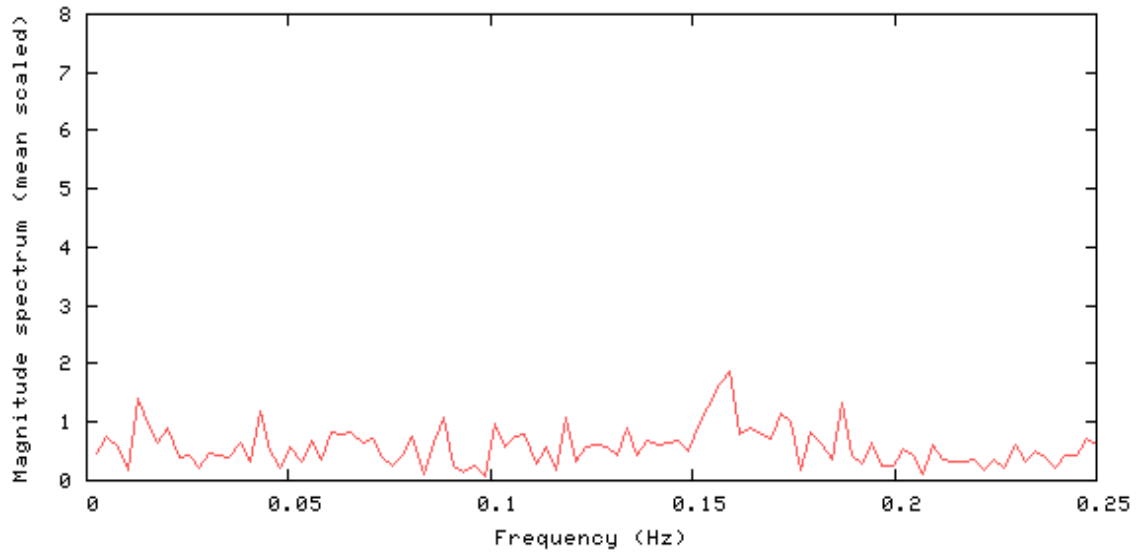




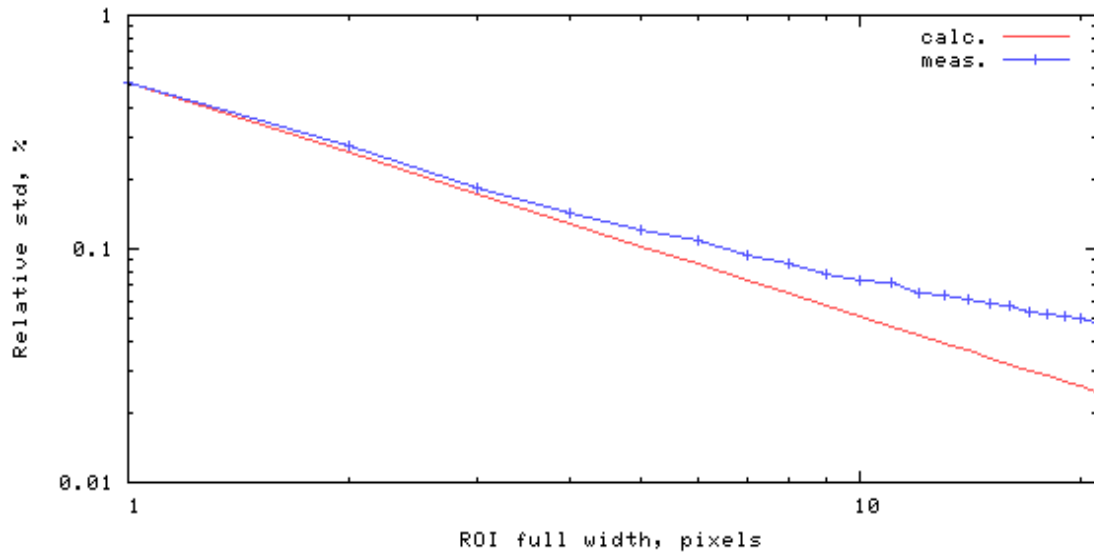
## Frequency Spectrum

[mean, SNR, SFNR] = [2763.1 203.3 200.0]



