

# Skin Collimator Creation

A skin collimator is an optional device for each electron treatment beam. In the Collimation block, the user can create and edit skin collimators for the selected beam as well as edit values for an existing collimator. From within the Electron Beam Task you may add a skin collimator to a beam by clicking the “Use Skin Collimation” checkbox from within the Collimation Block.

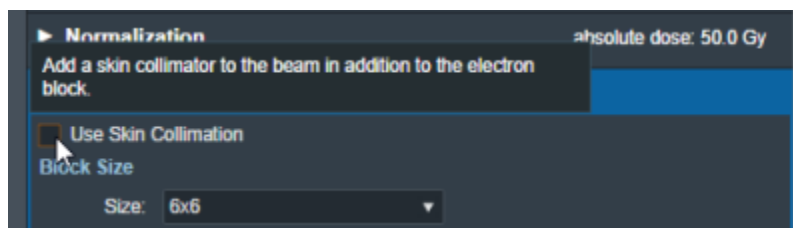


Fig. 1: Skin Collimation Checkbox

## A note regarding the use of skin collimation with bolus

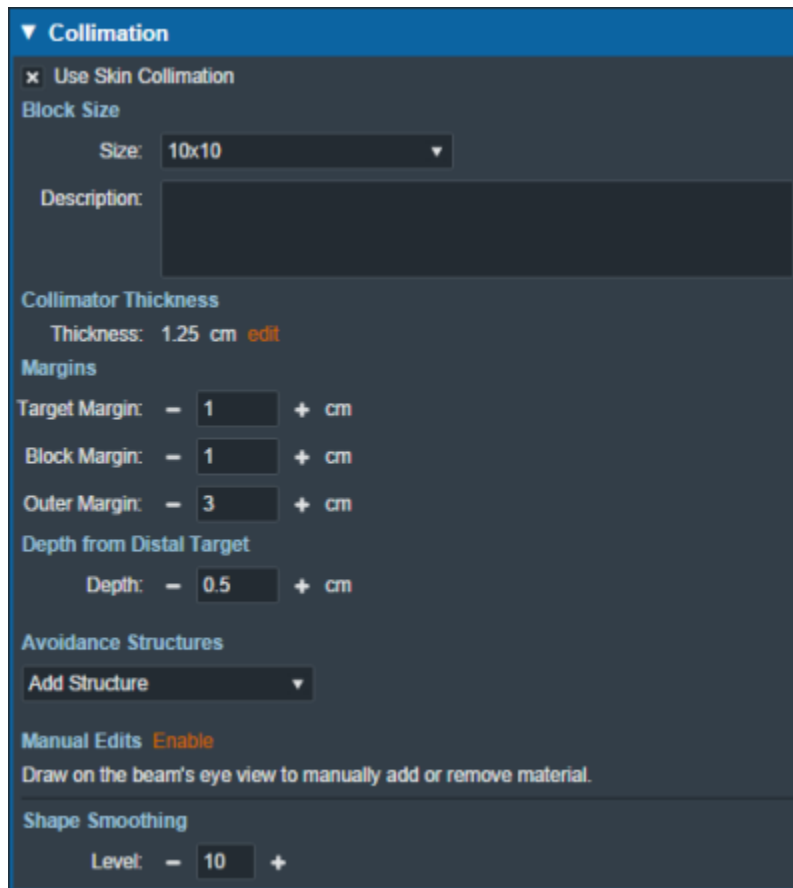


Skin collimation can be added to any beam and used with any bolus type, however, only an Optimized Thickness Bolus will automatically conform its shape to correctly account for the presence of a skin collimator. Therefore, caution must be used with all other bolus types as the user must manually review the bolus and skin collimator to ensure there is an appropriate fit (e.g. no overlap, interference, or unwanted air gaps) between the skin collimator, bolus, and patient surface.

## Collimator Thickness

- **Thickness:** The value (in cm) of the thickness of the skin collimator from the surface of the patient external structure.

**Note:** The default Thickness value is automatically calculated based on the beam energy. To edit the thickness, click the “edit” control to the right of the thickness value. The app will automatically recalculate and display changes to the skin collimator as the thickness is edited.



