Introduction to image analysis and communication -Fiji: trick and tips And Macro application (Reda Amerzou)-

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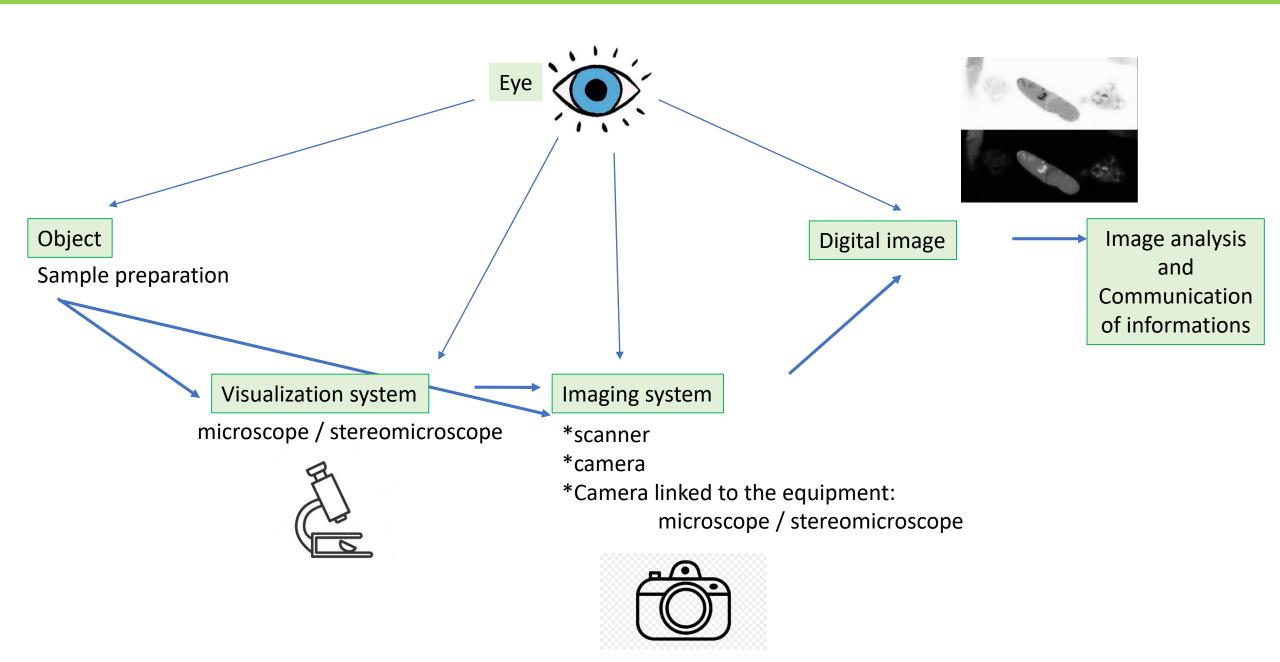






Reminder: What is an image?

An image is a partial representation of reality



Reminder...

Samples preparation

*Mounting media



Immersion media: refraction index

Visualization system

Light path should be clean No dust !!

Imaging system (camera)

Exposure time File format when saving data

Analyse et manipulation des images

Attention !! Improper handling of images can destroy information because it is based on "false" results.

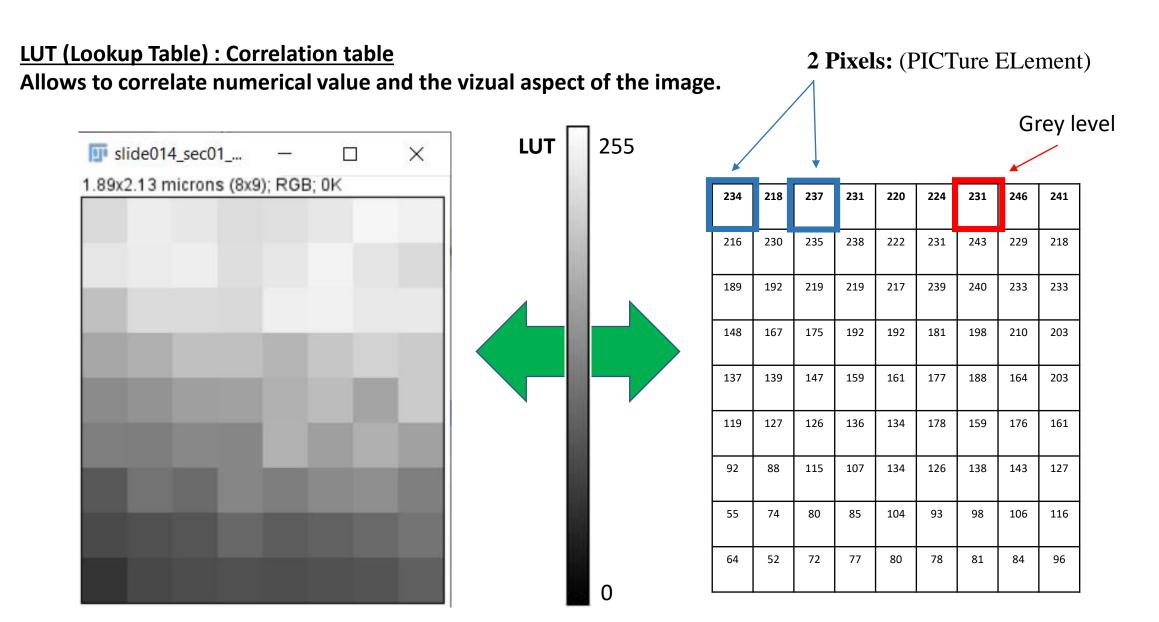
(conserve as much as possible raw data!!)

Plastic surgery of image can change the conclusion of image analysis!!

https://www.youtube.com/watch?v=c Oi2HKom Y

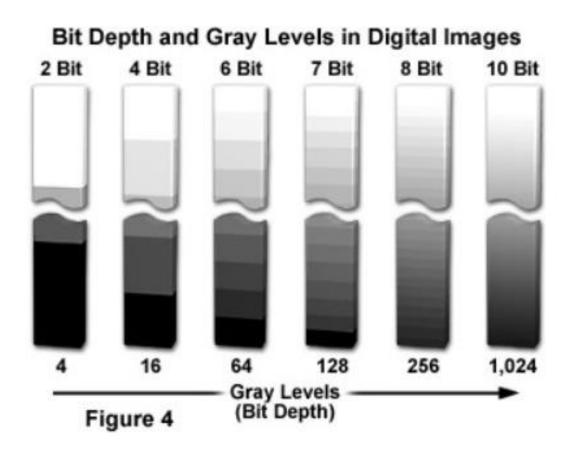
In Defense of Image Data & Analysis Integrity

Reminder: What's a digital image?



Reminder: Image dynamic of a digital image

Notion of bit (Binary digit): image dynamic

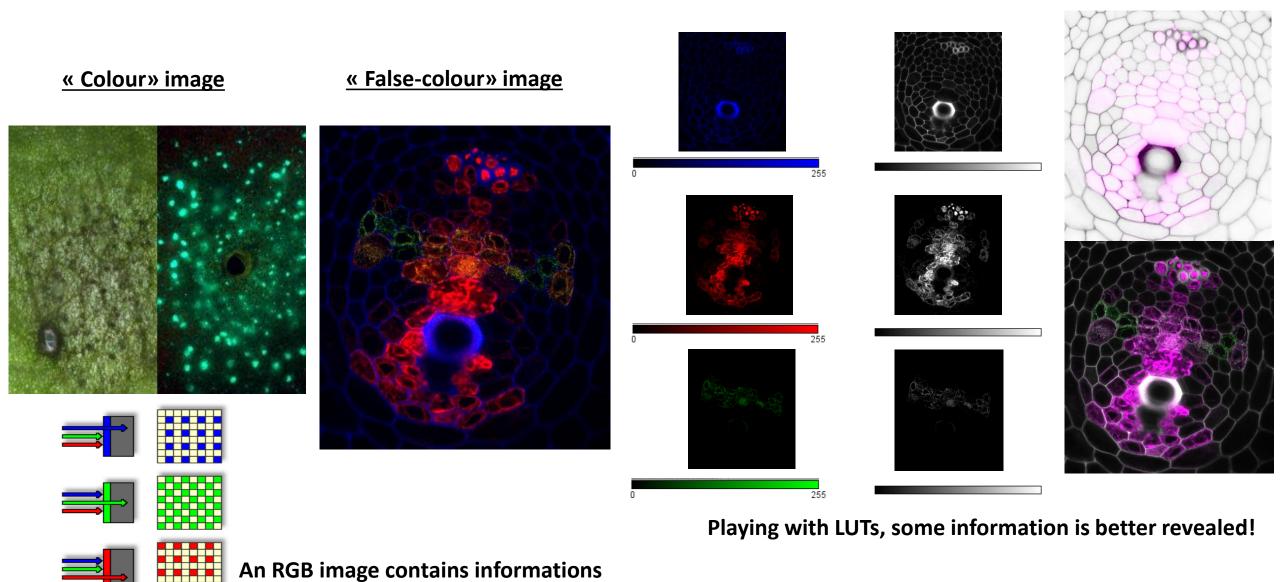


A n bit image can contain up to 2ⁿ bits of different grey levels.

