

Shape

A shape is the form of an object or its external boundary, outline, or external [surface](#), as opposed to other properties such as color, texture, or material composition.

see [Aneurysm shape](#).

see [Tumor shape](#).

The shape is commonly used to describe the objects. State-of-the-art algorithms in medical [imaging](#) are predominantly diverging from [computer vision](#), where voxel grids, meshes, point clouds, and implicit surface models are used. This is seen from the growing popularity of ShapeNet (51,300 models) and Princeton ModelNet (127,915 models). However, a large collection of anatomical shapes (e.g., bones, organs, vessels) and 3D models of surgical instruments is missing.

Li et al. present MedShapeNet to translate data-driven [vision algorithms](#) to medical applications and to adapt state-of-the-art vision algorithms to medical problems. As a unique feature, we directly model the majority of shapes on the imaging data of real patients. We present use cases in classifying brain tumors, skull reconstructions, multi-class anatomy completion, education, and 3D printing.

Results: By now, MedShapeNet includes 23 datasets with more than 100,000 shapes that are paired with annotations (ground truth). Our data is freely accessible via a web interface and a Python application programming interface and can be used for discriminative, reconstructive, and variational benchmarks as well as various applications in virtual, augmented, or mixed reality, and 3D printing.

[MedShapeNet](#) contains medical shapes from anatomy and surgical instruments and will continue to collect data for benchmarks and applications. The project page is: <https://medshapenet.ikim.nrw/> ¹⁾.

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