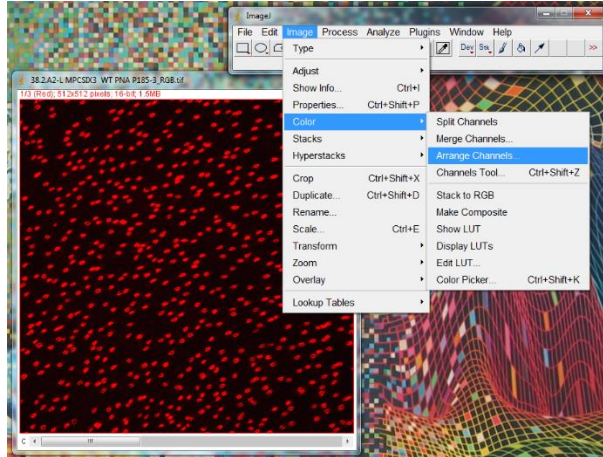
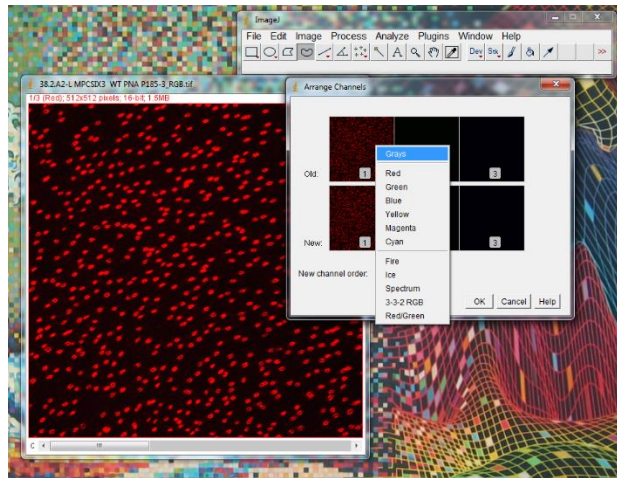


## ImageJ: Counting Particles

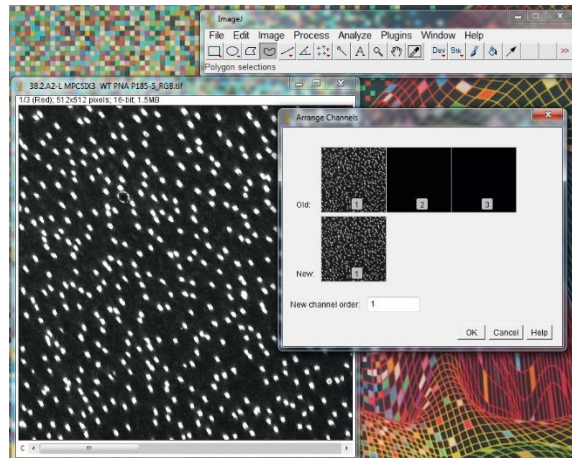
1. File → Open Image
2. Image → Arrange Channels