... 16bit

http://zeiss-campus.magnet.fsu.edu/articles/basics/digitalimaging.html

Reminder: « colour » and « false-color » image



fom R + G + B channels.

Light filter

7

Image format (Major reason for mistakes during image analysis!!)

Prioritize manufactuer format or OME tiff format when analysing image data or want to publish images.

Otherwise

Attention: 2 type of tiff format

OME Tiff (Metadata kept) : Open Microscopy Environment

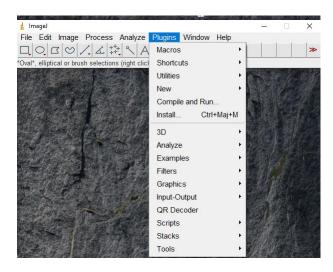
Tiff: Metadata lost

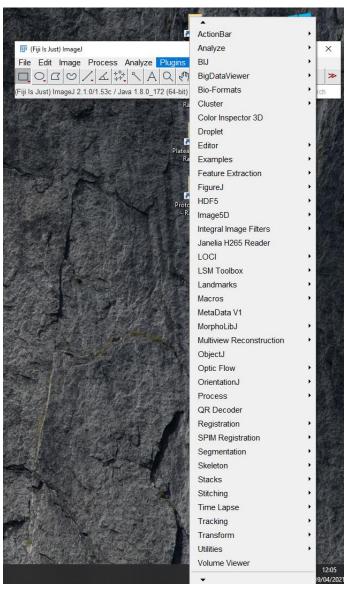
Illustration: png/jpeg

Compressed format OK, you don't need details and it allows also to avoid a heavy file like over 200Mo.

Download Fiji and Open an image

Why Fiji? And not ImageJ





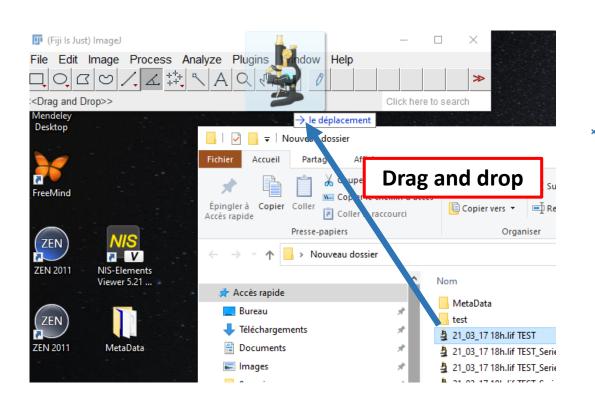
https://imagej.net/Fiji

Fiji is just ImageJ with options already installed.

For users - Fiji is easy to install and has an automatic update function, bundles a lot of plugins and offers comprehensive documentation.

For developers - Fiji is an open source project hosted in a Git version control repository, with access to the source code of all internals, libraries and plugins, and eases the development and scripting of plugins.

Open files: drag and drop



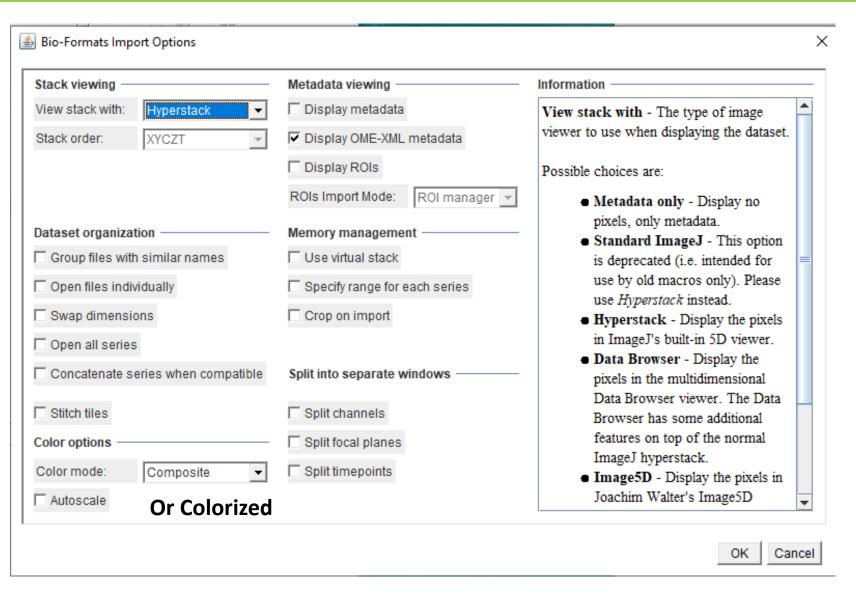
If single image: directly open image with 1 dimension

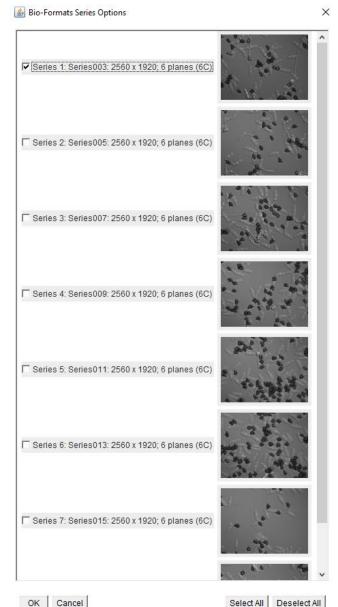
This is the case for classical format: png, jpeg, in some case tiff

If the file is in manufactuer format and contains several images : 2 steps

Manufactuer format is: lsm, lif, lef, nis etc...

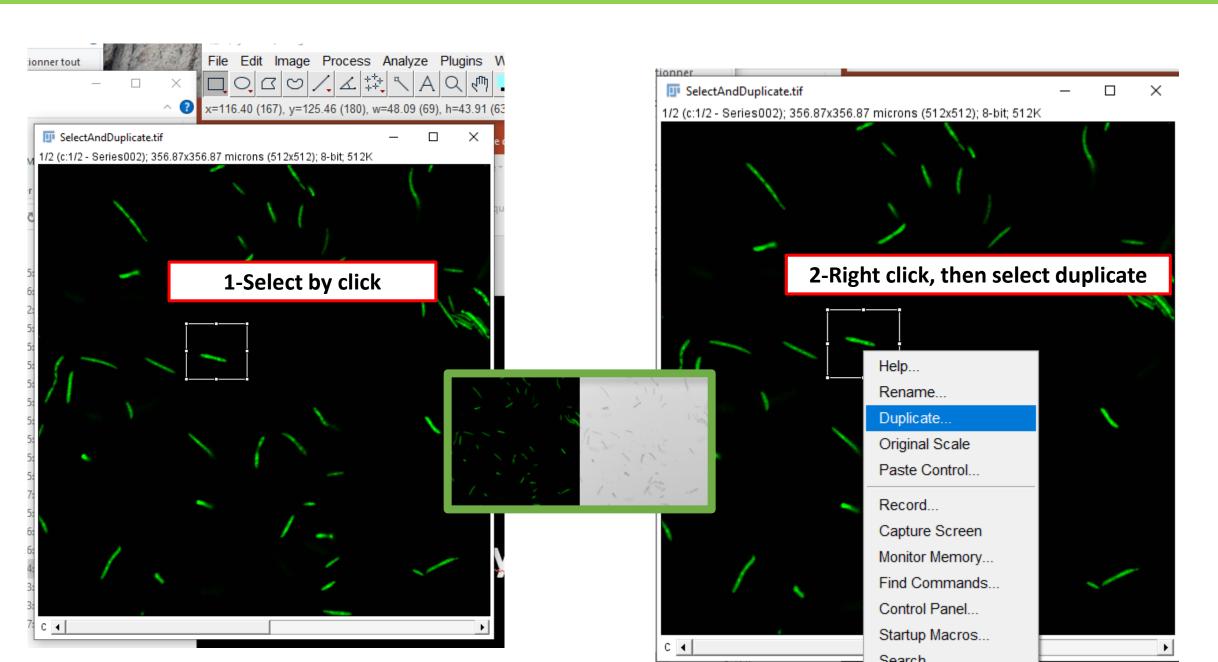
Open file which contains several images: 2 steps



