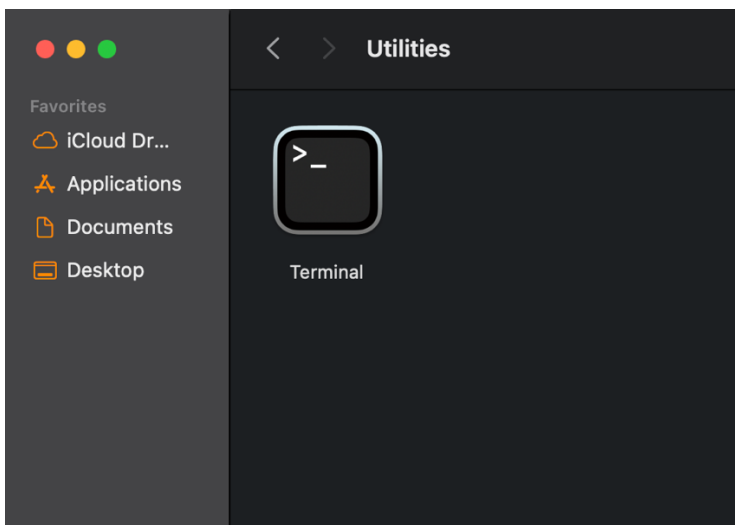
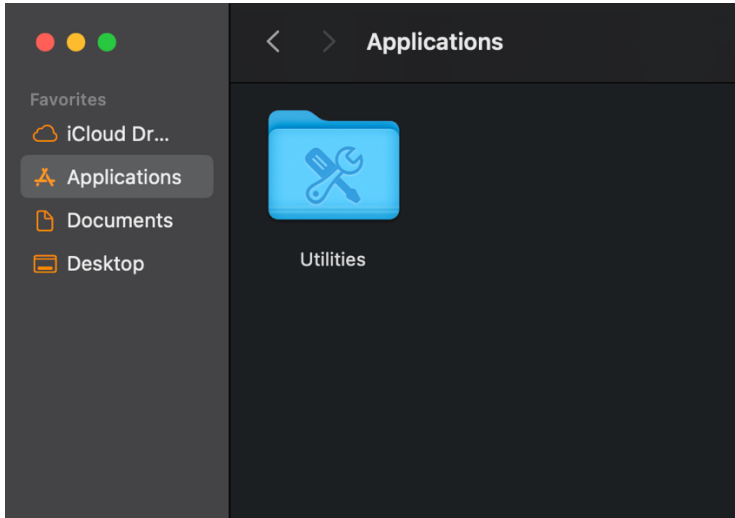


# How to Download the Workshop Materials?

The following snapshots were taken from a MacBook with Apple silicon (M1).

1. Human Brain GeoMx DSP data (select either *a* or *b*):
  - a. Open Terminal (Applications → Utilities) and clone the Git repo on the Desktop:

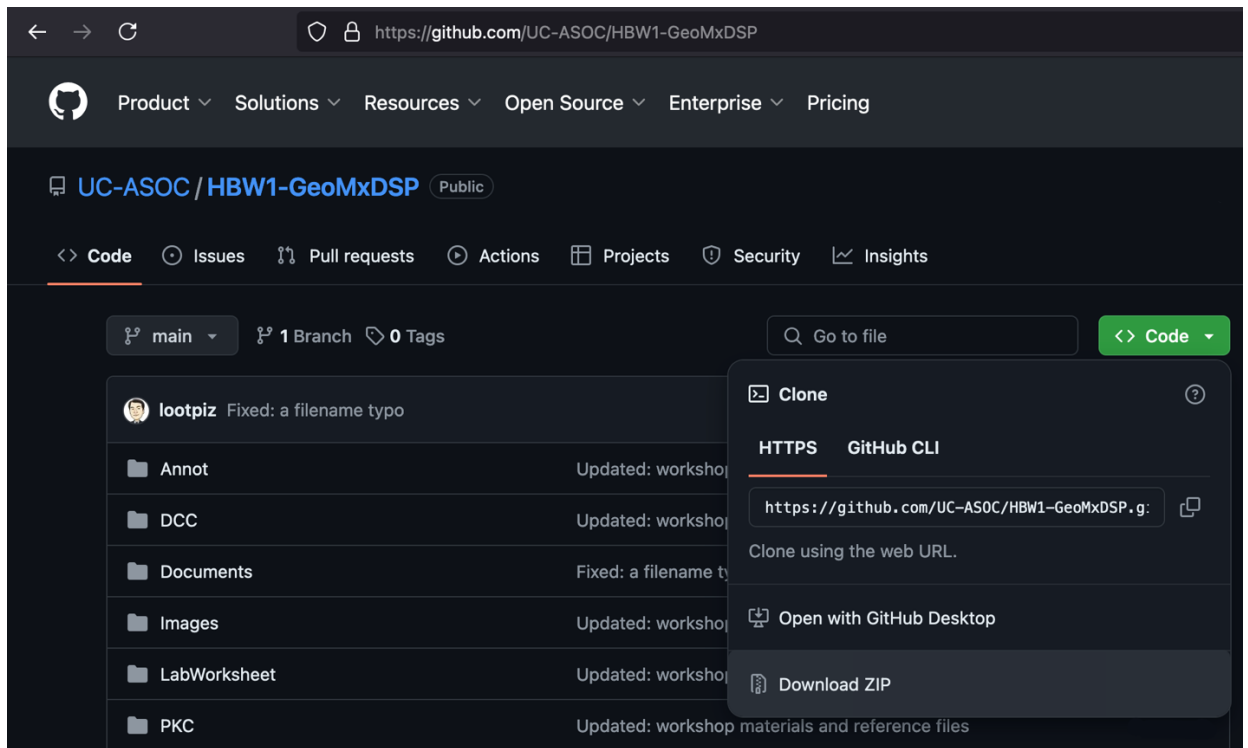


```
cd ~/Desktop
```

```
git clone https://github.com/UC-ASOC/HBW1-GeoMxDSP.git
```

```
Mac:~ $ cd ~/Desktop
Mac:Desktop$ git clone https://github.com/UC-ASOC/HBW1-GeoMxDSP.git
Cloning into 'HBW1-GeoMxDSP'...
remote: Enumerating objects: 303, done.
remote: Counting objects: 100% (303/303), done.
remote: Compressing objects: 100% (298/298), done.
remote: Total 303 (delta 15), reused 283 (delta 2), pack-reused 0
Receiving objects: 100% (303/303), 25.13 MiB | 14.14 MiB/s, done.
Resolving deltas: 100% (15/15), done.
```

b. Visit [the GitHub repo](#) and download ZIP file from the Code button:



2. Download the Human Brain OME.TIFF file:

[https://ASOC.ucalgary.ca/HBW/download/hu\\_brain\\_004b.ome.tiff](https://ASOC.ucalgary.ca/HBW/download/hu_brain_004b.ome.tiff)

3. You're all set – have them on the Desktop folder!

