

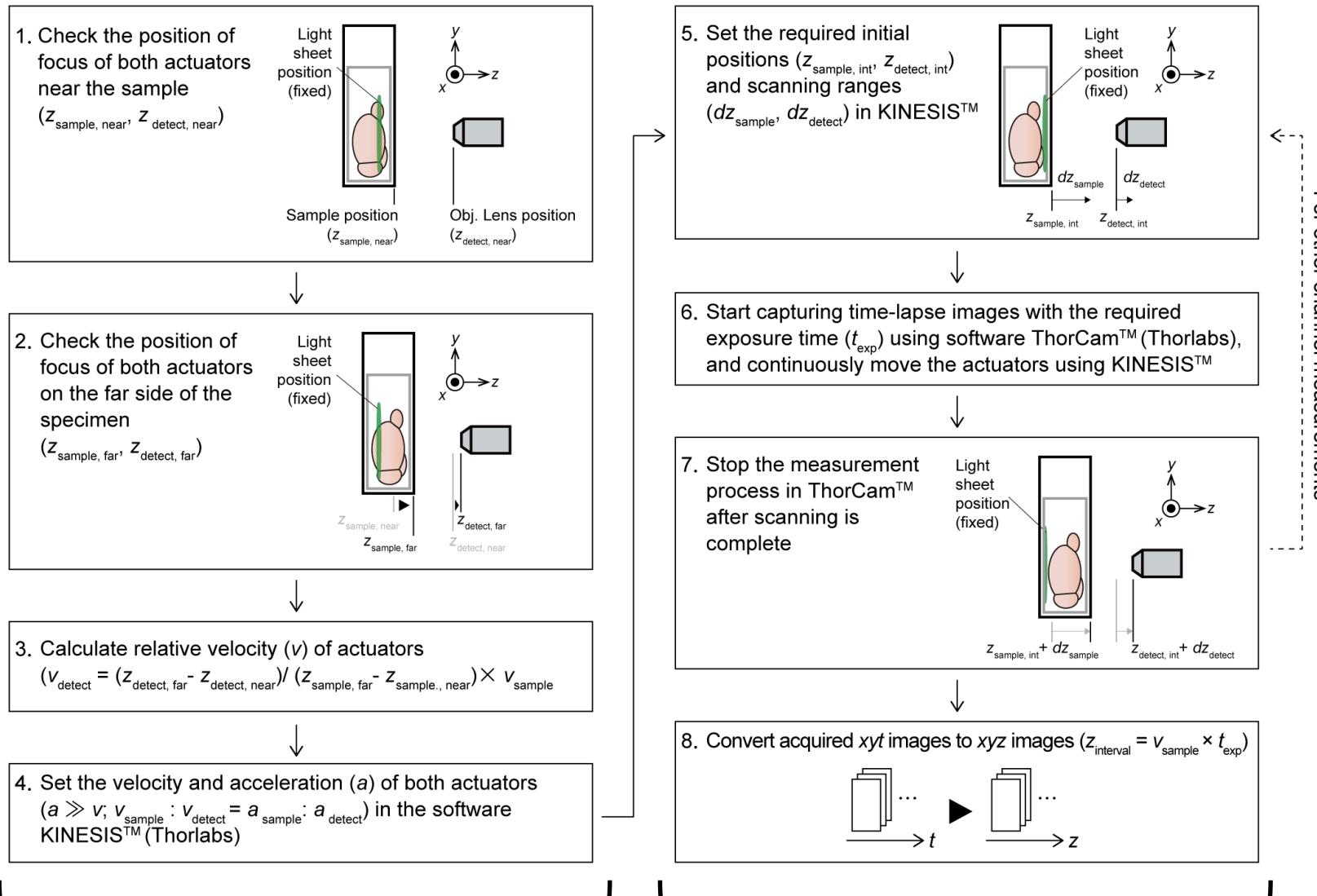
# 3D imaging procedures of descSPIM

(ver. 230520)