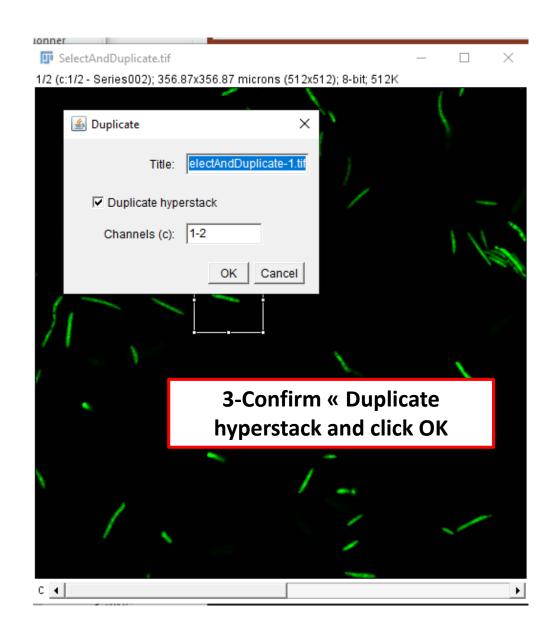


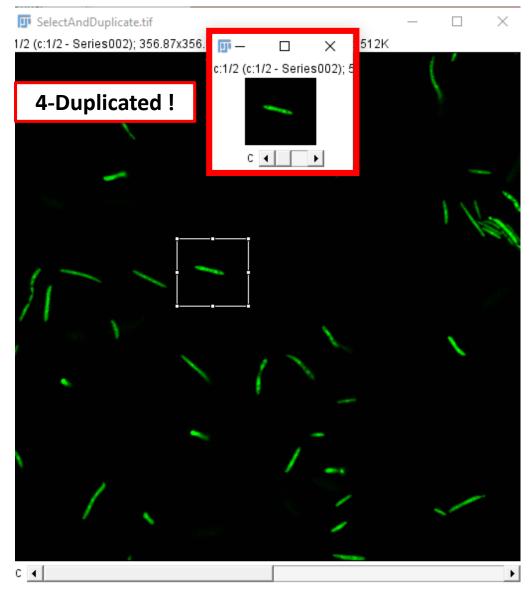
Select and duplicate a region of your image

Useful when you have a multichannel image or z-stack (1)



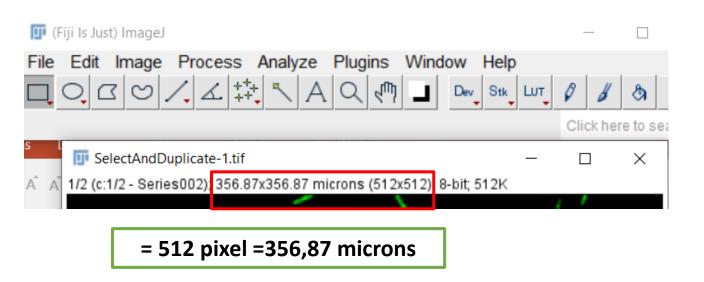
Useful when you have a multichannel image or z-stack (2)

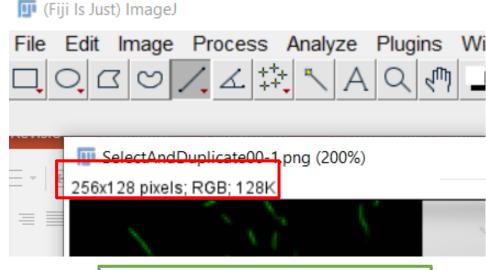


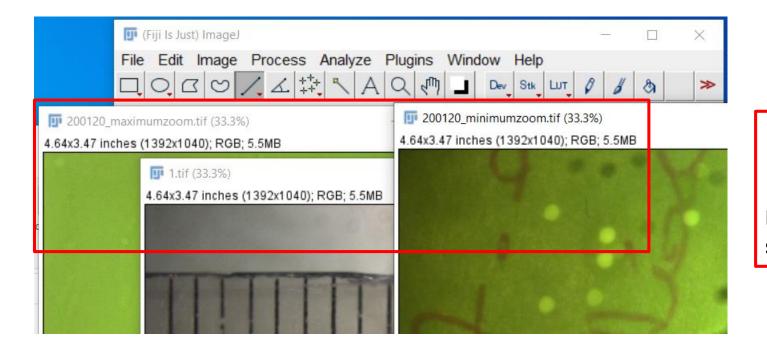


Set scale and show scale bar

How to check if pixel size is already known or not





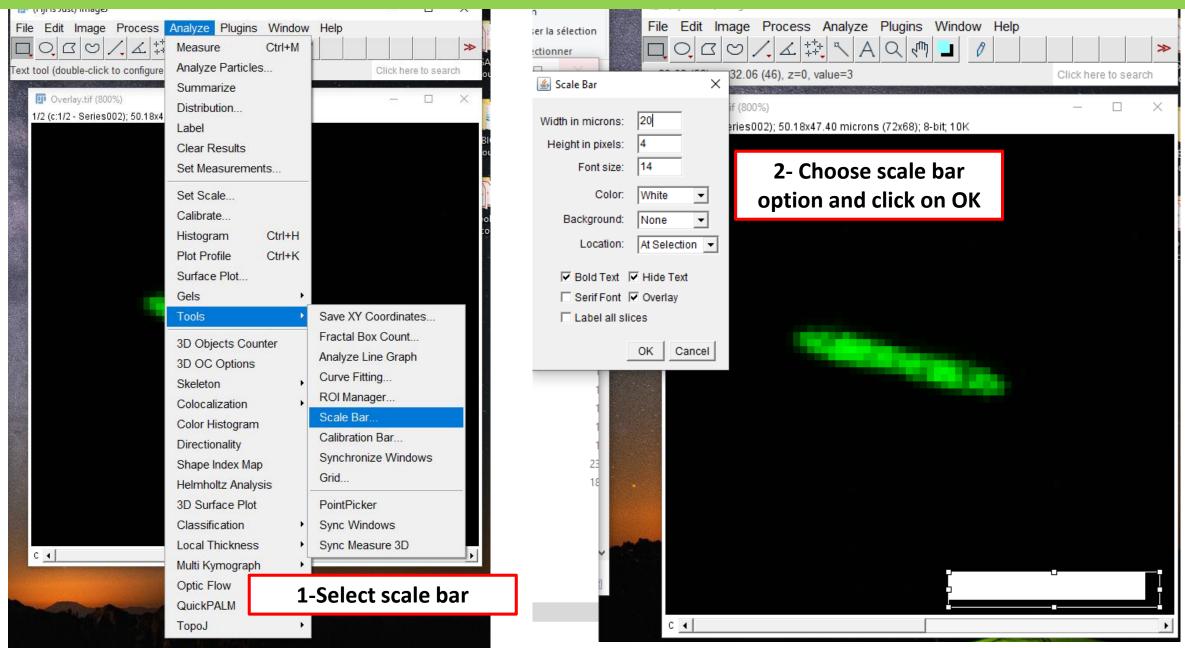


Attention!
When unit is in inch be carreful!!

