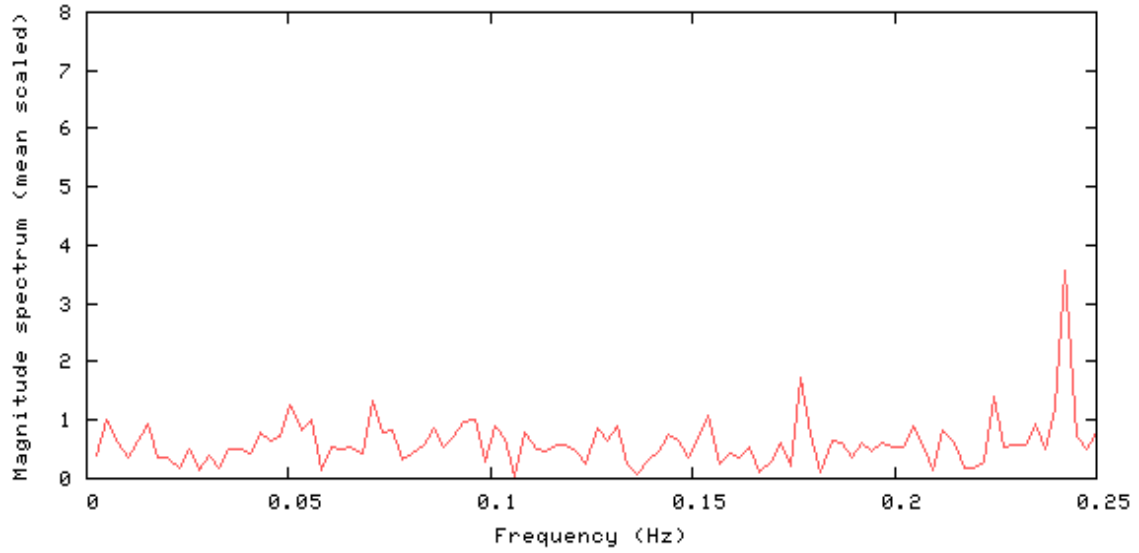




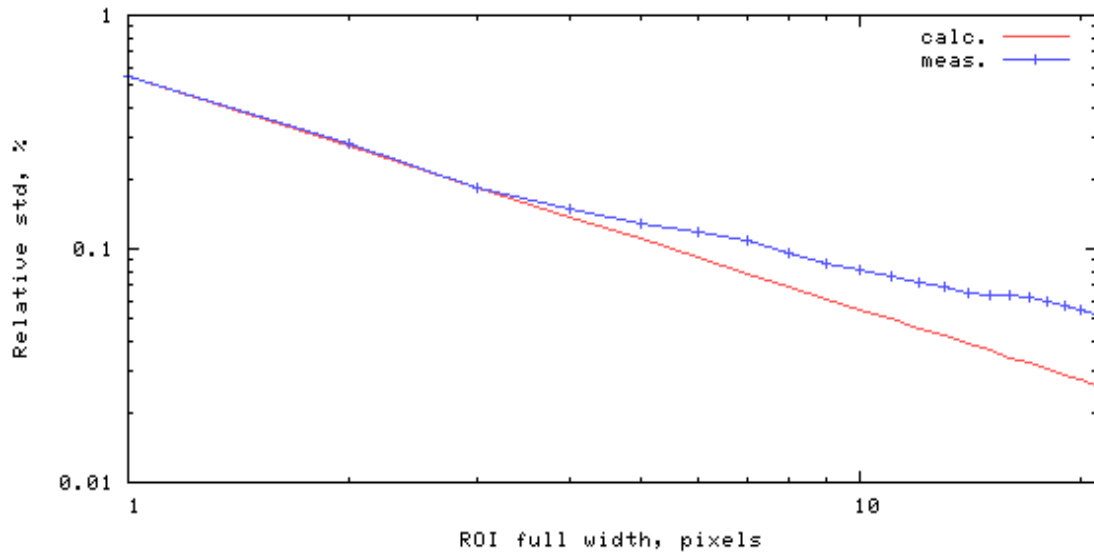
## Frequency Spectrum

[mean, SNR, SFNR] = [2649.7 200.8 184.4]

