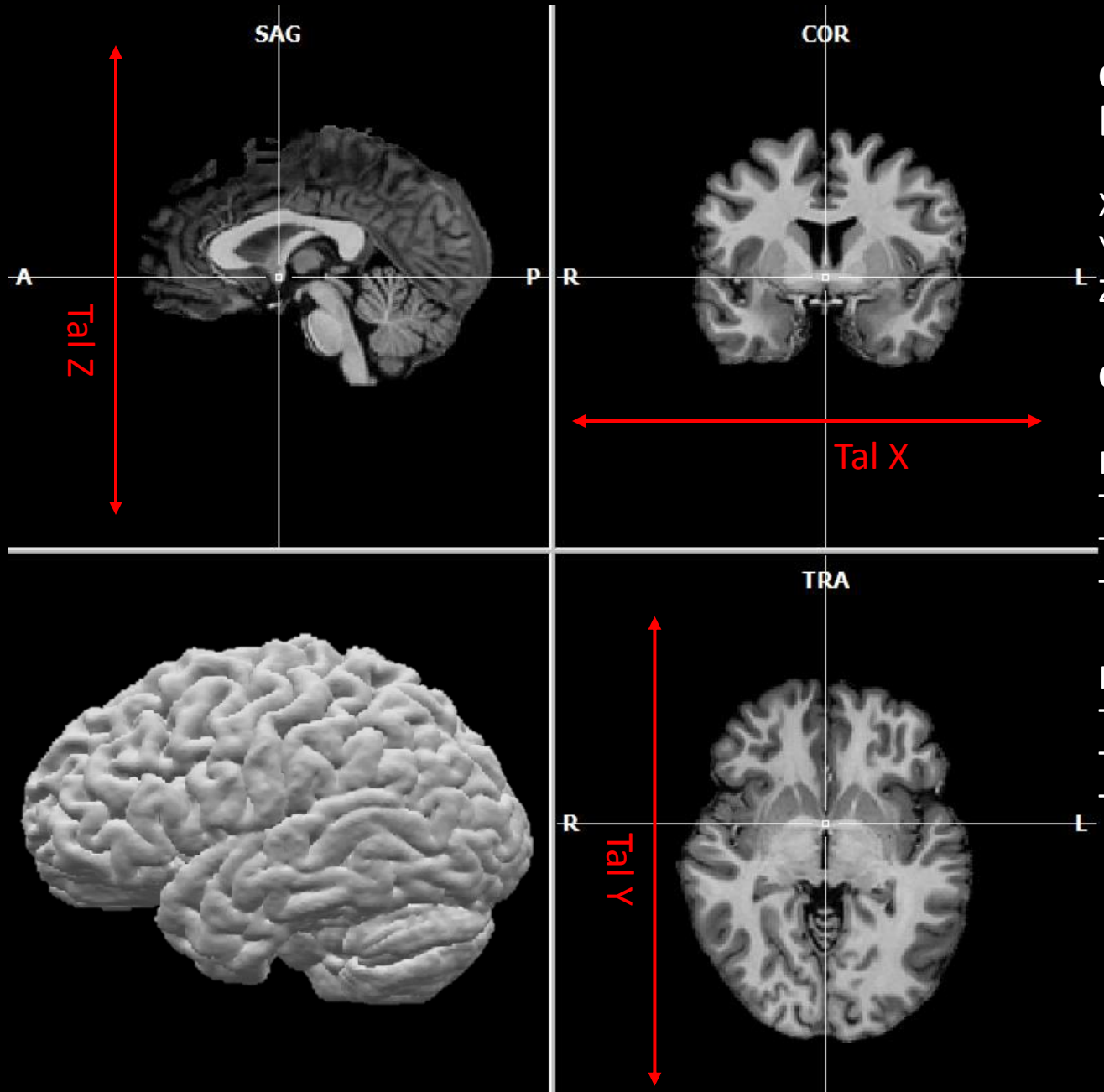
Talairach Coordinates



Origin:
[0 0 0]