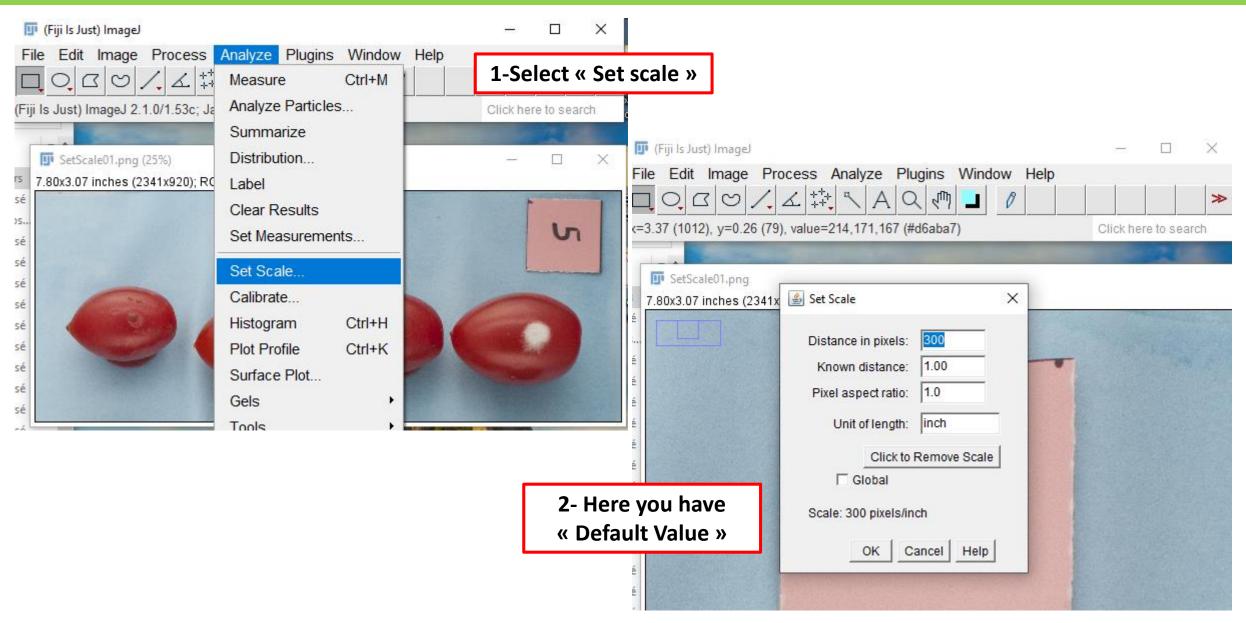
Ex. Stereomicroscope, with different zoom, same pixel size. This is NOT possible.

Pixel size not known

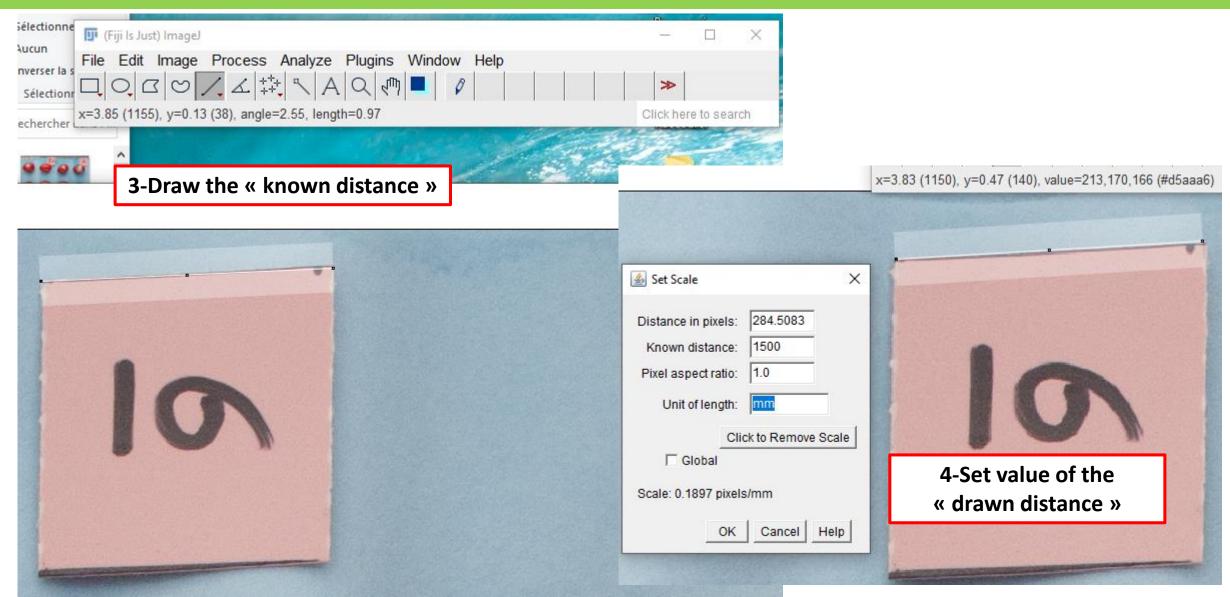
Show scale bar when pixel size is already known



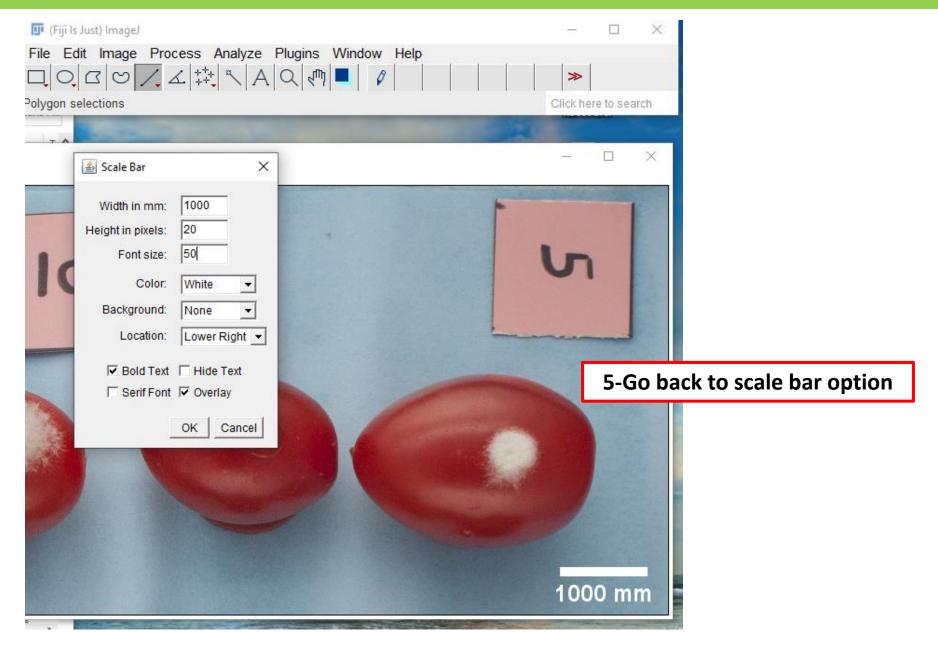
Set Scale, in case pixel size is NOT known (1)



Set Scale, in case pixel size is NOT known (2)

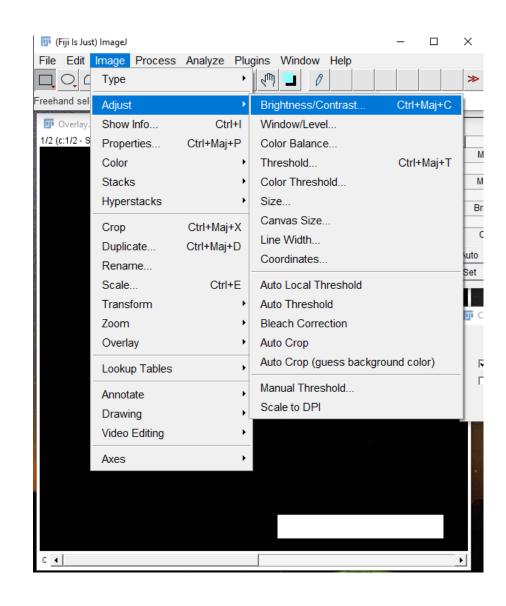


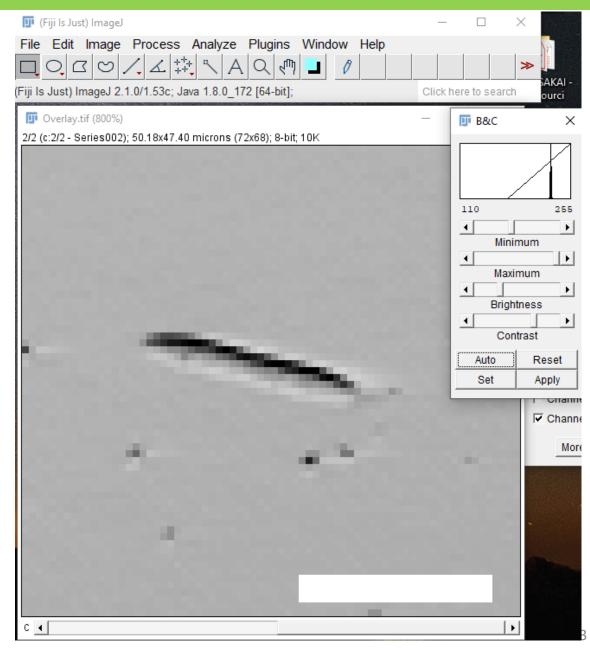
Set Scale, in case pixel size is NOT known (3)