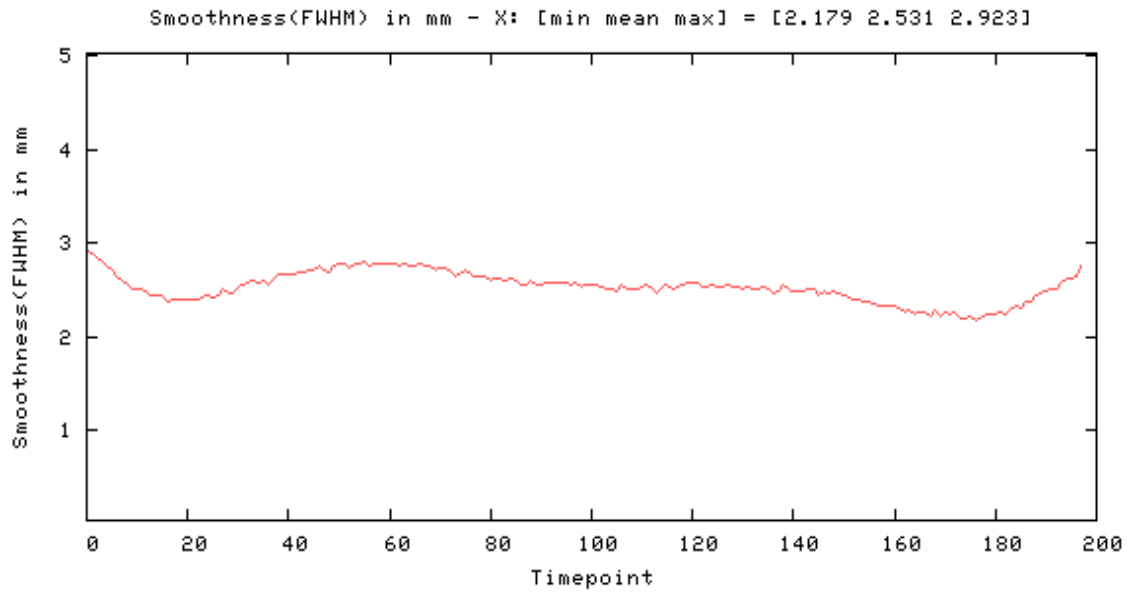


## Radius of Decorrelation

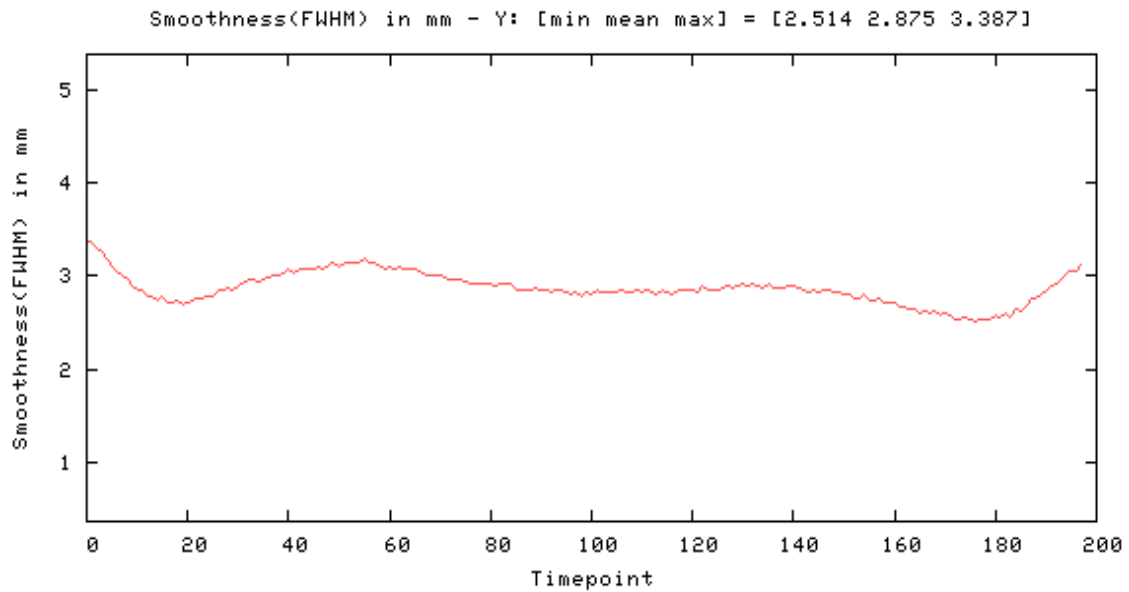
rdc = 10.4 pixels



## Smoothness - X

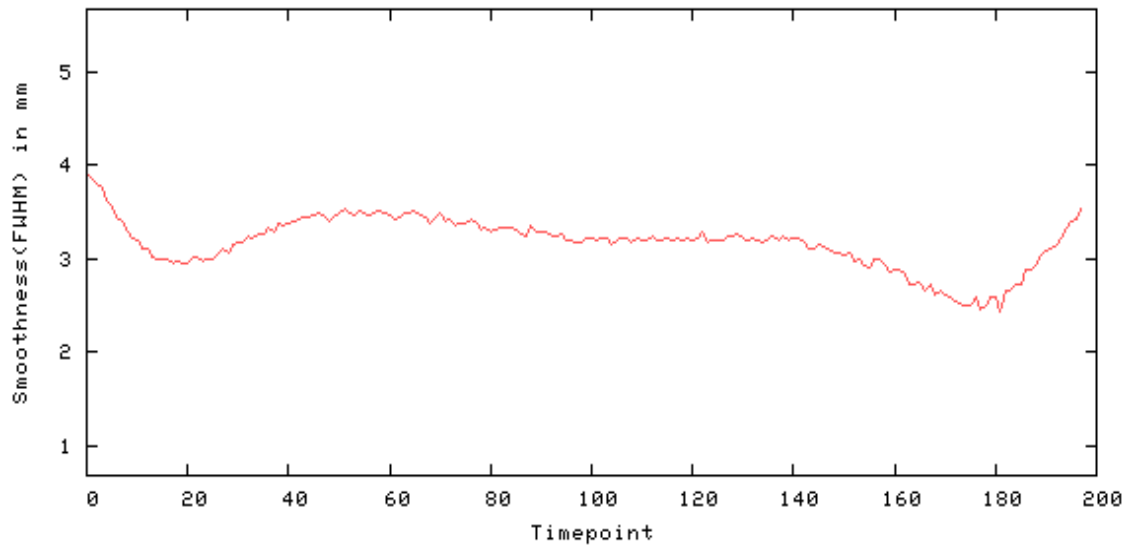


