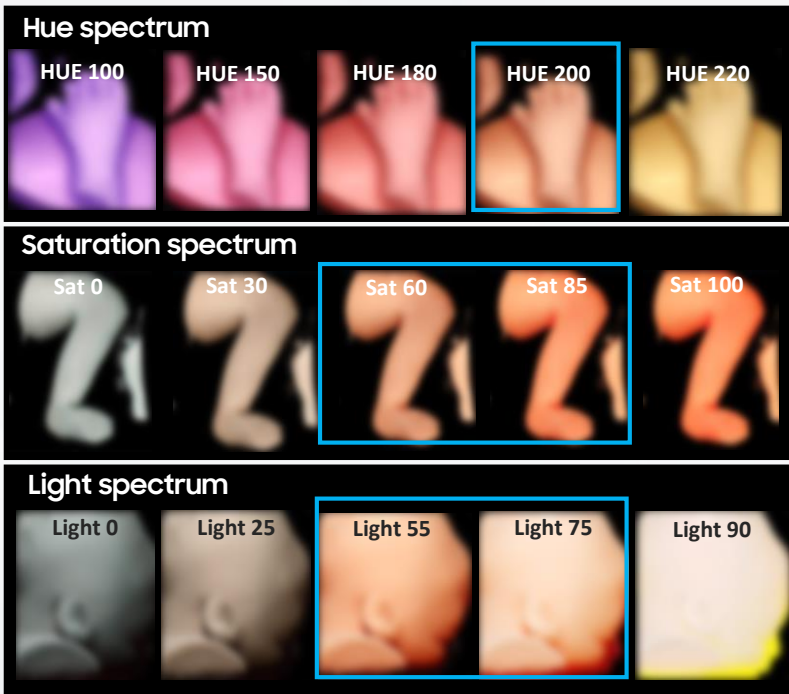




## 03. For more details of RealisticVue™ : RenderSetup (2)

### ■ Hue, Saturation, Lightness : Configure the color settings.

- Hue: Hue: 0-255 (hue spectrum). Change the color with hue 100-200 is generally recommended.
- Saturation: 0-100 (saturation spectrum). Shows from low to high. 60-85 level could generally used.
- Lightness: 0-100. The amount of white or black mixed in with the color. 50-75 index is usually recommended.



Hue	202	Saturation	56	Lightness	58	Specular	Off	VC	On	Mix	20:80(%)
Th.Low	45	Th.High	255						4	Transparency	110

### ■ Default : Realistic Vue Color set 3



- Hue 100
- Saturation 30
- Light spectrum 50

### ■ Modified View : More Brighter and Vivid look



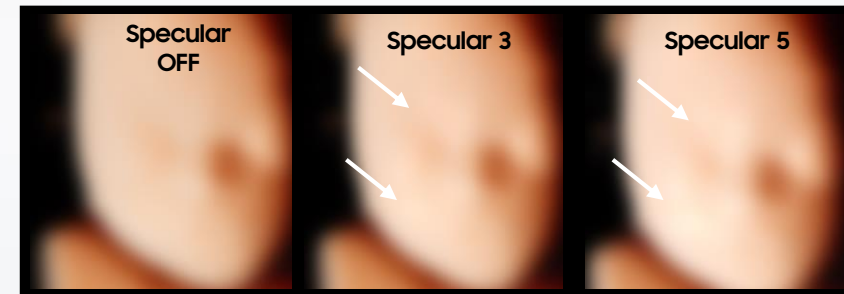
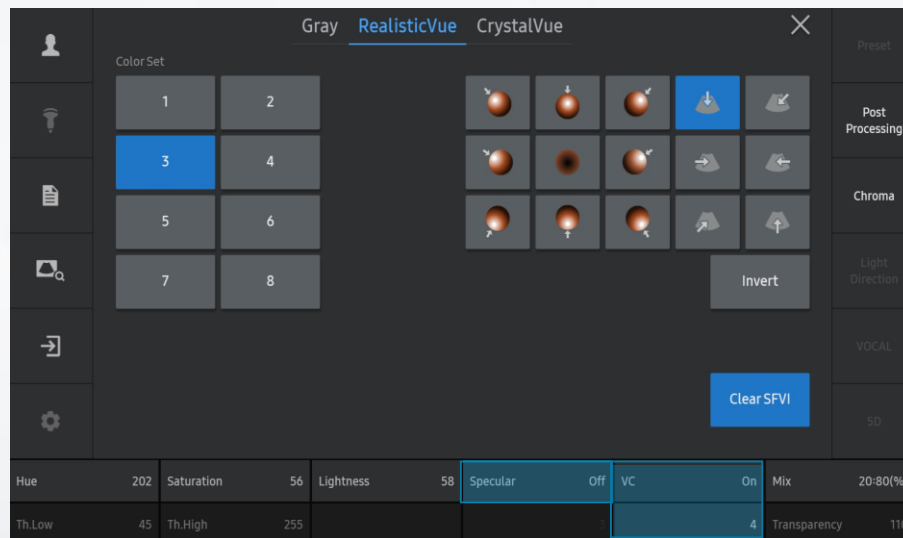
- Hue 100
- Saturation 60
- Light spectrum 60



## 03. For more details of RealisticVue™ : RenderSetup (3)

### ■ Volume image parameters : VC, Specular

- VC (Volume Compensate) 0-10
  - By compensating the weak images to make more smoother surface texture, compensating also can make image looks like real. You can go to the RenderSetup page to find VC to non-off status. (off is option for all camera)
- Specular 0-10
  - Adjust the reflective light effect.





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