Brightness and contrast

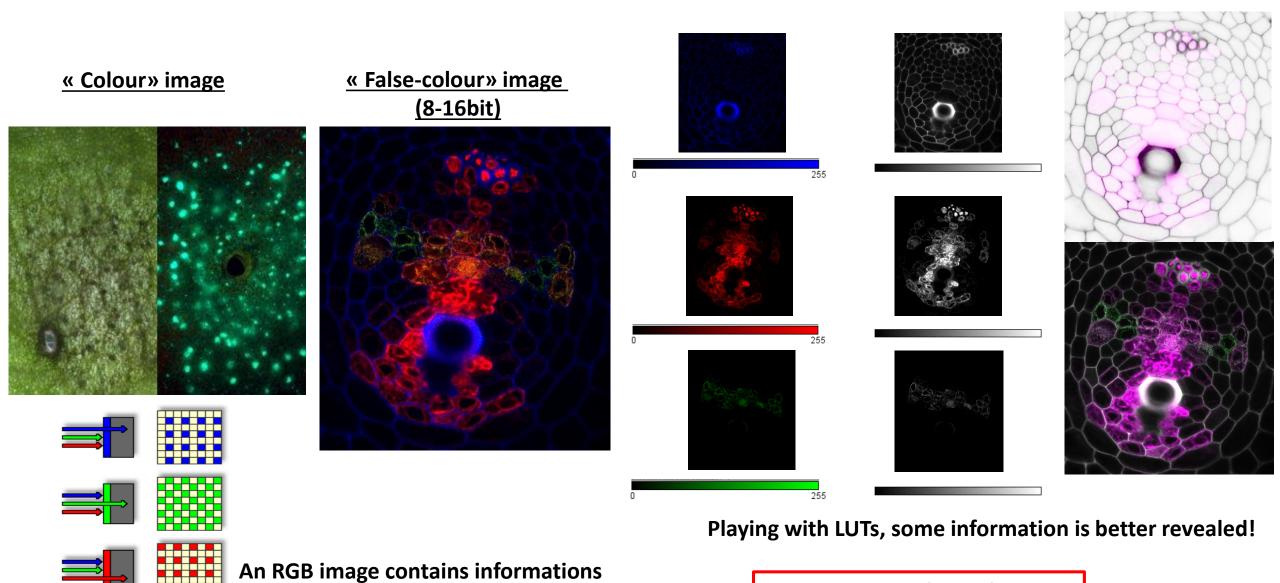
Brightness and contrast





« Overlay channels » False color images (B/W or detector) VS Color images (RGB camera)

Reminder: « colour » and « false-color » image



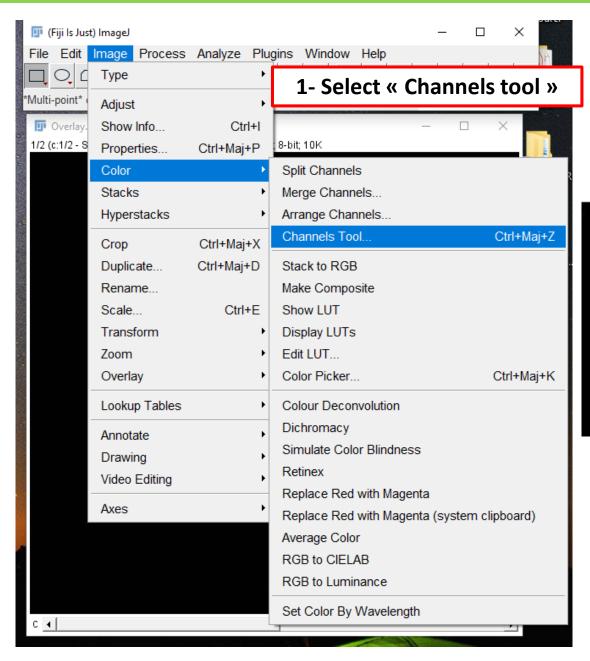
fom R + G + B channels = 3 different

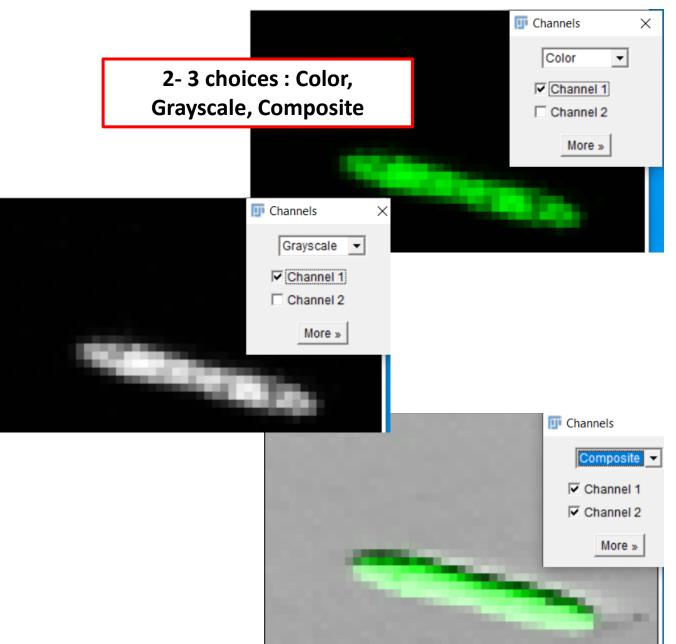
channels form 1 image.

Light filter

RGB = 3 channels 8-16 bit= 1 channel

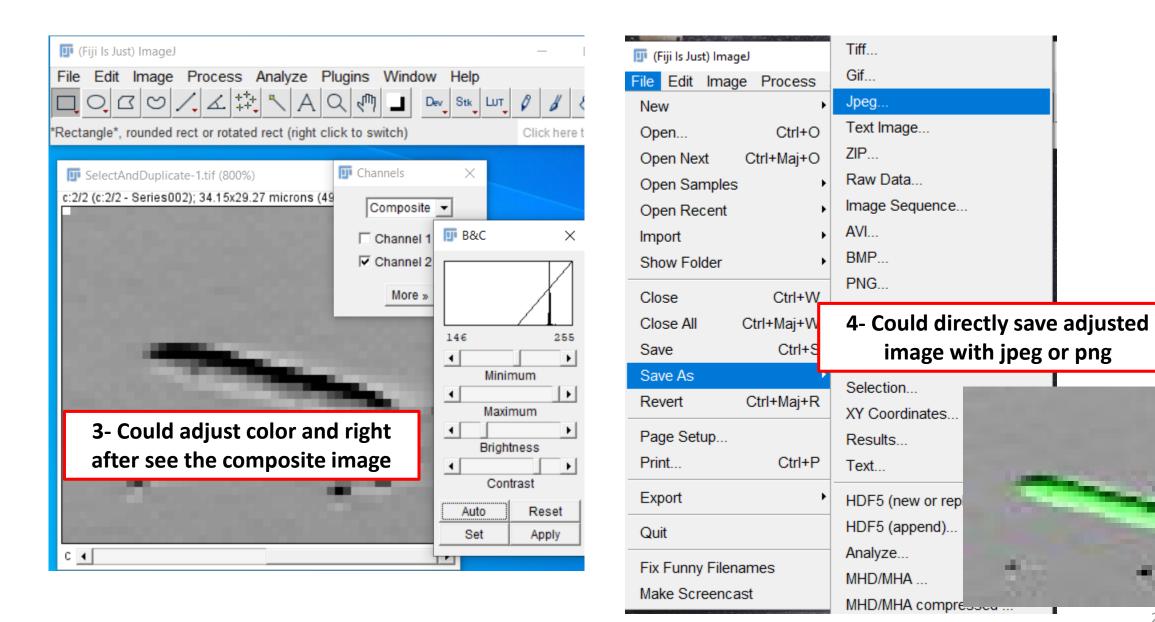
Channel tool for B/W images and LUT: X bit images (1)



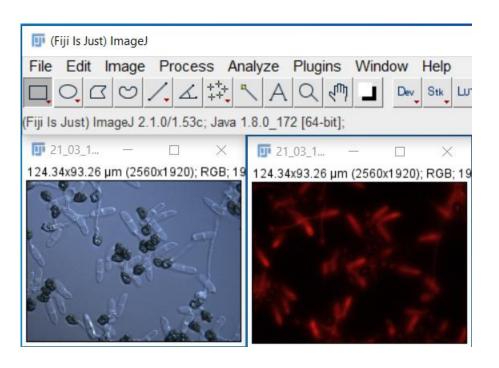


Channel tool for B/W images and LUT: X bit images (2)