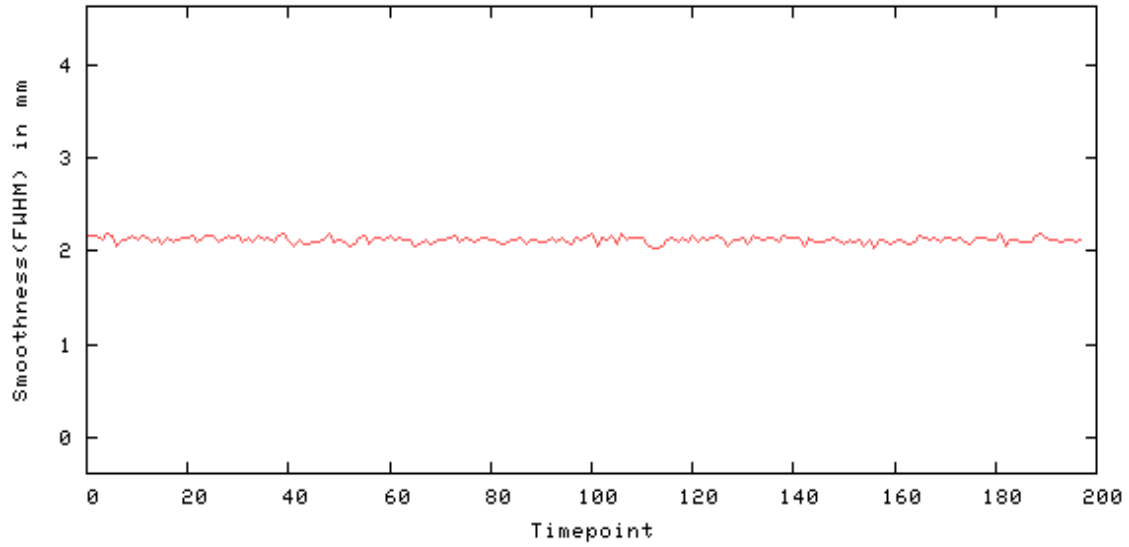
## Radius of Decorrelation

rdc = 10.7 pixels



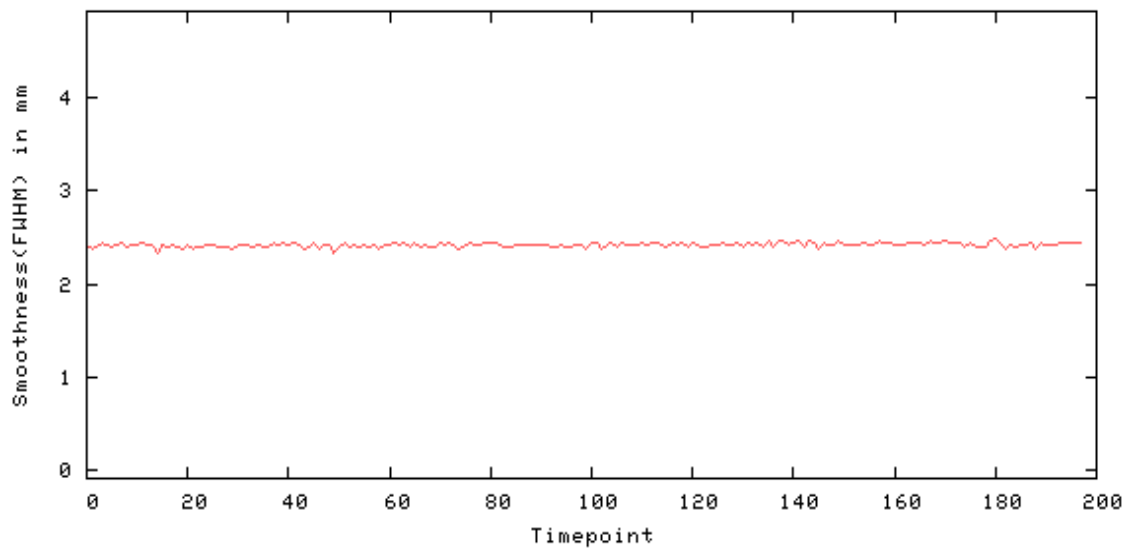
## Smoothness - X

Smoothness(FWHM) in mm - X: [min mean max] = [2.031 2.123 2.192]