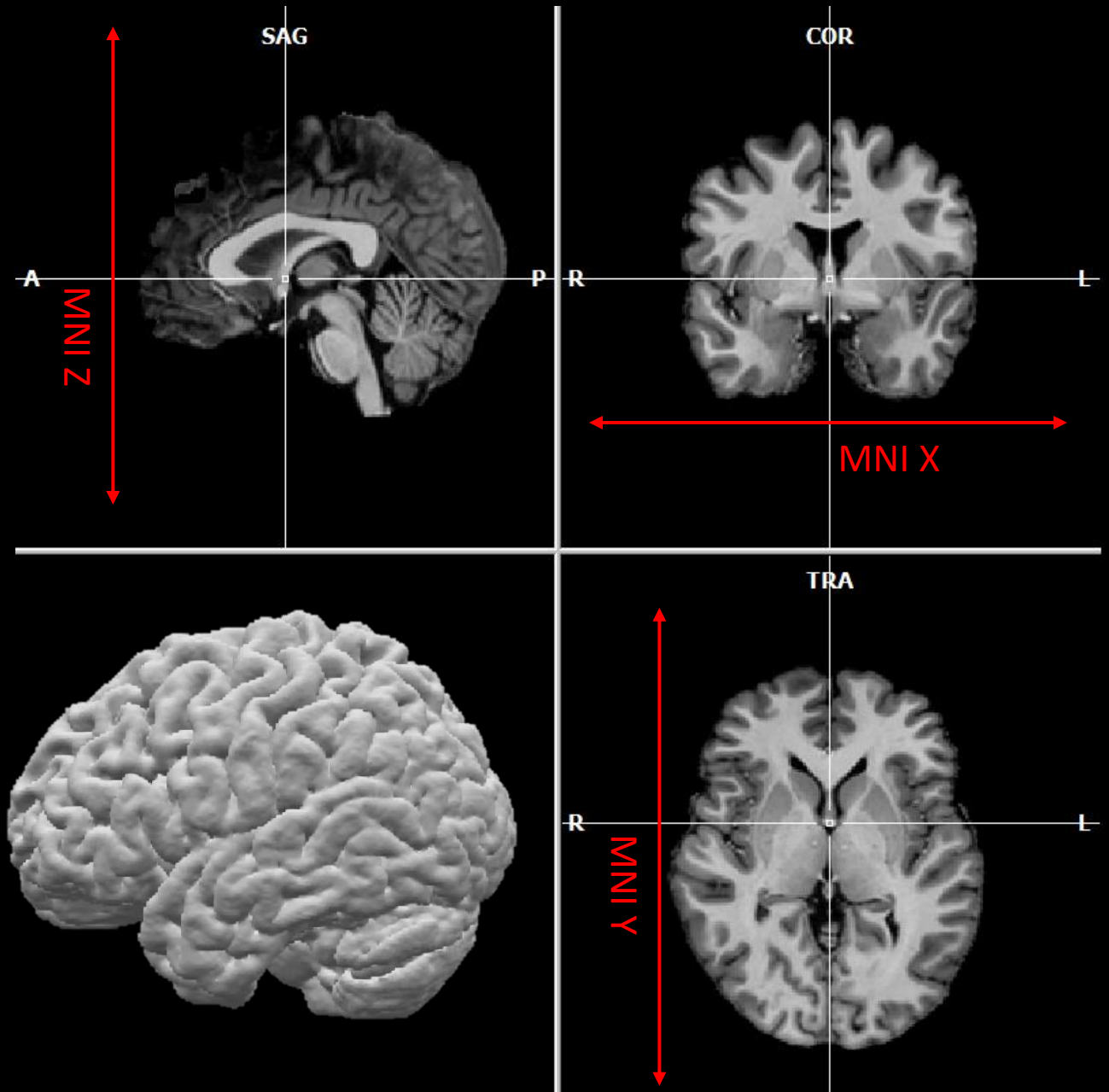
X = Left – Right
Y = Anterior – Posterior
Z = Inferior - Superior

Conversion:

From BrainVoyager System:
Tal X = 128 – BV SyS X
Tal Y = 128 – BV SyS Y
Tal Z = 128 – BV SyS Z

From BrainVoyager Internal:
Tal X = 128 – BV Int Z
Tal Y = 128 – BV Int X
Tal Z = 128 – BV Int Y

MNI Coordinates



Origin:
[0 0 0]