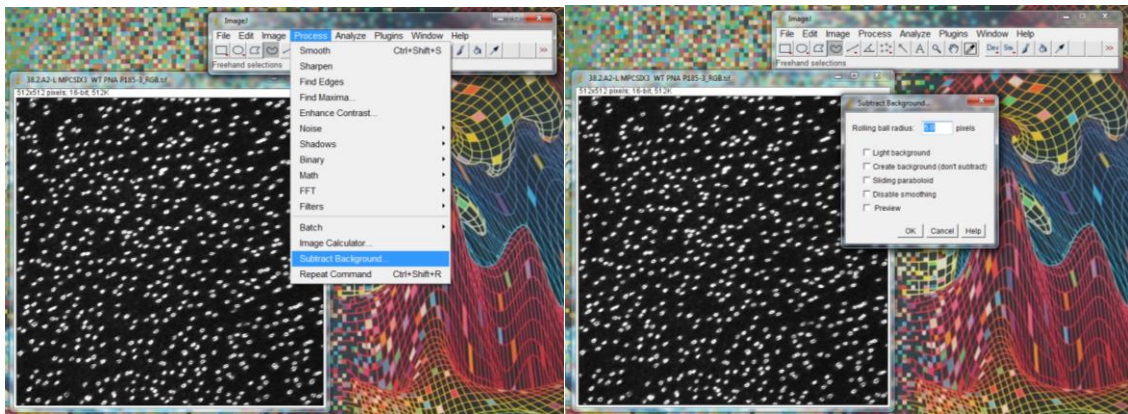
- a. Click on old-1 and select grays



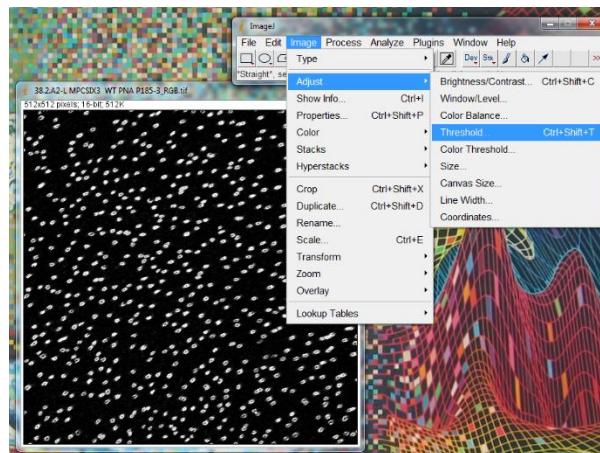
- b. New channel order: 1



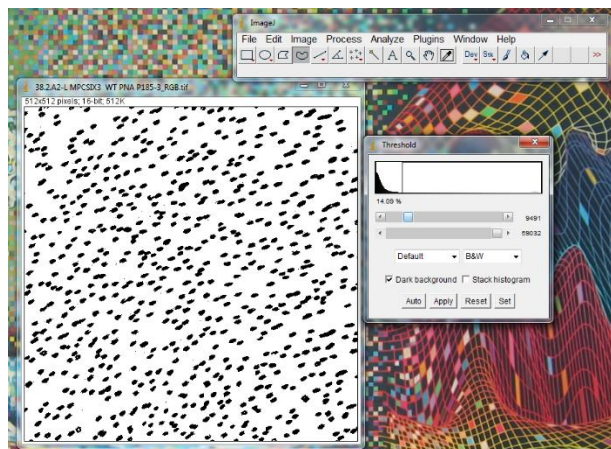
3. Process → Subtract Background [Rolling Ball: 5 pixels]



4. Image → Adjust → Threshold

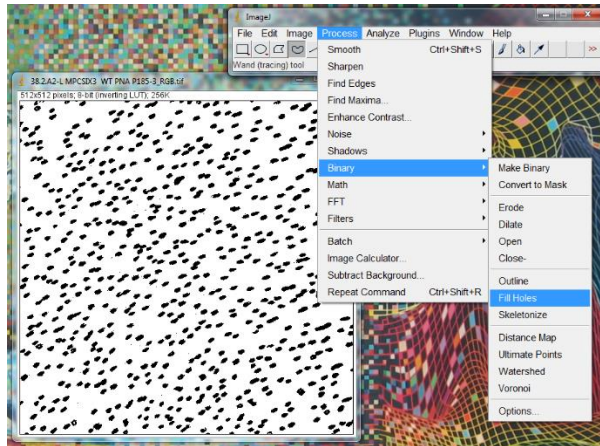


a. Go left on the top scroll (11-20% and avoid tiny dots/noise)

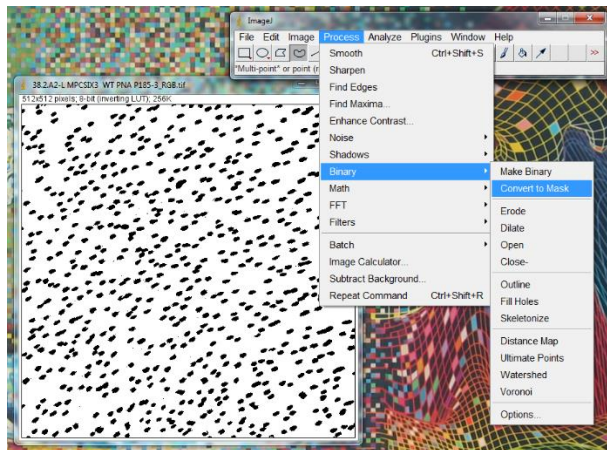


b. Hit Apply

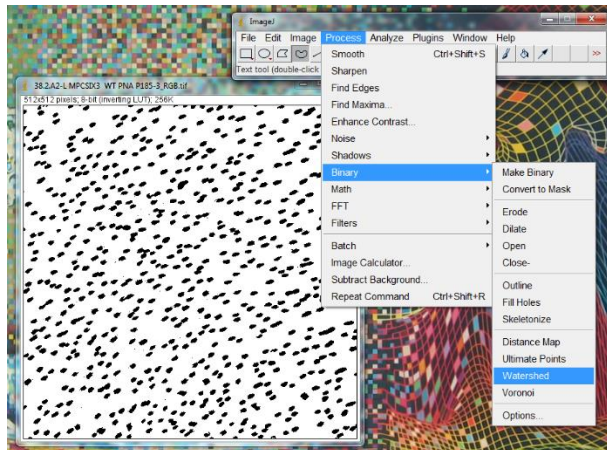
5. Process → Binary → Fill Holes



6. Process → Binary → Convert to Mask

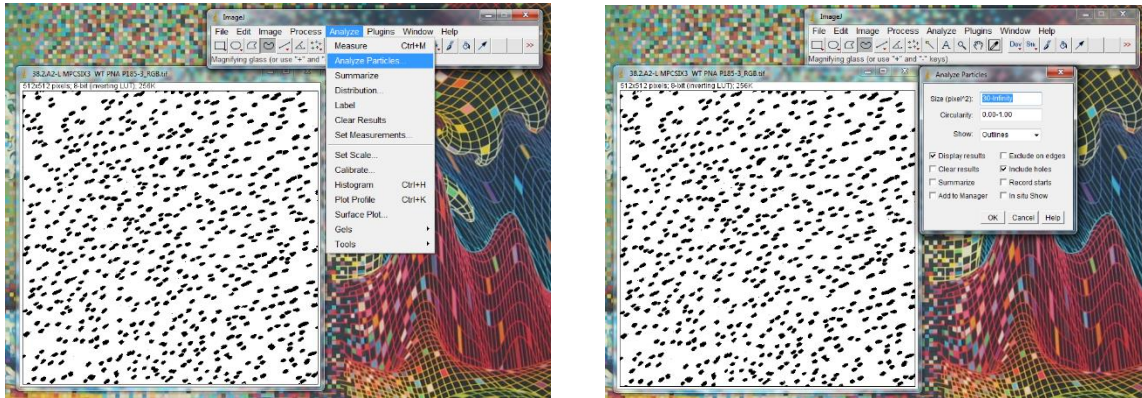


7. Process → Binary → Watershed



8. Analyze → Analyze Particles → Size (pixel ^2): 30-infinity

a. Manipulate the pixels depending on the need



9. Find the total number of particles on the bottom left side