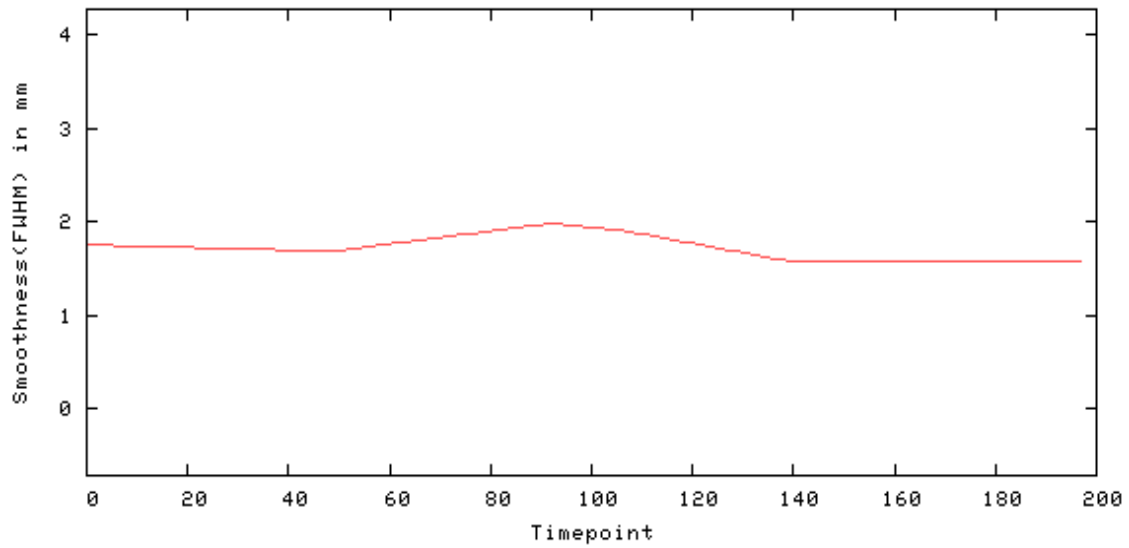
## Smoothness - Y

Smoothness(FWHM) in mm - Y: [min mean max] = [2.328 2.418 2.491]



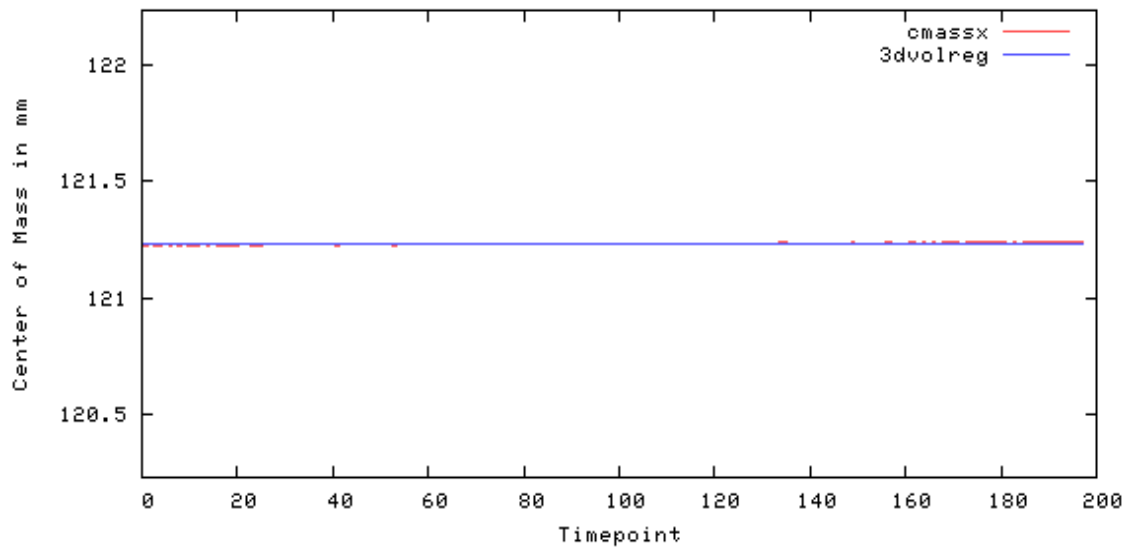
## Smoothness - Z

Smoothness(FWHM) in mm - Z: [min mean max] = [1.582 1.781 1.985]



