

Highlights

- New surface flattening algorithm
- Operates on voxel data: Triangulation is not necessary
- Distance measurements on 3-D surface + Classical scaling
- Global distance preservation
- Essentially analytic solution: Global optimum guaranteed
- Surface flattening, texture mapping

Comments

- Cortical flattening: with a triangulated surface representation, the topological problems are assumed to be solved.
Correct topology is assumed here too.
- Flattening with triangulated data: Fast marching method distance measurements on triangulated 3-D surface + Classical scaling:
Zigelman, Kimmel & Kiryati.
- Anatomical cutting locations.
Future work: optimal cutting.