

Exploring the `_scenery_` of LSFM with virtual reality

With the advent of lightsheet microscopes, and their unprecedented ability to generate 3D and 4D data of biological specimen with high spatiotemporal resolution, the question of how to interact with both the data produced, and the measuring instrument itself becomes more and more important.

In this talk, we present scenery, an open-source realtime 3D visualisation framework that can be used to quickly prototype visualisations or even build your own applications. We are going to detail some case studies in which we have used the framework, such as visualisation of *Drosophila* development or whole-organism vasculature development in VR headsets or even room-scale CAVE systems. Further, we will show ideas for future interaction with microscopes, such as virtual reality-based laser ablation.

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