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# 3D imaging (bioRxiv 2023; Supplementary Fig. 4)



1-4 can be omitted if you use the synchronous speed correction value (the relative velocity of two actuators) estimated from ideal refractive index value as  $v_{\text{detect}} = ((n-1)/n) \times v_{\text{stage}}$

Detailed procedures about 5-8 are described in following 2 (3) pages

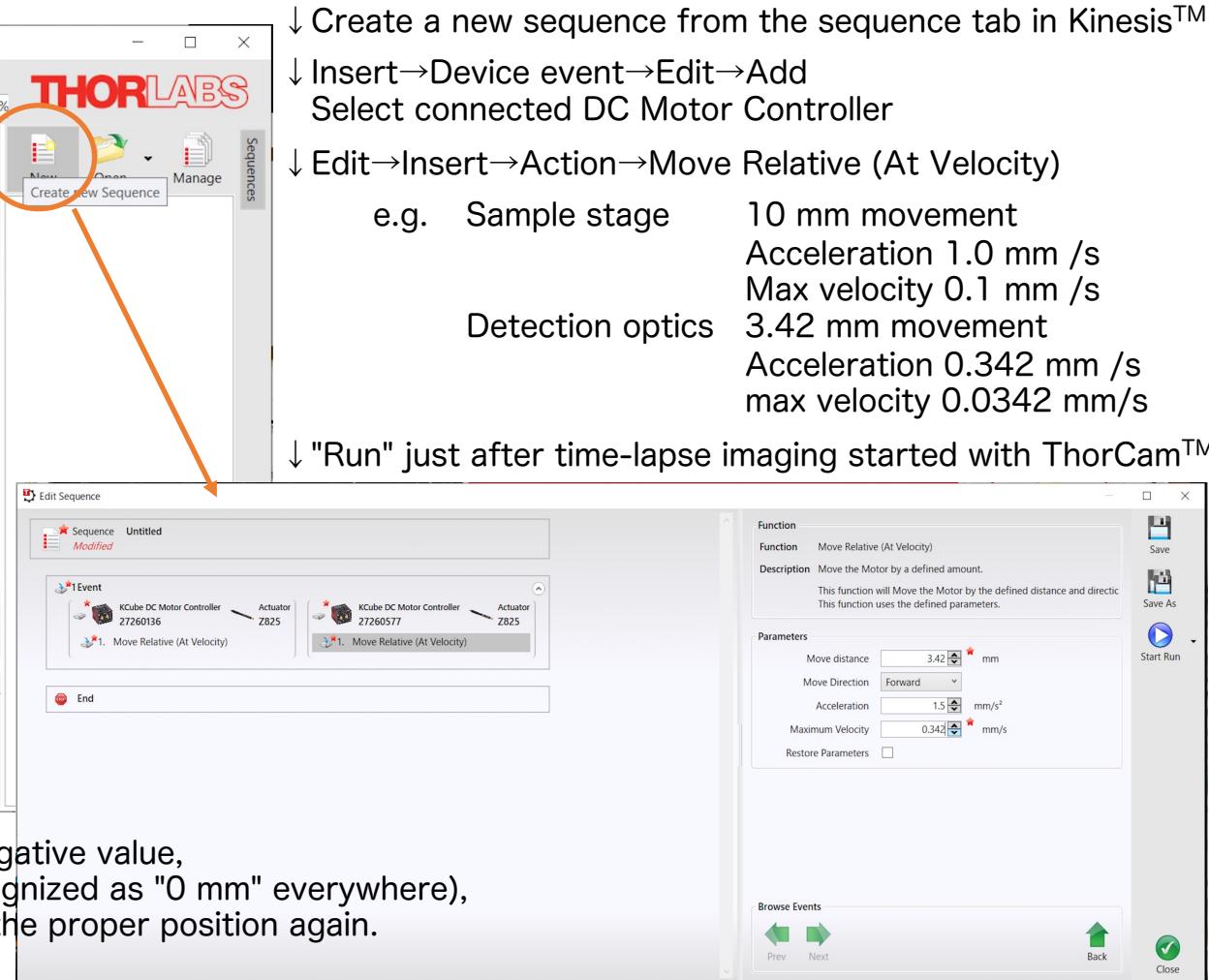
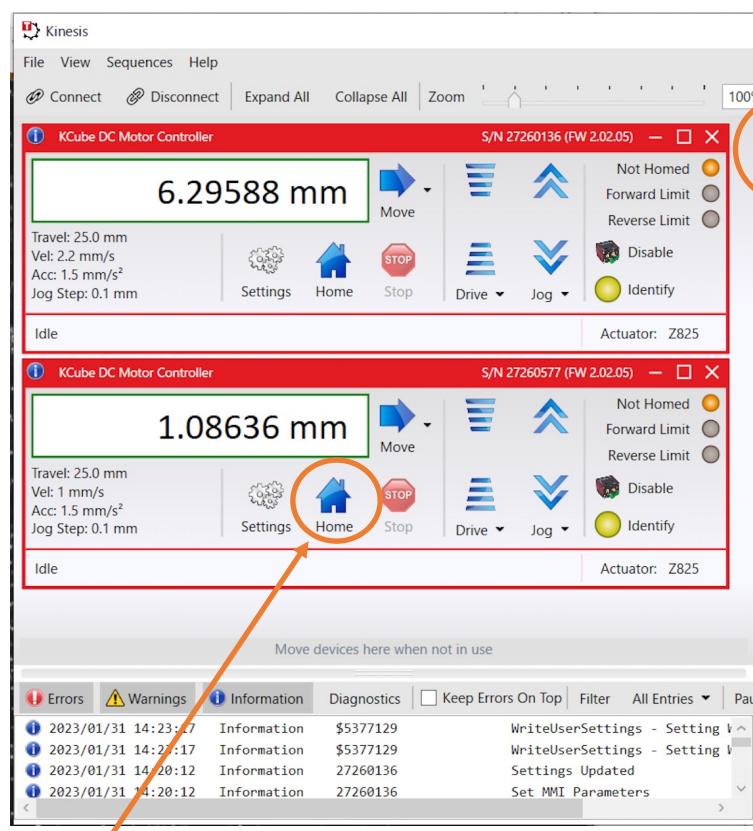
# 3D imaging

