

## **Create and Adjust Tracks in Imaris**

## Tutorial

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The Manual Tracking option can be used either to adjust automatic tracking algorithms or to create an entire track from scratch

Manual tracking allows you to track objects within a time-resolved data set by manually specifying the object location for each time point. The mode of tracking is performed by clicking on the structure in the image which serves as a visual reference (template).

To begin manual tracking, click on the "Auto-connect to selected spot box" option.

Cursor intersects with all visible Channel specific Channel solid Objects	i: Is	Channel 1 - ChI 💌	
Process Selection			
Clear	Delete	Duplicate	Recenter
No Spot Selected			
G	DI	ameter:	
ġ.	Tim	Time Index:	
Z:			
Spots			
Merge Create		Track from Selection	

Set the pointer to Select mode and move the time slider to the first time point of the feature you want to track.

Then use the pointer and Shift+Left Click on the feature in the dataset.

After each mouse click, the time slider advances one frame, allowing you to see the subsequent image of the time-lapse stack. You can now follow the moving features in your image on a frame-by-frame basis and from one point to another.

As you keep adding more manual tracking points by clicking within the viewing area, a track is created. Keep clicking on the structure in the image until you built an entire path of the moving object.





During the manual track creation, it is highly recommended to use the zoom for higher accuracy of objects' placement.

The box in the viewing area represents the diameter of created object. During manual tracking the diameter of the object can be changed by using scrolling of mouse wheel.

With the Manual Tracking option you can also perform track branching. To begin with track branching you first need to choose the "Track" option in "Mouse Selects" in the Track Edit tab.



Within the image you then select the track with a bifurcation point by clicking on the track.

Move the time slider to the first time point, at which track should be split into two branching tracks.

An object is always added at the current time point (t) and by combining Shift+Left Click you establish a connection between the newly added object at time point (t) and the last added object at time point (t-1) that is the bifurcation point. It must be noted that the branching feature described here will only work for manual tracking procedure outlined above.

