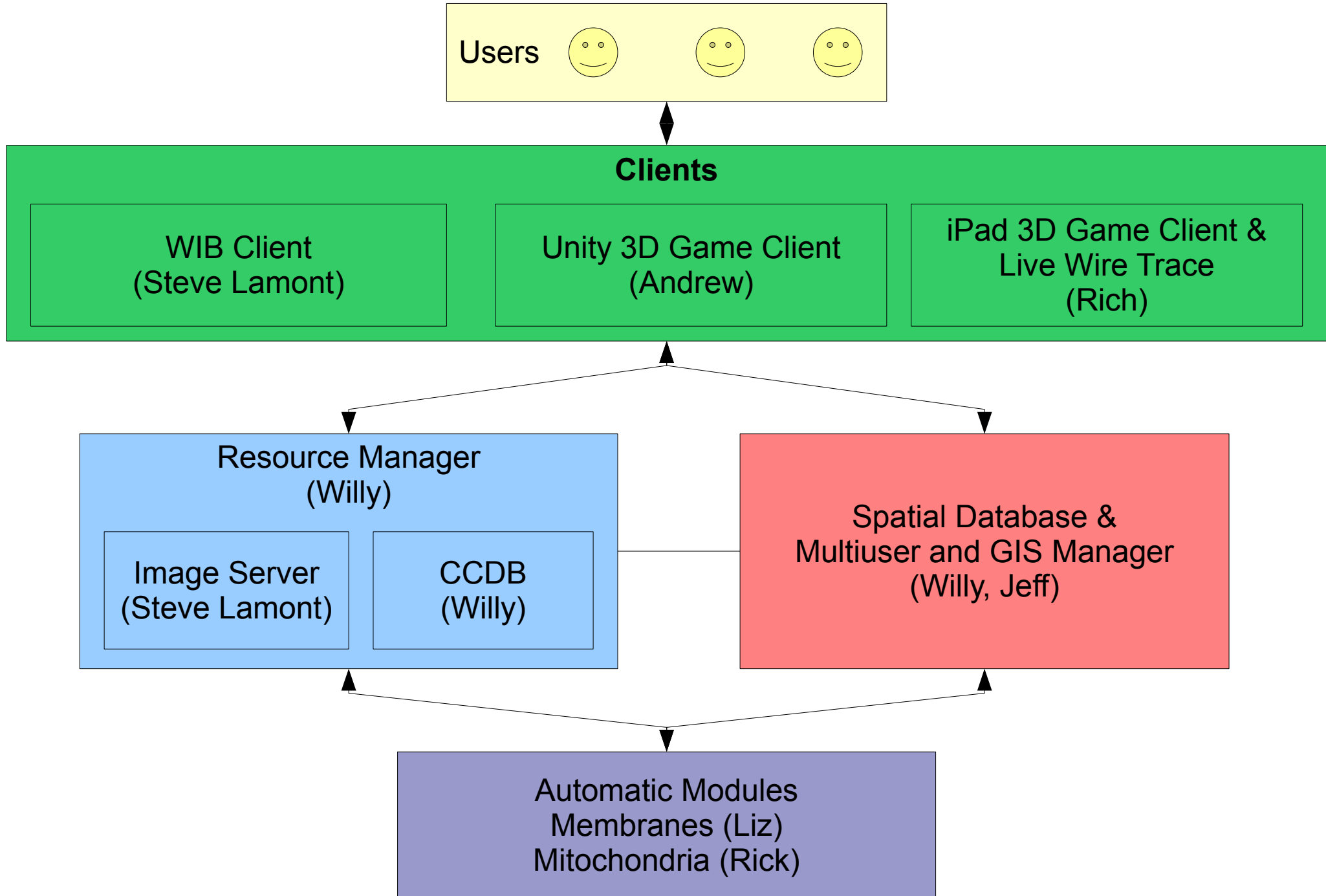
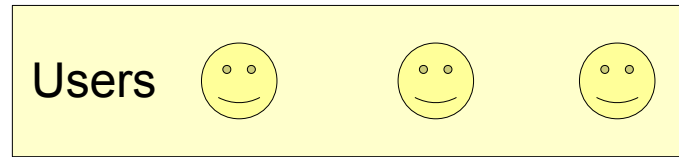