Acquire continuous time-lapse images utilizing ThorCam™\*1, while moving two motorized stages by "Sequence" function of Kinesis™\*2. And convert acquired xyt image dataset to xyz image dataset \*3.

\*1 Camera and software are exchangeable, if they can capture continuous time-lapse images and save them as tif format

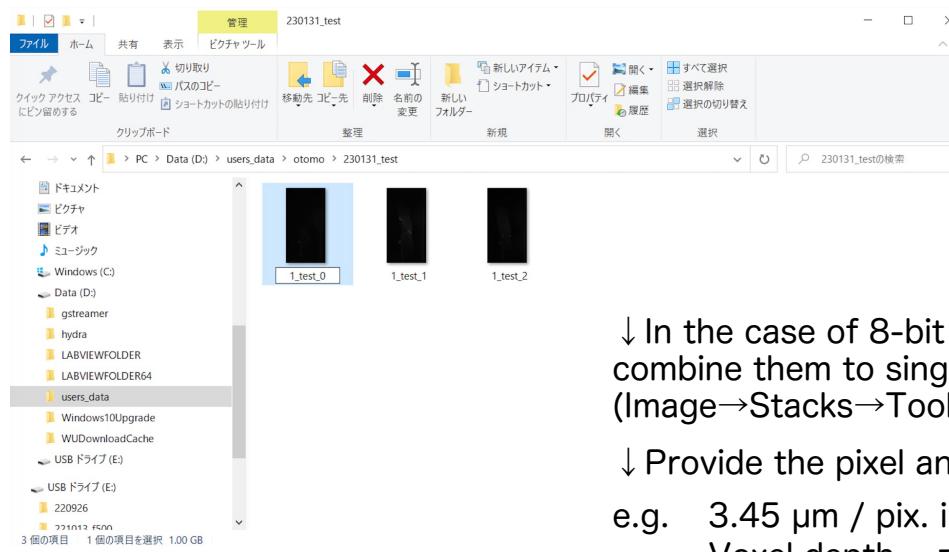
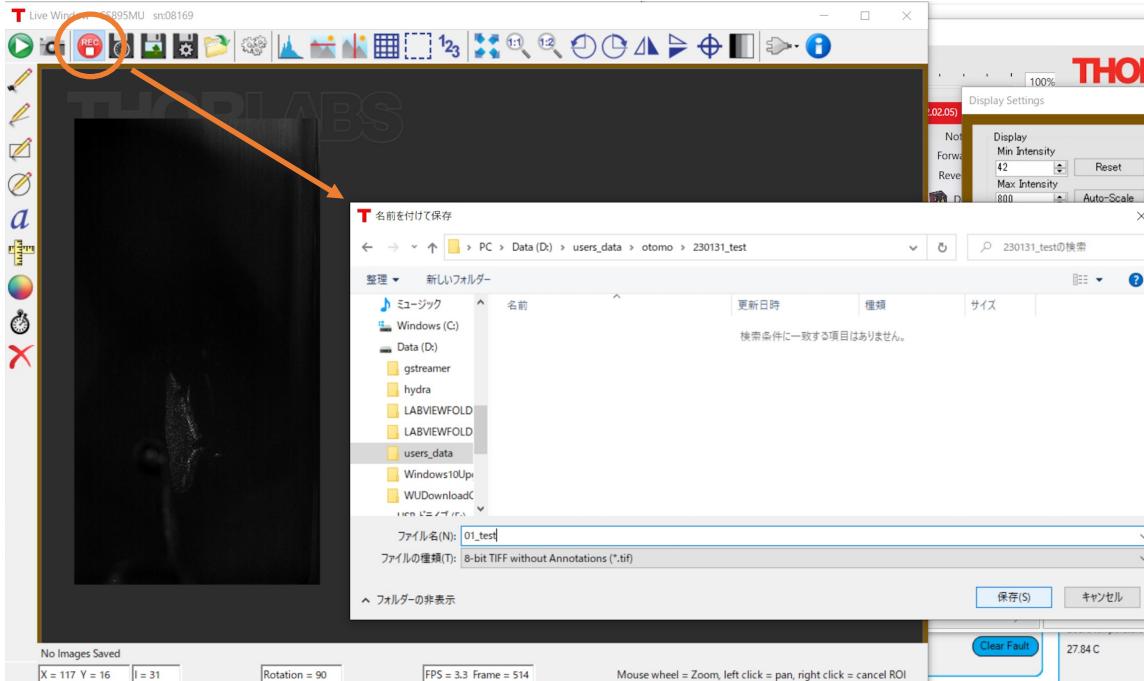
\*2 Manual jog operation of the speed wheel enables the same job.

\*3 Original program to control the whole process is also under construction.



\*Since "sequence" function does not accept negative value, at the time of launch (the initial position is recognized as "0 mm" everywhere), set it to the home position and then return to the proper position again.

