Storage of surface data in BrainVoyager I
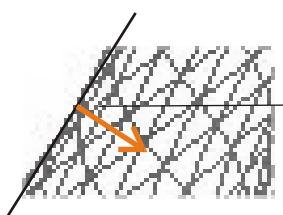
listing of vertex coordinates

x-axis	y-axis	z-axis
6, 14, 255	6, 14, 255	6, 14, 255
6, 14, 256	6, 14, 256	6, 14, 256
7, 14, 256	7, 14, 256	7, 14, 256
8, 14, 256	8, 14, 256	8, 14, 256
.. .. …	.. .. …	.. .. …

vertex: intersection of lines (edges)
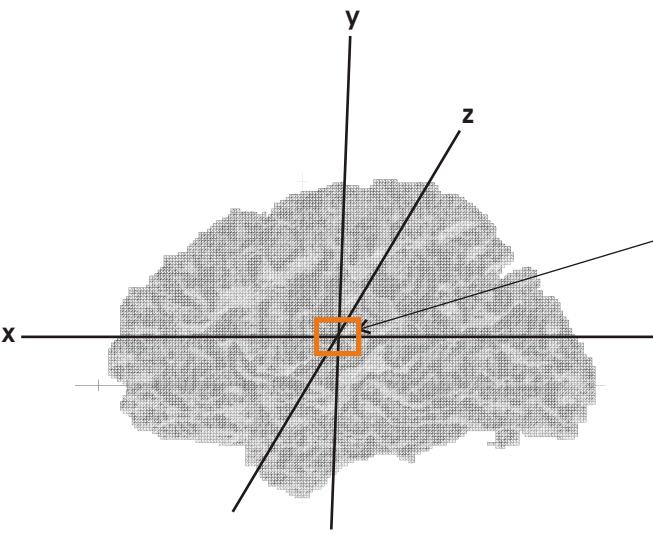
mesh center (x,y,z) in BrainVoyager coordinates

listing of vertex normals

x-axis	y-axis	z-axis
6, -14, 255	6, -14, 255	6, -14, 255
6, -14, 256	6, -14, 256	6, -14, 256
7, -14, 256	7, -14, 256	7, -14, 256
8, -14, 256	8, -14, 256	8, -14, 256
.. .. …	.. .. …	.. .. …

vertex normal $(|n_x|, |n_y|, |n_z|)$:
vector perpendicular to
position of vertex and inwards
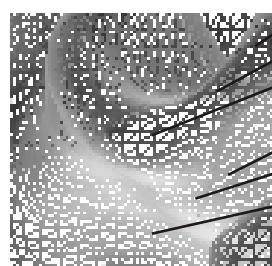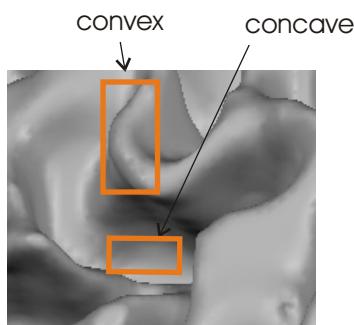
convex   concave

*pointer
to
color index*

0
0
0
1
1
1
1
..

0: convex curvature color

1: concave curvature color

color index

R	0.322
G	0.733
B	0.980
A	0.500

color index

R	0.100
G	0.240
B	0.320
A	0.500

Storage of surface data in BrainVoyager II
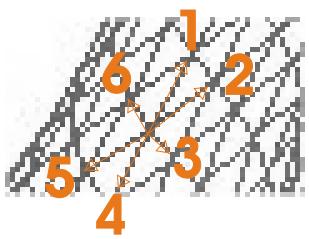
number of nearest neighbours of vertex: 6

*vertex index
for triangle*

	x	y	z
1	1	1	1
2	1	2	2
..	350	210	121
N	..	..	..

nr of triangle strip elements

<number>

sequence of triangle strip elements