Surface Warping Protocol

This page documents the Surface Warping Protocol. This process warps a collection of shapes to an atlas. The atlas is computed from the anatomical contours provided by the user. The resulting shapes will have anatomically homologous vertices. There are two approaches to this process, the Dual Surface Warp protocol and the Octahedral Surface Warp protocol. Each of these is implemented as both a LONI Pipeline workflow and a collection of scripts.

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