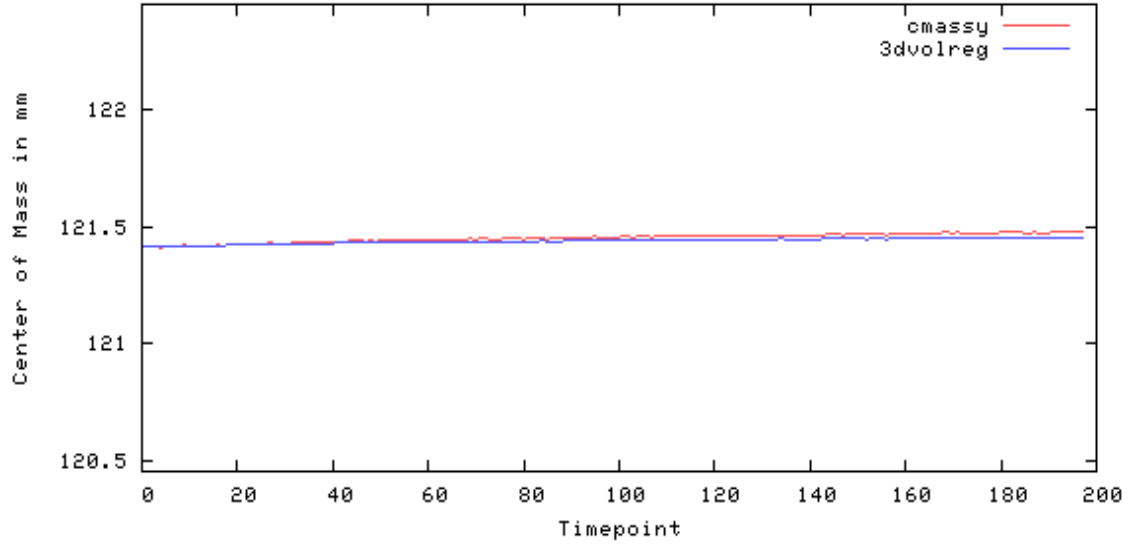
## Center of Mass - X

Center of Mass in mm - X: [maxdisplacement drift] = [0.016 0.007]



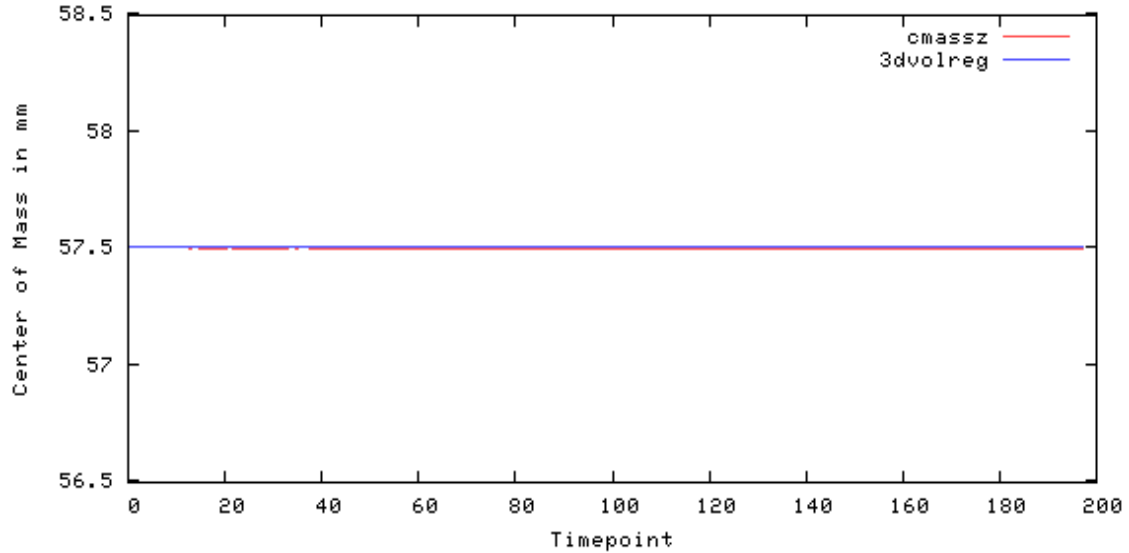
## Center of Mass - Y

Center of Mass in mm - Y: [maxdisplacement drift] = [0.067 0.063]