Segmentation System Module Diagram



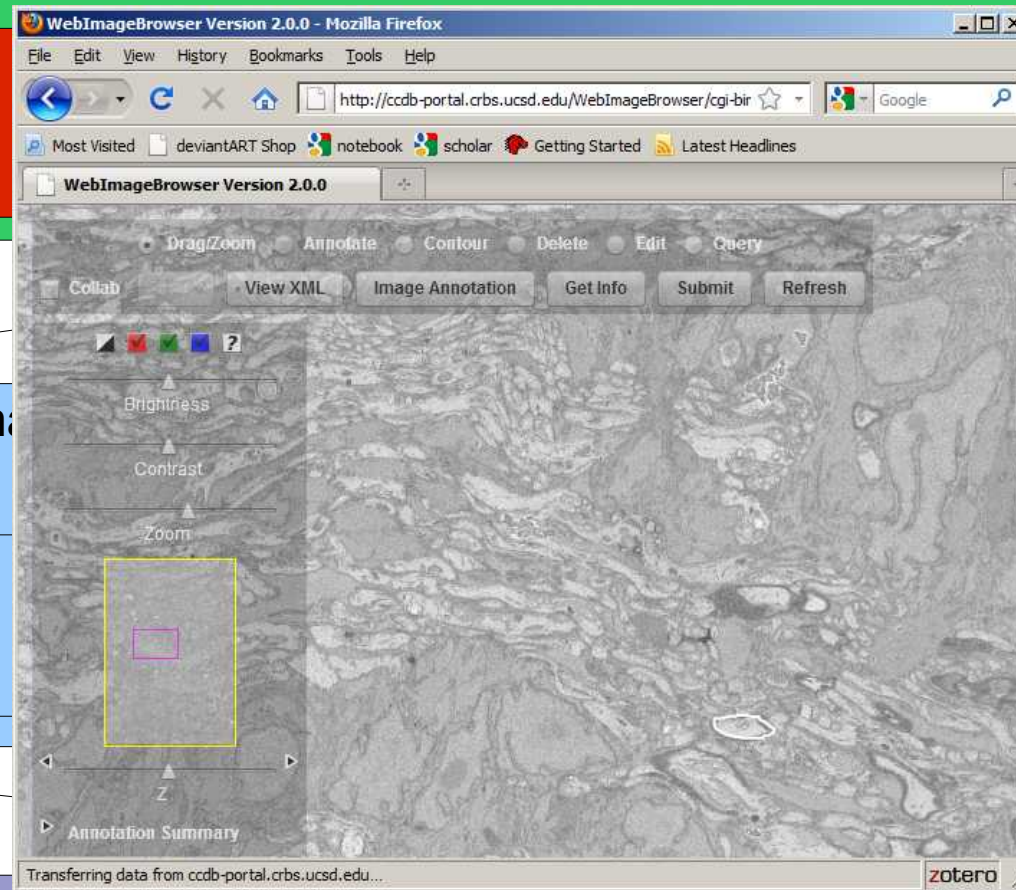
Segmentation System Module Diagram



Clients

WIB Client
(Steve Lamont)

Game Client &
Wire Trace
(Rich)



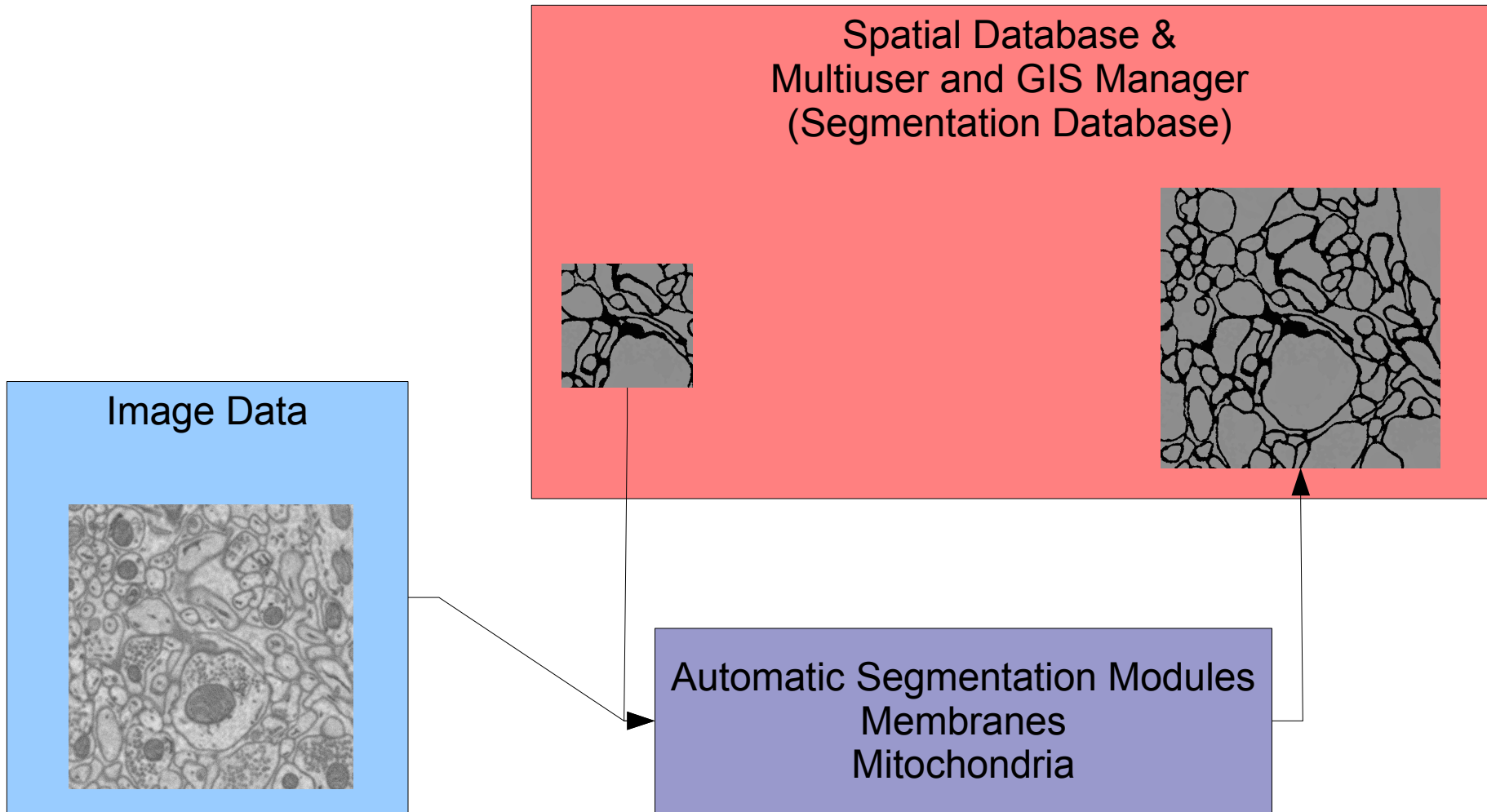
Resource Man
(Willy)

