Contouring Tips & Tricks

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Introduction

- These tips and tricks are most applicable for the Eclipse TPS.
- Shortcut keys may be helpful in preventing misclicks and/or momentary breaks in contouring.
- Using the adaptive brush can be a quicker, less exhaustive method of contouring certain structures compared to using the pencil tool and interpolating.
- A video demonstration of contouring using the adaptive brush can be seen on: https://dosepedia.com/contouring-tips-tricks/

Contouring Shortcut Keys

- Reload all.
    - 'alt' key → 'f' → 'r'.
- Switch between mouse cursor, pencil, brush, and eraser tool.
    - Highlight Structure → 'Right Click'.
- Change window level without the slider by using only the mouse cursor.
    - Select Mouse Cursor Tool → Hold 'Shift' key & Move Mouse Cursor.
        - Left/Right: Tighten/widen contrast boundaries.
        - Up/Down: Translate contrast boundaries.
        - Diagonal: Combination.
- Auto window level adjustment, and useful as a contrast reset.
    - 'Alt' key → 'v' →'a'.
- Create a new structure.
    - Display the screen to create a new structure.
        - 'Alt' key → 's' → 'Enter' key.
    - Fill in structure information.
        - 'Down' key → 'Tab' key → Type Structure Name → 'Enter' key.

Contouring Shortcut Keys Cont.

- Rotate through different plane views.
    - 'Control' key & 'r'.
- Following an image fusion, blend fusion to favor the CT or fused image without the slider.
    - Hold 'Control' key & 'a'.
    - The image blend must be initially set to a percentage other than 50%, and doing so will change the current blend to the complement of the initial blend percentage, e.g., from 40% to 60%.
- Scroll through CT while skipping slices.
    - Hold 'Alt' key & Scroll 'Mouse Wheel'.
- Delete contour on current plane.
    - Select Pencil Tool → 'Delete' key.
- Hide all contours other than the highlighted structure.
    - Hold 'h'.
- Show structure previous and after slices.
    - 'Alt' key → 'v' → 's' → 'Enter' key.
    - Press the 'Enter' key on the number keypad using your left thumb without letting go of the mouse.

Contouring Using the Adaptive Brush

- The video demonstration uses the adaptive brush to contour the following structures: Brain, Mandible, Ribs, Liver, Spleen, Bowel, & Bladder.
- This involves manipulating the window level to better define the boundaries of the structure relative to its surroundings.
- Converting the structure to a high resolution structure is optional, but especially recommended for the mandible and the ribs.
- Use Post Processing to smoothen and fill in cavities.
- The following shortcut keys may be helpful in reducing contouring time.
    - '2' to toggle between 2D/3D-brush.
    - 'a' to toggle between static/adaptive brush.
    - Hold the 'Shift' key to use brush as an eraser.
    - Press down on the 'Mouse Wheel' & move the mouse to the left/right to decrease/increase brush diameter.
- Cut/Copy and Paste a contour on a slice by switching to a pencil tool.

Thank you.

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