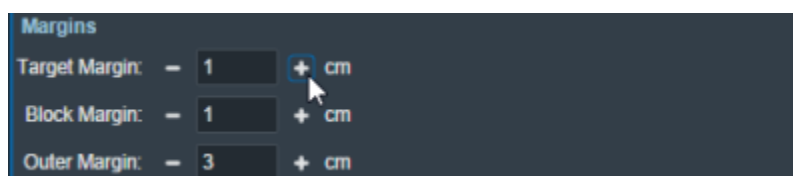
The screenshot shows a software interface for creating a skin collimator. It features a dark blue header with a 'Collimation' dropdown. Below this is a 'Use Skin Collimation' toggle. The 'Block Size' section includes a 'Size' dropdown set to '10x10' and a 'Description' text area. The 'Collimator Thickness' section shows a 'Thickness' of '1.25 cm' with an 'edit' link. The 'Margins' section contains three rows: 'Target Margin' with a value of '1', 'Block Margin' with a value of '1', and 'Outer Margin' with a value of '3', each with minus and plus buttons and a unit label 'cm'. The 'Depth from Distal Target' section shows a 'Depth' of '0.5' with minus and plus buttons and a unit label 'cm'. The 'Avoidance Structures' section has an 'Add Structure' dropdown. The 'Manual Edits' section has an 'Enable' toggle and a text instruction: 'Draw on the beam's eye view to manually add or remove material.' The 'Shape Smoothing' section shows a 'Level' of '10' with minus and plus buttons.

Fig. 2: Skin collimator controls

## Margins

- **Target Margin:** The value (in cm) of the margin around the target structure as projected to isocenter. A negative margin can be used to specify a contraction around the beam target while positive values will cause an expansion.
- **Block Margin:** The value (in cm) of the margin between the skin collimator opening shape and the electron block opening shape. When a skin collimator is added to the beam, the block opening shape becomes an expansion of the skin collimator opening shape according to the block margin value. Any edits made to the shape of the block opening will be transferred to the skin collimator opening shape when the users chooses to add skin collimation to the beam.
- **Outer Margin:** The value (in cm) of the margin between the skin collimator opening shape and the outer shape of the collimator as projected to isocenter. A negative margin can be used to specify a contraction of the outer skin collimator shape while positive values will cause an expansion.

**Note:** The app will automatically recalculate and display changes to the skin collimator as the margins are edited.



This close-up shows the 'Margins' section of the interface. It lists 'Target Margin', 'Block Margin', and 'Outer Margin'. Each entry has a minus button, a text input field containing the value '1', a plus button, and the unit 'cm'. A mouse cursor is pointing at the plus button for the 'Target Margin'.

Fig. 3: Skin collimator margins

## Depth from Distal Target

- **Depth:** The value (in cm) of the depth from the distal side of the beam target that is used when calculating the skin collimator 3D shape. Adjusting this value can help improve the skin collimator shape in some situations.

**Note:** The app will automatically recalculate and display changes to the skin collimator as the depth from distal target is edited.



Fig. 4: Skin collimator depth from distal target

## Collimator Avoidance Structures

Using controls that are shared with electron blocks, the user may select one or more structures in the structure list here to add as an [Avoidance Structure](#). Avoidance structures will decrease the skin collimator opening to remove all areas within the projection of the structure.