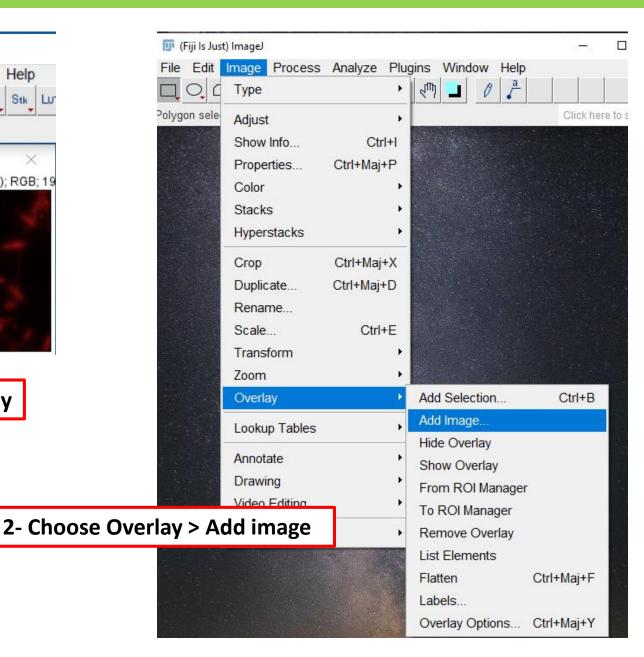
27



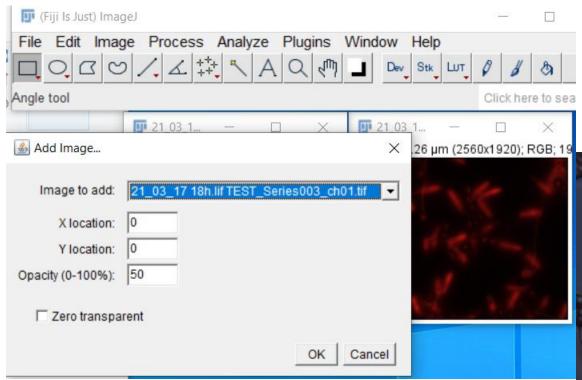
Overlay RGB images is possible but...1by1 (1)



1-Open all RGB images to overlay



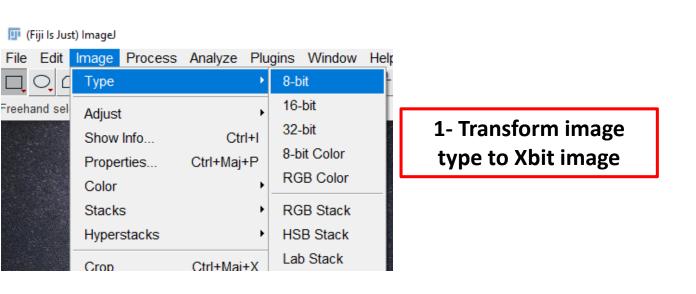
Overlay RGB images is possible but...1by1 (2)

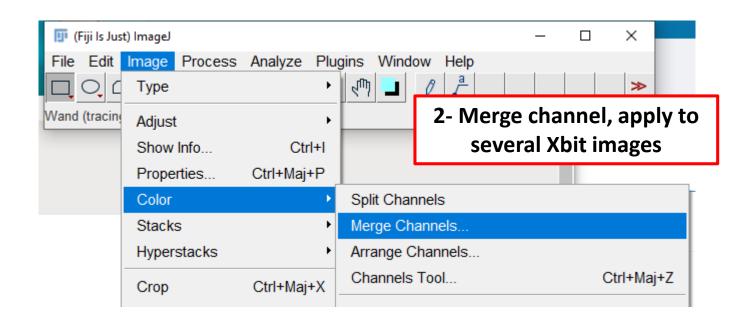


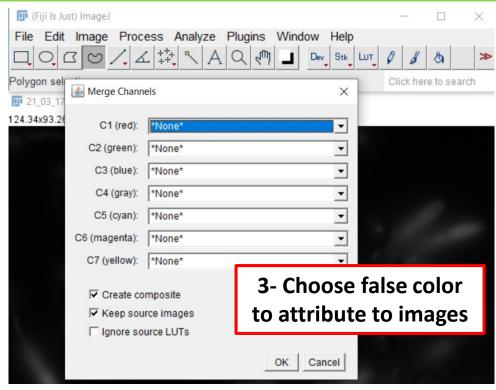
3- Choose the image to add



If color information is not needed: transform image type to X bit





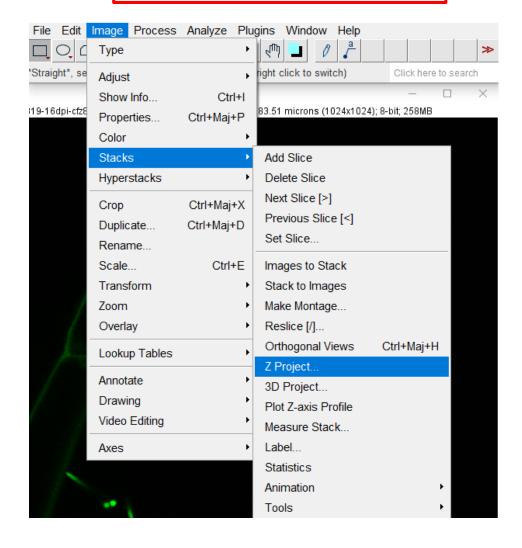




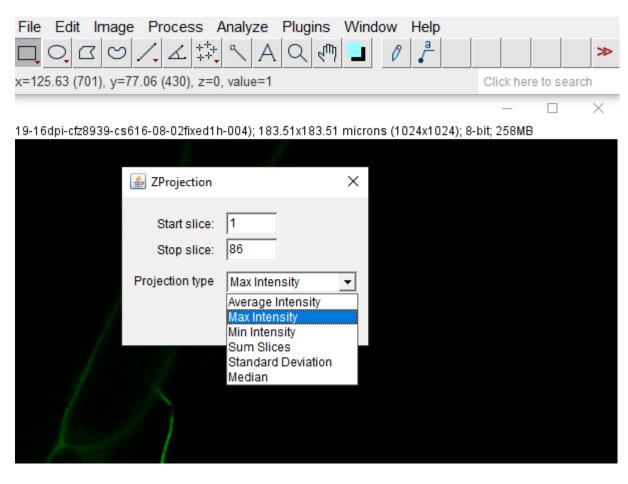
Stack: Z-project, Montage

Z-project: to get an overview of your stack (1)