## Smoothness - Y



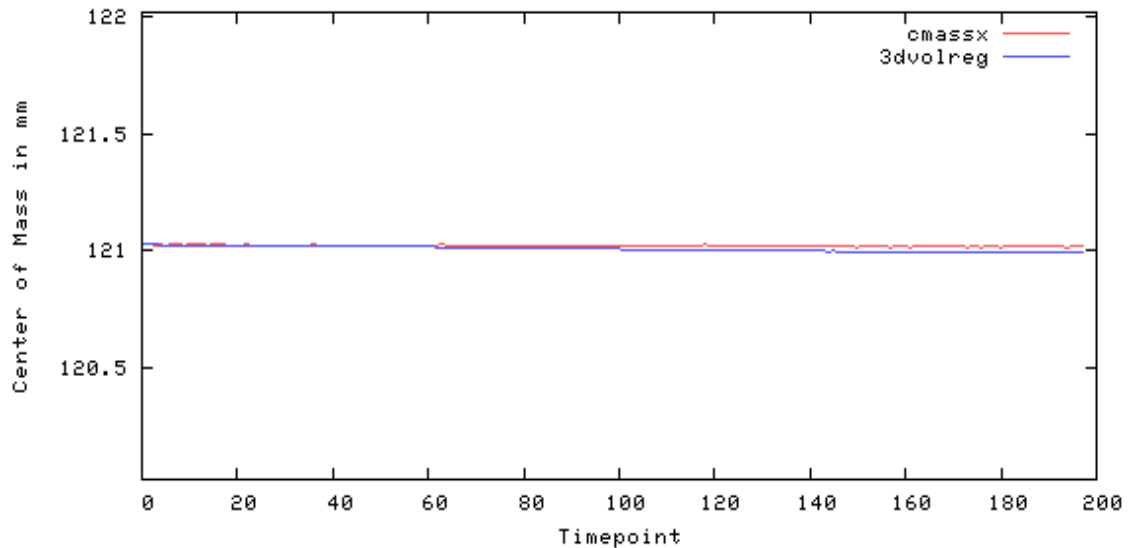
## Smoothness - Z

Smoothness(FWHM) in mm - Z: [min mean max] = [2.423 3.175 3.914]