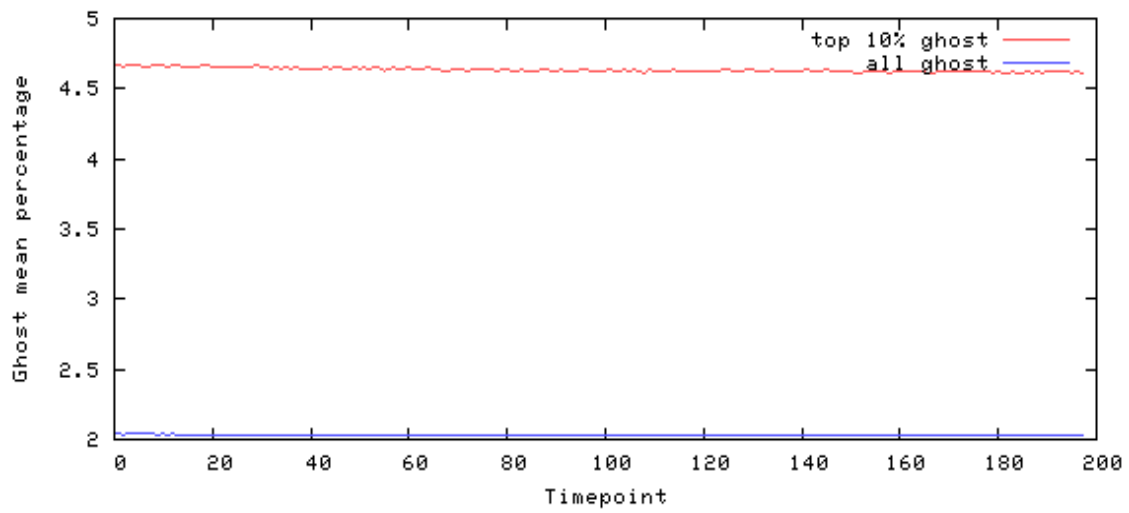
## Center of Mass - Z

Center of Mass in mm - Z: [maxdisplacement drift] = [0.012 -0.009]

