1. Select the exam and series, and then click on [Volume Viewer]. Next, select the [Reformat] protocol for this exam.

2. Click on [Segment] *(3D Tools prior to AW4.4)* and the *Paint on slices* icon to open the Paint window.

3. Move through the image set to locate the first slice that demonstrates the anatomy of interest.

4. Place the mouse cursor on the edge of the structure, and hold down the [Shift] key on your keyboard. Move the mouse around following the edge, outlining the area to be included in the volume. When you complete the outline on that slice, let go of the shift key. The Paint screen has options available for erasing the last paint applied, the entire slice, and all paint applied.

5. The software will scale, or adjust, between locations that you paint, therefore you do not have to outline on every image. Continue painting every 5th to 10th image through the entire structure. Try varying the number to see what is best for the thickness of the images and structure you are working with. On smaller anatomy, a carpal bone for example, you may need to paint on every slice.

6. When all painting is complete, click on Apply on the Paint screen. All data that fell outside the outlined area disappears.

7. Move the mouse to the upper left corner of the Oblique viewport. With the mouse over the red work Oblique, use right mouse menu to change the viewport type to 3D. You may now change the rendering mode to MIP or VR.

8. Click on [Display], *(Display Tools prior to AW 4.4)* and select the *Volume* icon. You will be prompted to click on the image with the left mouse button.

9. The total volume of the data in that image will appear in red annotation. You may move the annotation around the viewport by click and drag with the left mouse button.

10. Use the right mouse menu and select Save Image, or with the mouse over the image, press the [S] key.