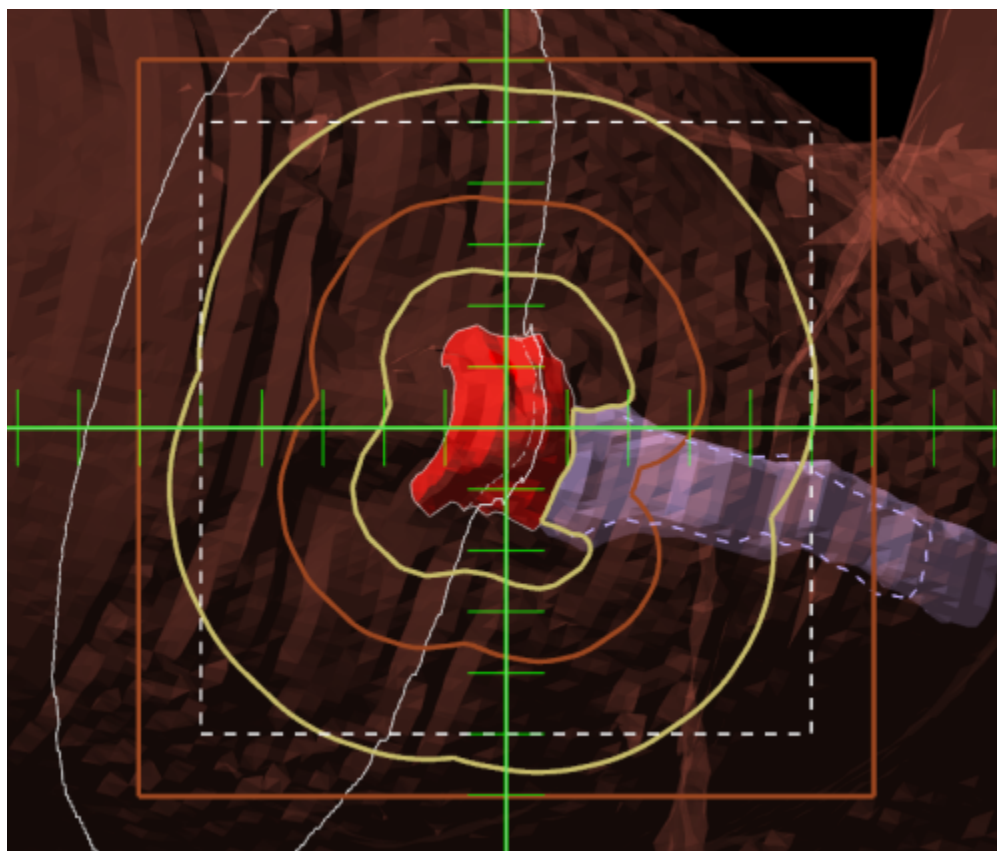


Fig. 5: Skin collimator with avoidance structure

## Collimator Manual Edits

By default manual editing of the block shape is disabled, but a user can elect to enable the ability to manually change the skin collimator opening shape in a manner that is identical to [Manually Editing](#) the electron block opening shape.

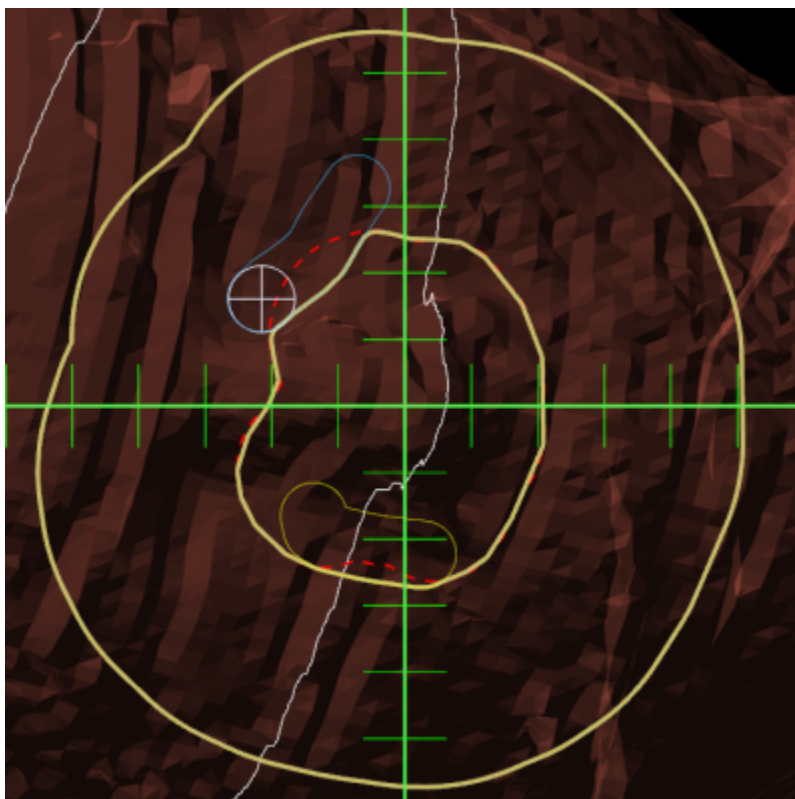


Fig. 6: Skin collimator manual edits

## Collimator Shape Smoothing

- **Level:** Sets the level of smoothing applied to the skin collimator opening shape. This does not smooth the patient or beam side surface of the skin collimator.

**Note:** The app will automatically recalculate and display changes to the skin collimator based on the set smoothing level.

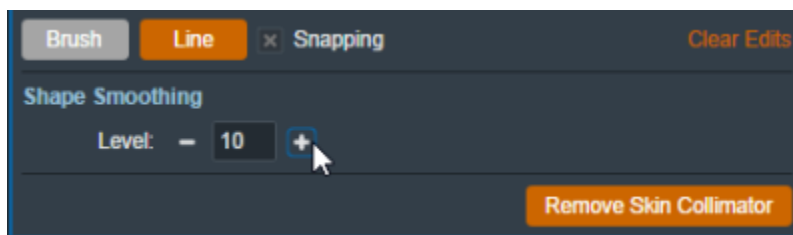


Fig. 7: Setting the smoothing level for the skin collimator

From:

<http://apps.dotdecimal.com/> - **decimal App Documentation**

Permanent link:

[http://apps.dotdecimal.com/doku.php?id=electronrt:userguide:tutorials:skin\\_collimator&rev=1620829264](http://apps.dotdecimal.com/doku.php?id=electronrt:userguide:tutorials:skin_collimator&rev=1620829264)

Last update: **2021/07/29 18:24**