Image Server
(Steve Lamont)

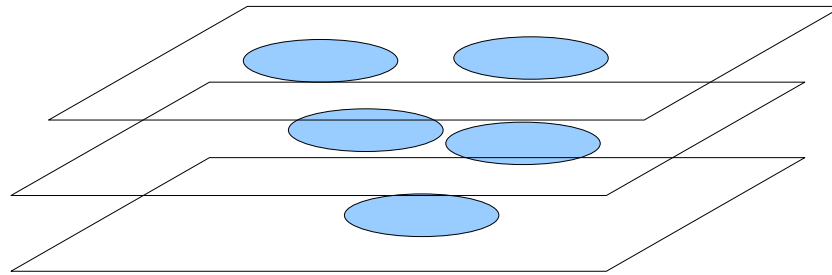
e &
anager

Automatic Modules
Membranes (Liz)
Mitochondria (Rick)

Automatic Segmentation Training

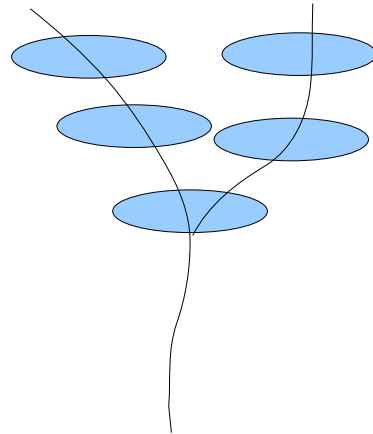


Requirements: Coutours Representing Objects

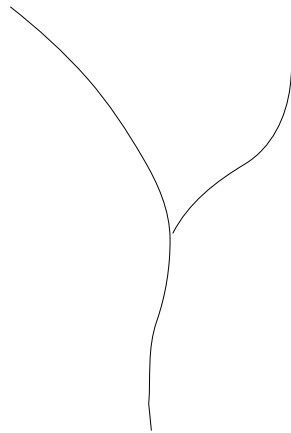


Highest Proirity Requirement

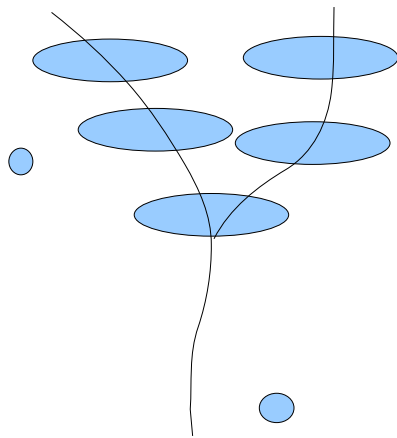
Tree/Graph Structure (Skeletons) from Contoured Objects (Connectomics)



Requirements: Tree/Graph Structure by themselves (Chromatin or LM Neurons)



Requirements: Point Objects



Requirements: Distance Measurements