# 3D imaging



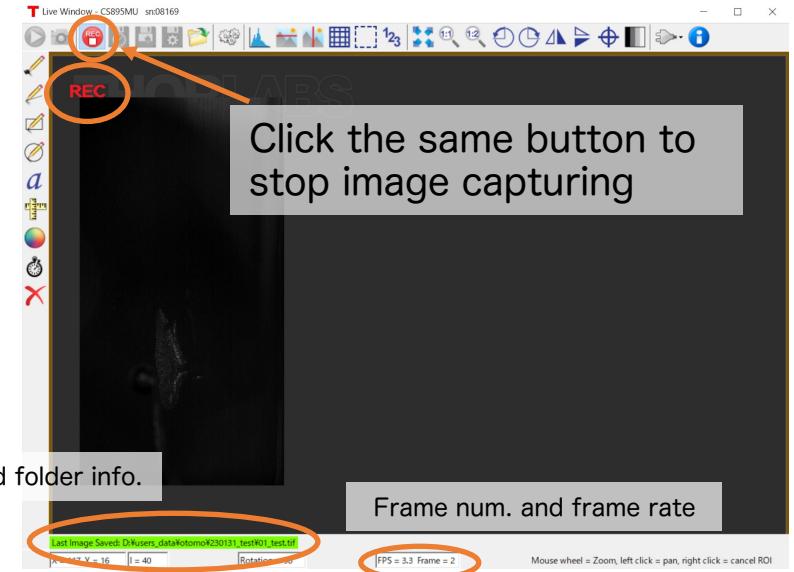
↓ Click the "Rec" button in ThorCam™.

↓ Convert the file format from the default avi to tif, and set the file name and folder in appeared saving panel.

↓ Click "Save" to start capturing video.

\* After a slight time lag, "REC" appears on the GUI, then click "Start Run" in Kinesis.