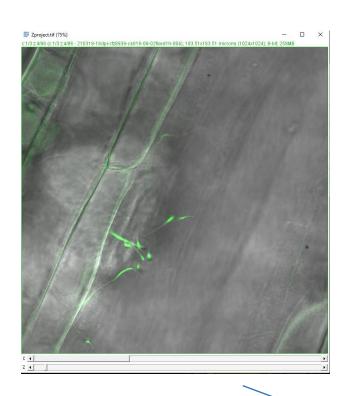
1- Select Stacks > Z project



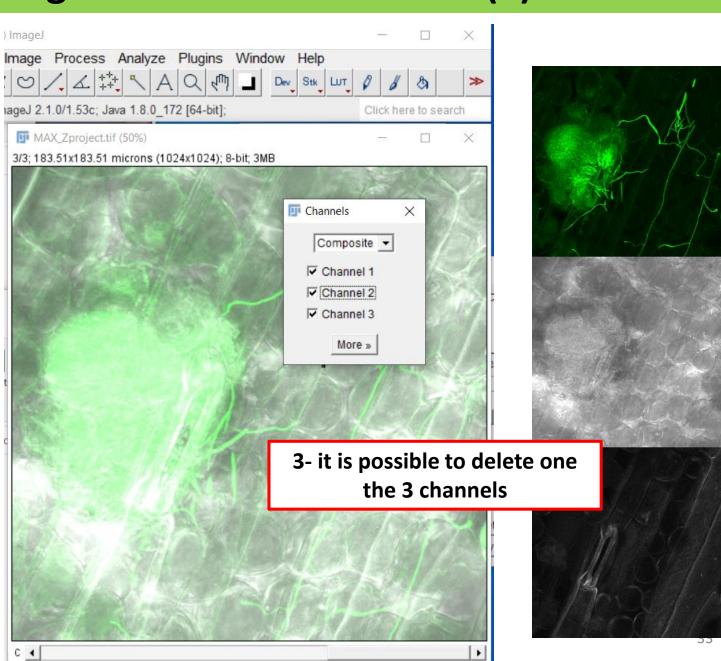
2- Select max intensity



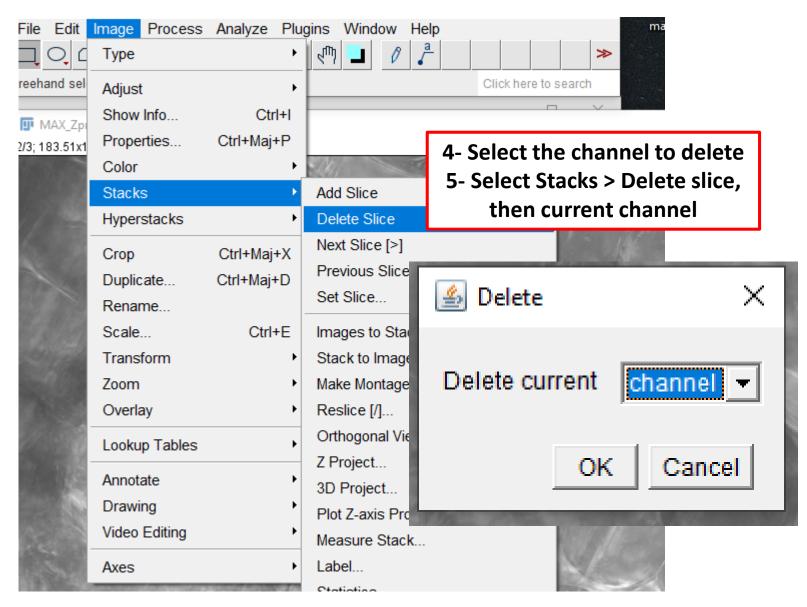
Z-project : to get an overview of stack (2)

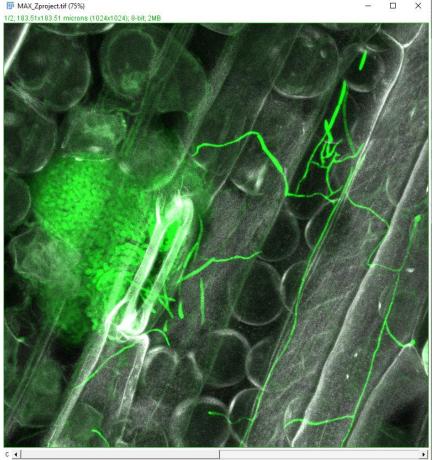


Z project

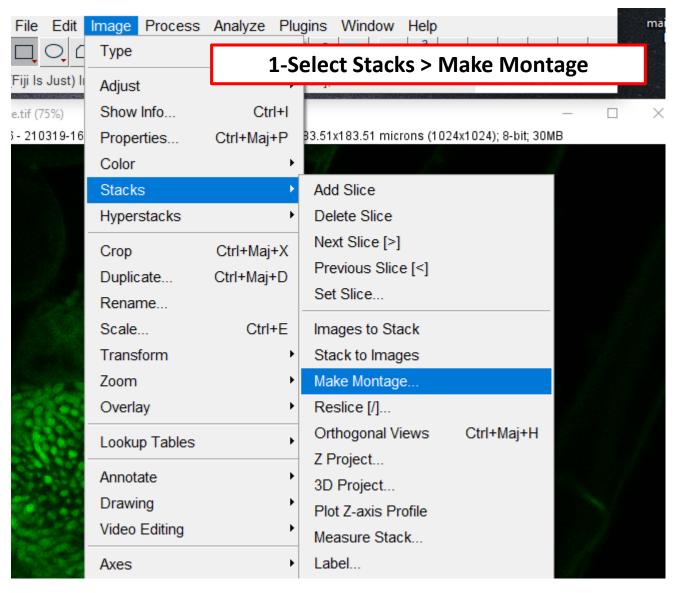


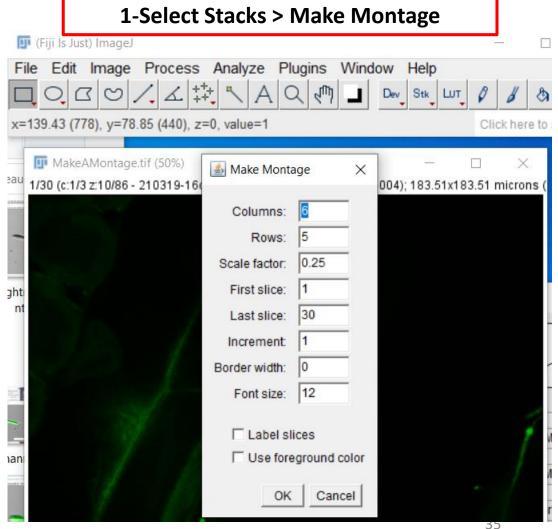
Z-project: to get an overview of stack (3)



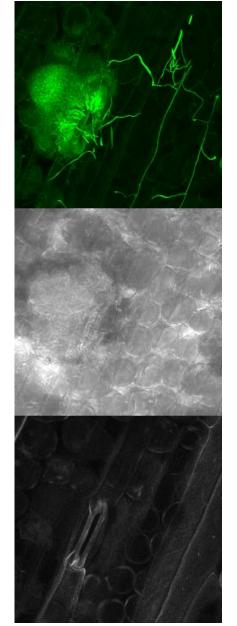


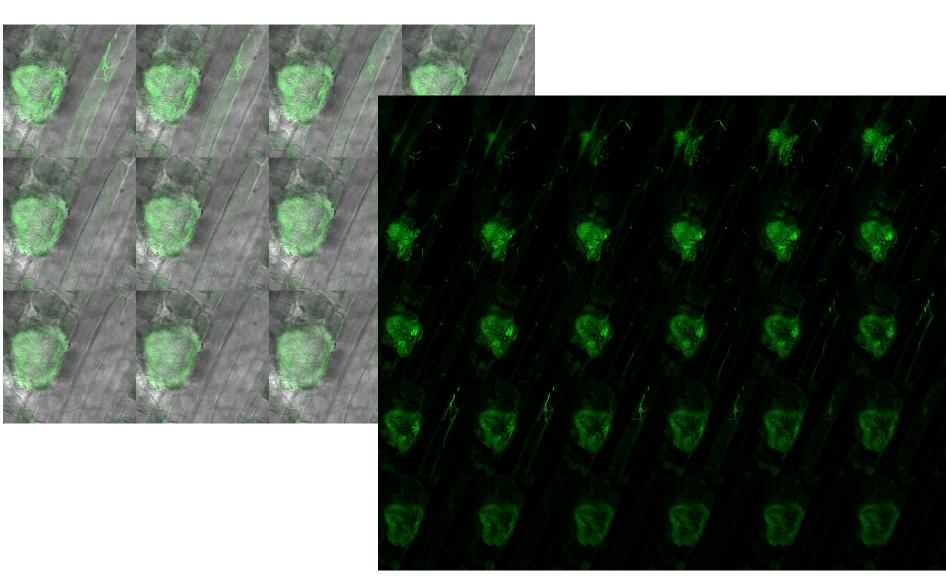
Make a montage: to show an overview of stack / channels (1)





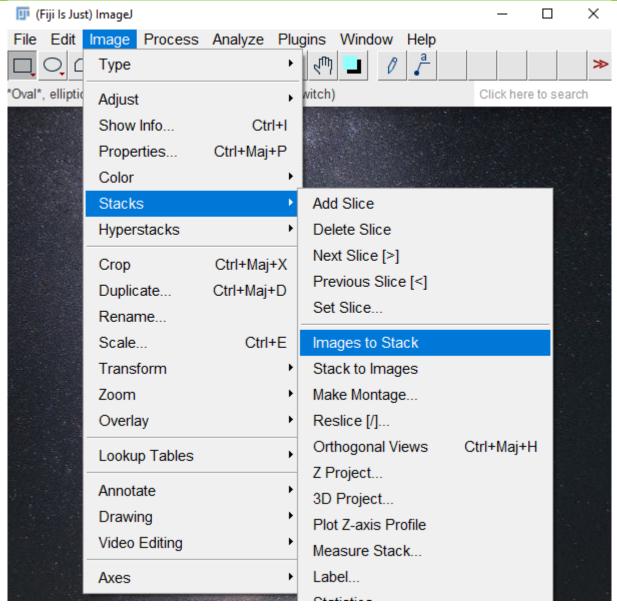
Make a montage: to show an overview of stack / channels (2)

