

Embedding Cortical Surfaces in Adobe PDFs

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General procedure: Create PLY file with RGB colors from FreeSurface file. Load result in MESHLAB. Create texture and convert vertex colors to texture. Export mesh and texture to IDTF. Download IDTF to U3D converter software; convert. Use Latex and move15 package to create PDF. Detailed instructions will follow, at some point. *Click on the brain to interact*, two-finger tap allows zoom; try full screen multimedia. See also Ziegler et al. (2011) *Effectively incorporating selected multimedia into medical publications*. This will work with Adobe reader.

(test6.u3d)