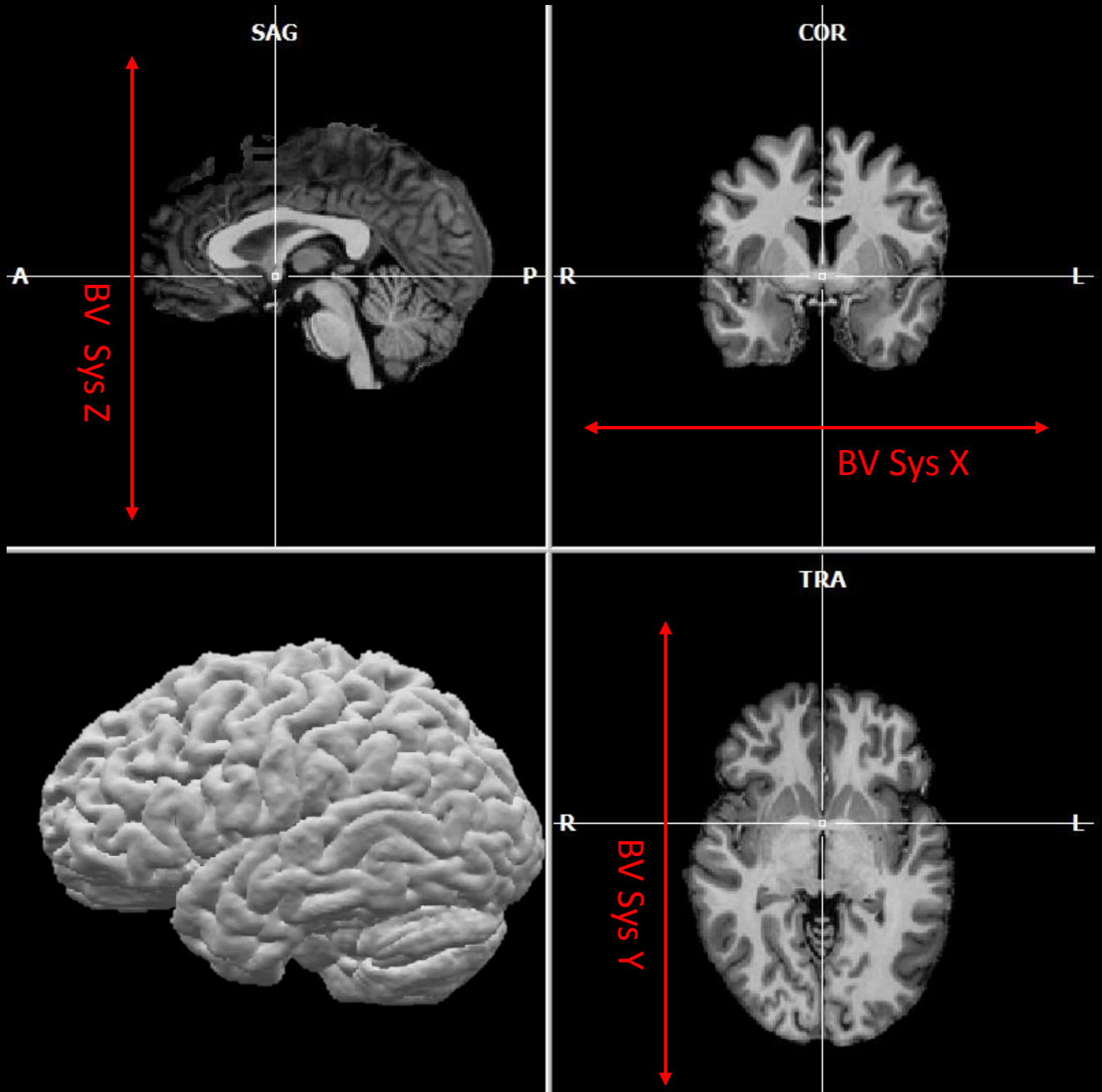
X = Left – Right
Y = Anterior – Posterior
Z = Inferior - Superior

Conversion:

From BrainVoyager System:
MNI X = 128 – BV SyS X
MNI Y = 128 – BV SyS Y
MNI Z = 128 – BV SyS Z

From BrainVoyager Internal:
MNI X = 128 – BV Int Z
MNI Y = 128 – BV Int X
MNI Z = 128 – BV Int Y

BrainVoyager System Coordinates (SYS)



Origin:
[128 128 128]