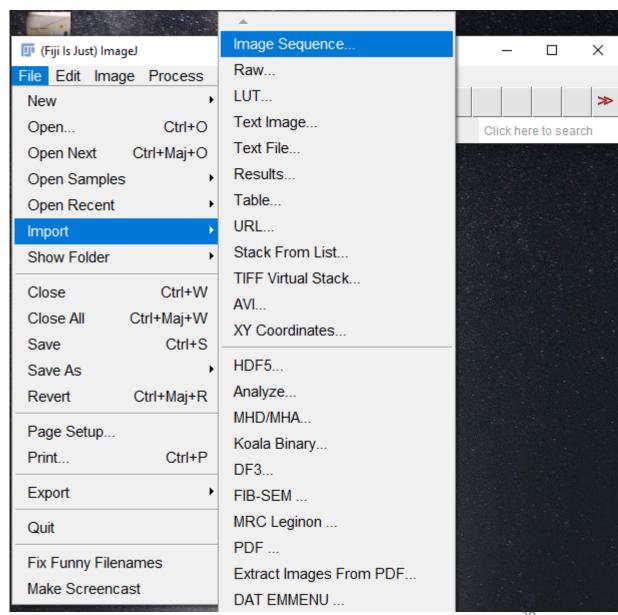




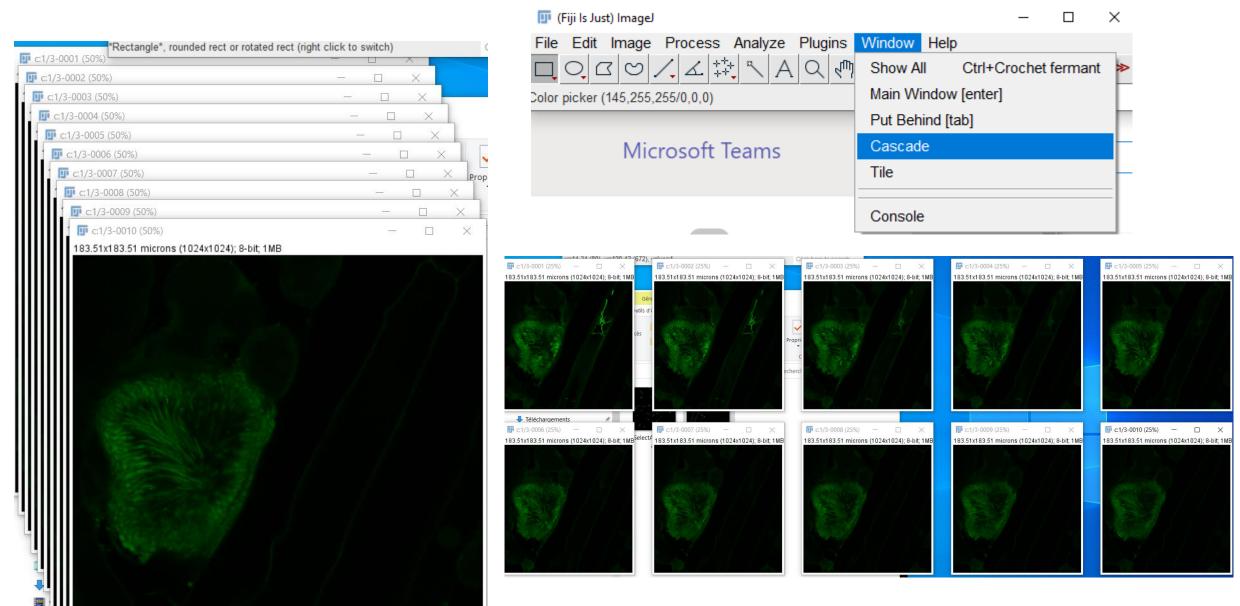
Organize images: Image to stack / image sequence tile and cascade

Image to stack / image sequence : group by stack



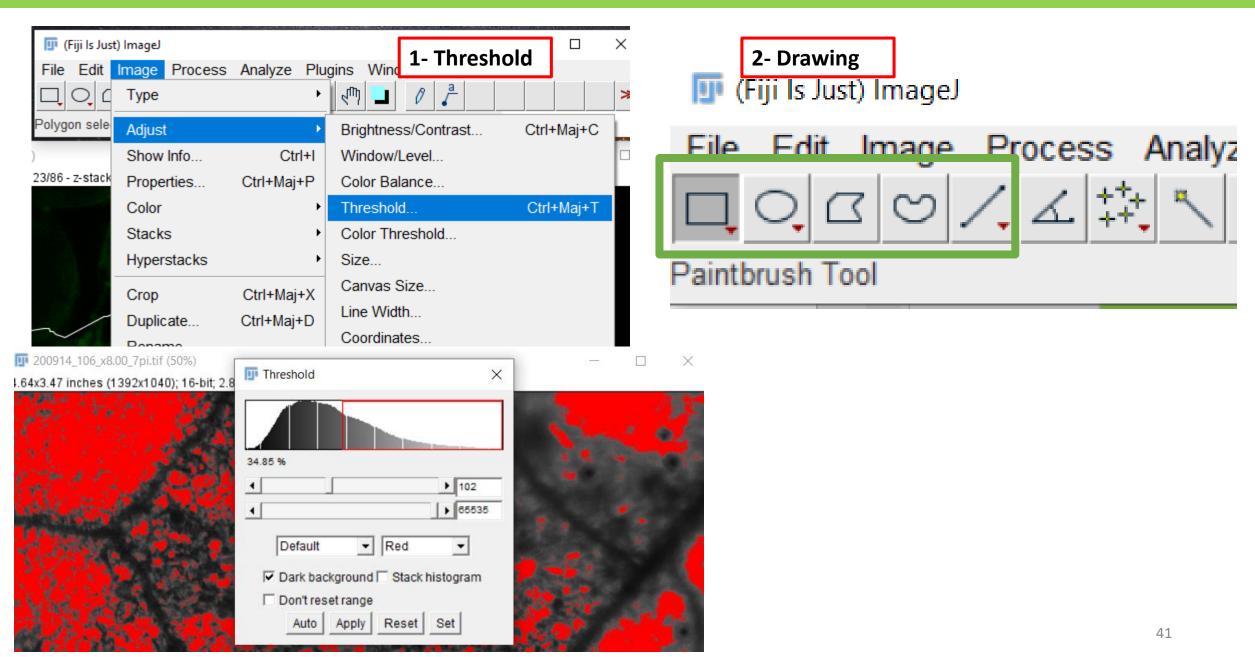


Tile and cascade

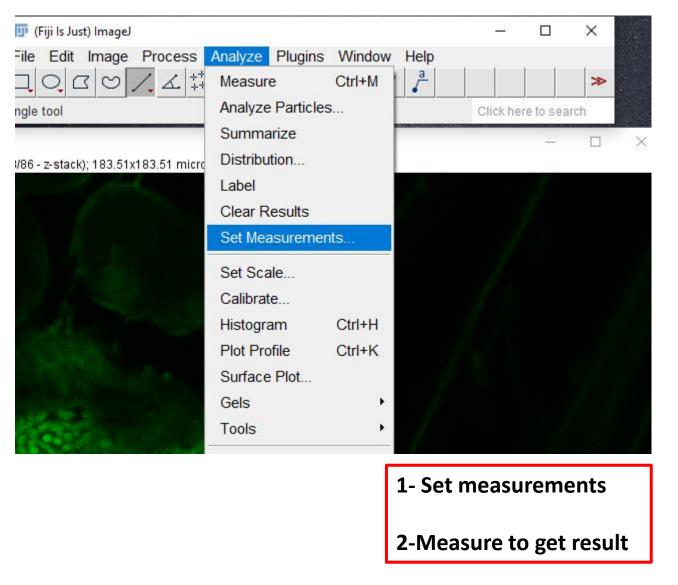


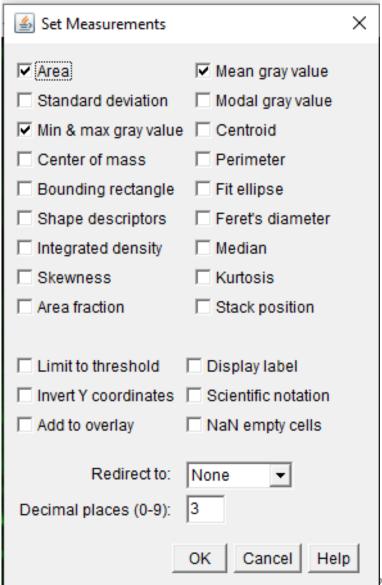
Analysis

Define region to analyse by using threshold or drawing (1)



Define region to analyse by using threshold or drawing (2)





Macro in Fiji or ImageJ

Example of macro in Fiji

image.sc

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