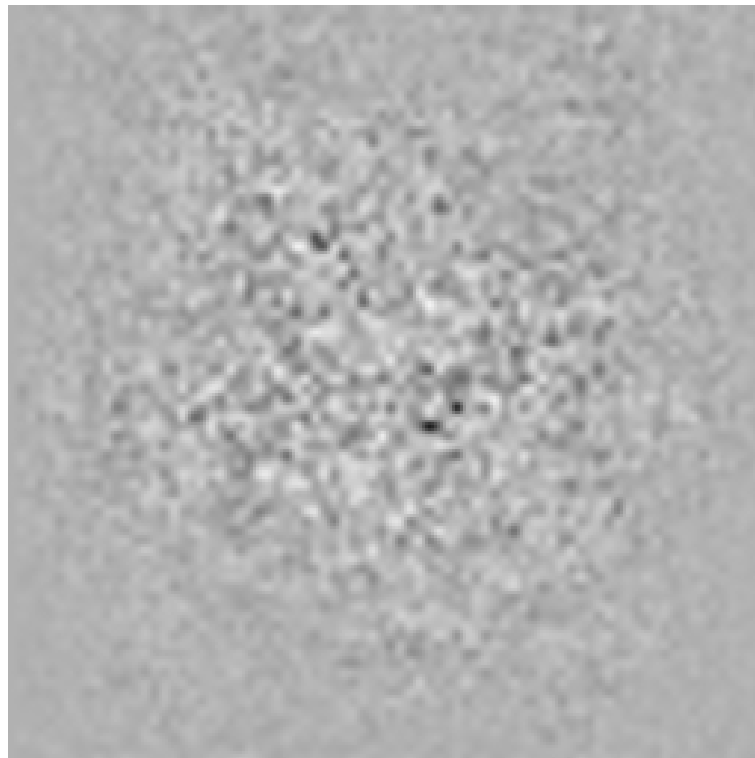


# Ghost

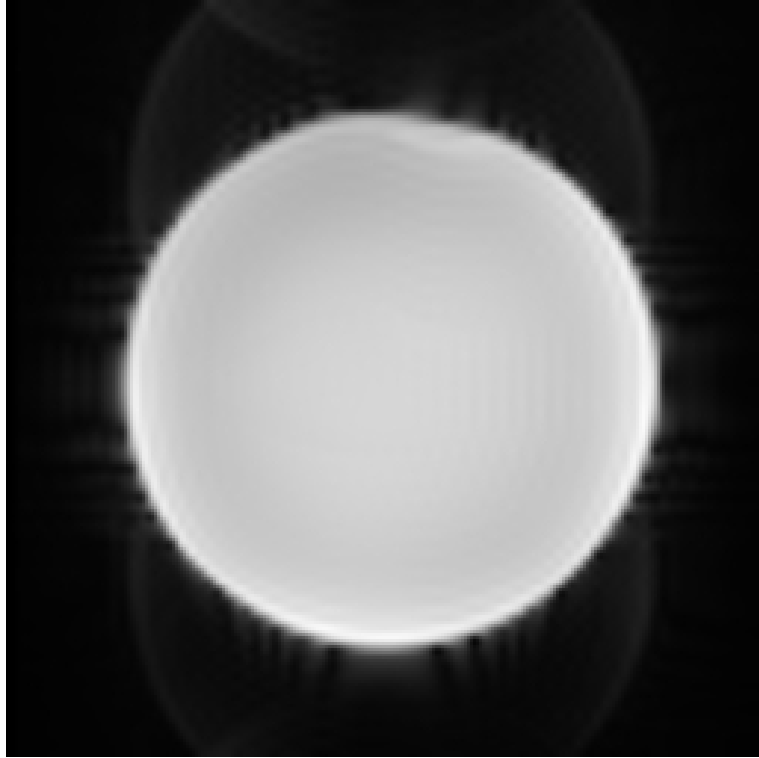
Mean of ghost voxels as % of non-ghost [masked] mean  
(ghostmean, brightghostmean) = (2.031, 4.636)  
(lower is better)



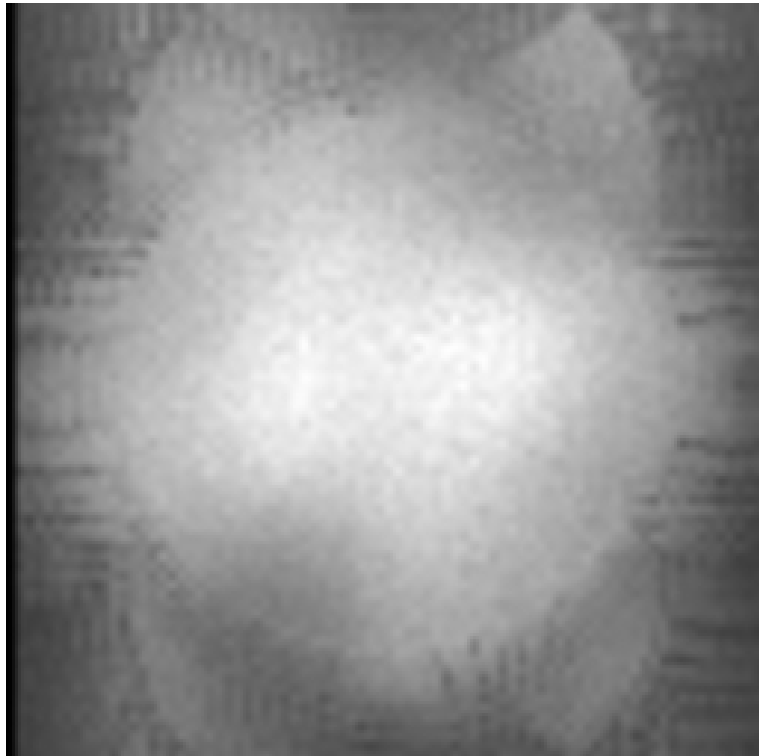
## Odd-Even Difference Image



Mean Image



Standard Deviation Image



SFNR Image

