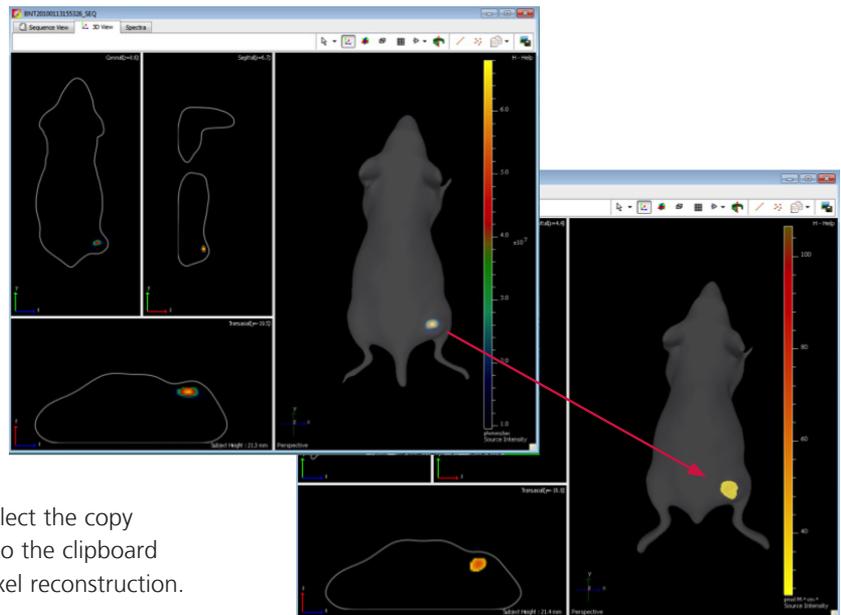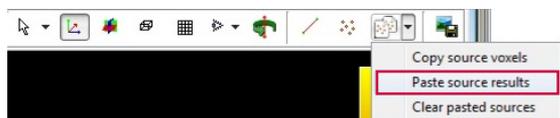# Working with
Image Overlay - 3D

It is possible to copy 3D sources (voxels) from one 3D reconstruction into another. For example, superimposing DLIT or FLIT signals is easy. However, the two combined sources must be based upon the same surface topography to produce meaningful information. Therefore it is imperative that the mouse remain completely still between acquisition of the DLIT and FLIT images.
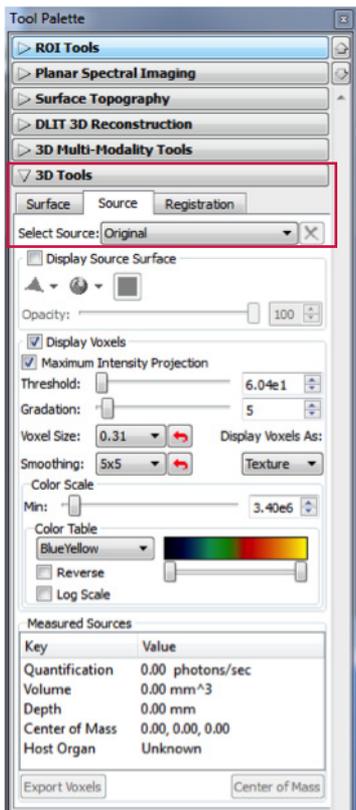

From the 3D reconstruction result, simply select the copy source voxels option, which saves the data to the clipboard for future use. You must copy the entire voxel reconstruction.
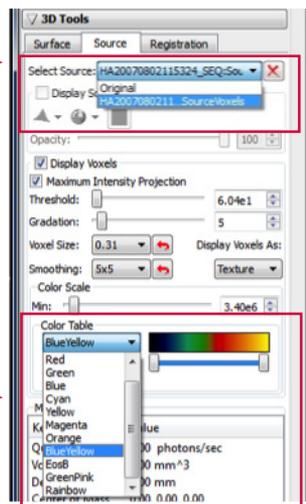

Once you have an additional 3D image to use, i.e. Bioluminescence (DLIT) or additional Fluorescence (FLIT), you can simply paste the saved source voxels into that image.

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The color scale appearance and minimum value can be adjusted independently for each source displayed in the window. To adjust, select which source is to be changed under **3D Tools -> Source** and select via dropdown menu.

Available **Color Tables** are listed in the dropdown menu and the minimum of the **Color Scale** can be adjusted with the provided slider.

Now that the voxels have been combined in the same 3D View, the voxel selection tool can be utilized for any voxel source for quantification and center of mass spatial measurements.

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