↓ Do not forget to click "Rec" to end the imaging



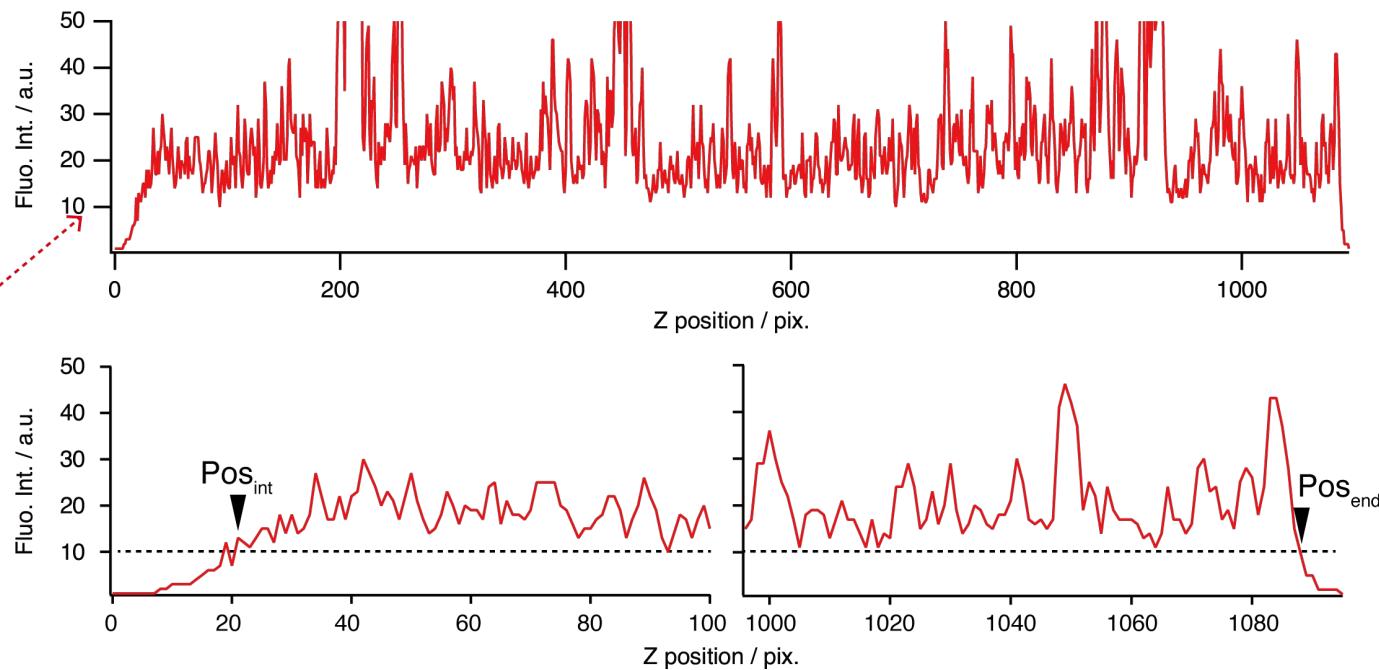
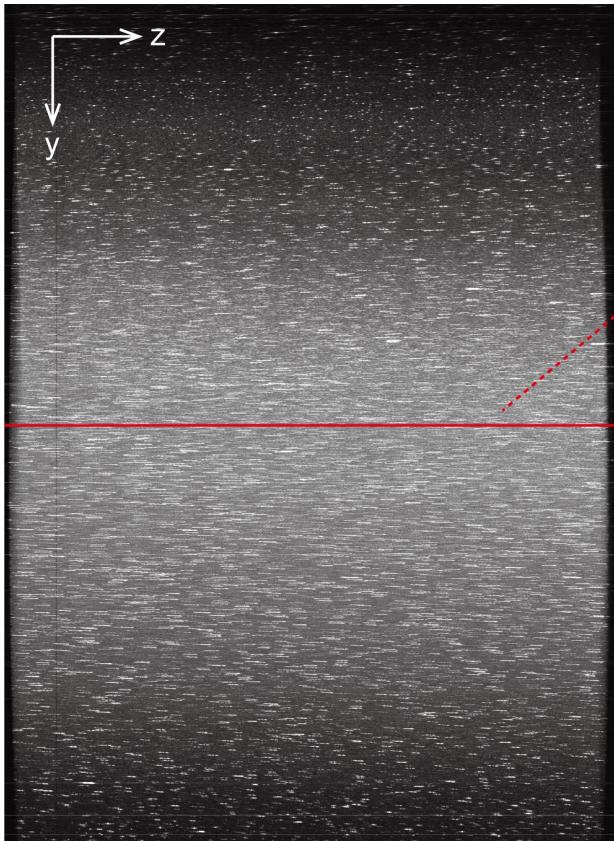
↓ In the case of 8-bit tif and no binning, a tif file is saved every 122 images (1 Gbyte). To combine them to single stack, use the concatenate function in ImageJ (Image→Stacks→Tools→Concatenate).