Default Display Option in Native and ACPC Space

X = Left – Right
Y = Anterior – Posterior
Z = Inferior - Superior

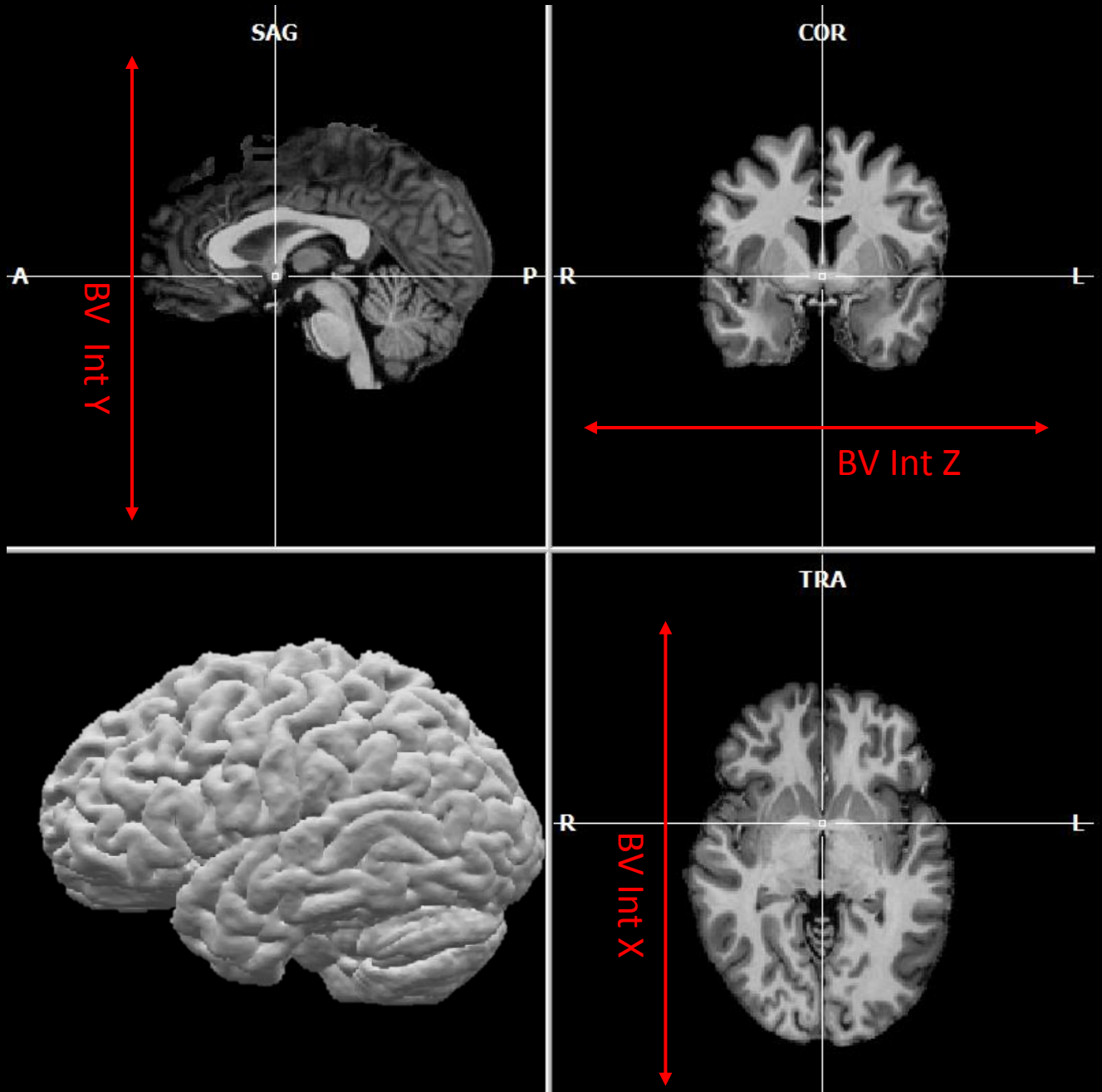
Conversion:

From BrainVoyager Internal:
BV Sys X = BV Int Z
BV Sys Y = BV Int X
BV Sys Z = BV Int Y

From Talairach (when in Talairach Space):
BV Sys X = 128 – Tal X
BV Sys Y = 128 – Tal Y
BV Sys Z = 128 – Tal Z

From MNI (when in MNI Space):
BV Sys X = 128 – MNI X
BV Sys Y = 128 – MNI Y
BV Sys Z = 128 – MNI Z

BrainVoyager Internal Coordinates (BV)



Origin:
[128 128 128]

Only used in the Background

X = Anterior - Posterior
Y = Inferior - Superior
Z = Left - Right

Conversion:

From BrainVoyager System:
BV Int X = BV Sys Y
BV Int Y = BV Sys Z
BV Int Z = BV Sys X

From Talairach (when in Talairach Space):
BV Int X = 128 – Tal Y
BV Int Y = 128 – Tal Z
BV Int Z = 128 – Tal X

From MNI (when in MNI Space):
BV Int X = 128 – MNI Y
BV Int Y = 128 – MNI Z
BV Int Z = 128 – MNI X