↓ Provide the pixel and voxel info. to the image-stack. (ImageJ: Image→Properties)

e.g. 3.45  $\mu\text{m}$  / pix. in default setup (CS895MU, no binning, TL2XSAP,  $f_{\text{tubelens}} = 100$  mm)  
 $\text{Voxel depth} = z_{\text{interval}} = v_{\text{stage}} \times \text{exposure time}$

# z-interval normalization (if required)

The z-interval (voxel depth) is estimated by the product of  $v_{\text{stage}}$  and exposure time. However, the set maximum velocity value may be different from actual due to the load capacity of the stage, specifications of the PC, and other unknown factors. Just in case, normalization of the z-interval values using actual measurement data is recommended.



$$\text{Opt. path length} = \text{z-interval} \times (\text{Pos}_{\text{end}} - \text{Pos}_{\text{int}})$$

$$\text{z-interval} = \text{Opt. path length} / (\text{Pos}_{\text{end}} - \text{Pos}_{\text{int}})$$

\* $\text{Pos}_{\text{int}}$  and  $\text{Pos}_{\text{end}}$  were determined as the initial and end point of a range of which fluorescent intensity does not fall below a certain value (in this case 10 a.u.)

- ↓ Measure the z-stacked images of gel-embedded fluorescent beads in a cuvette with a 10-mm light path
- ↓ Estimate pix. numbers corresponding to the distance between the inner gel-cuvette interfaces
- ↓ Estimate z-interval as the optical path length divided by the number of pixels