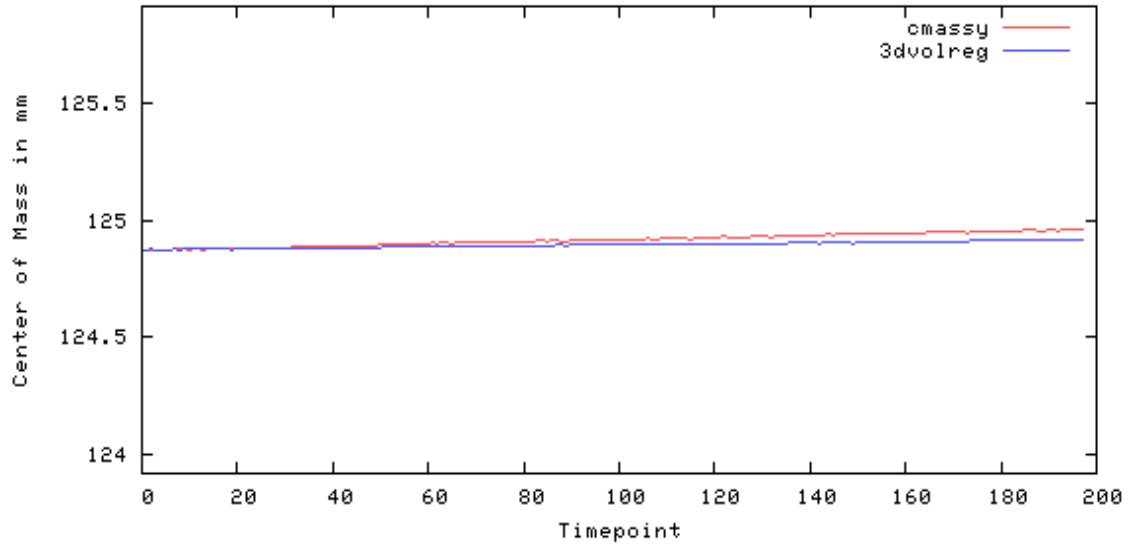
## Center of Mass - X

Center of Mass in mm - X: [maxdisplacement drift] = [0.016 -0.008]



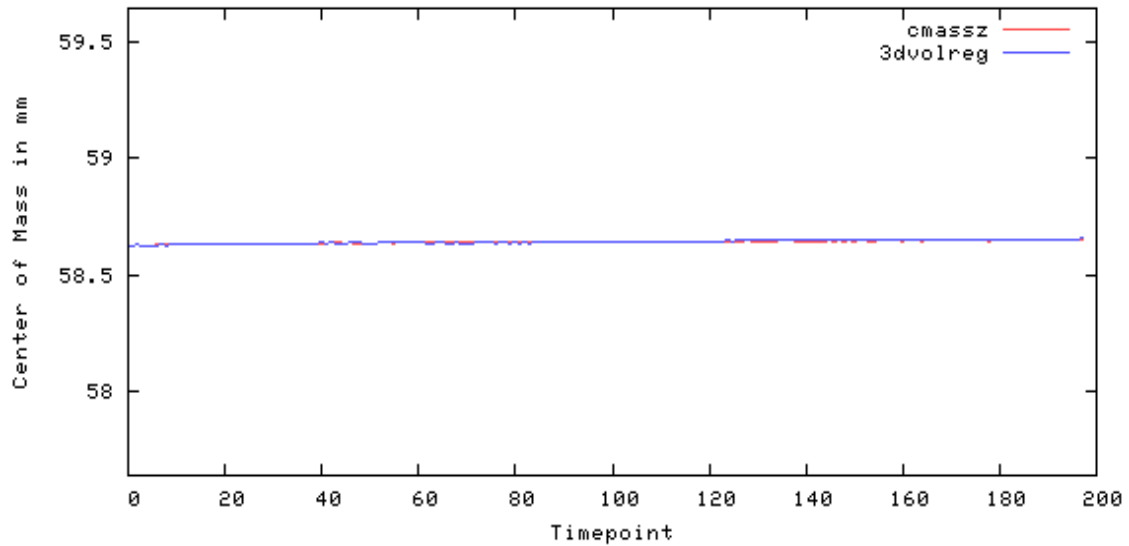
## Center of Mass - Y

Center of Mass in mm - Y: [maxdisplacement drift] = [0.090 0.087]



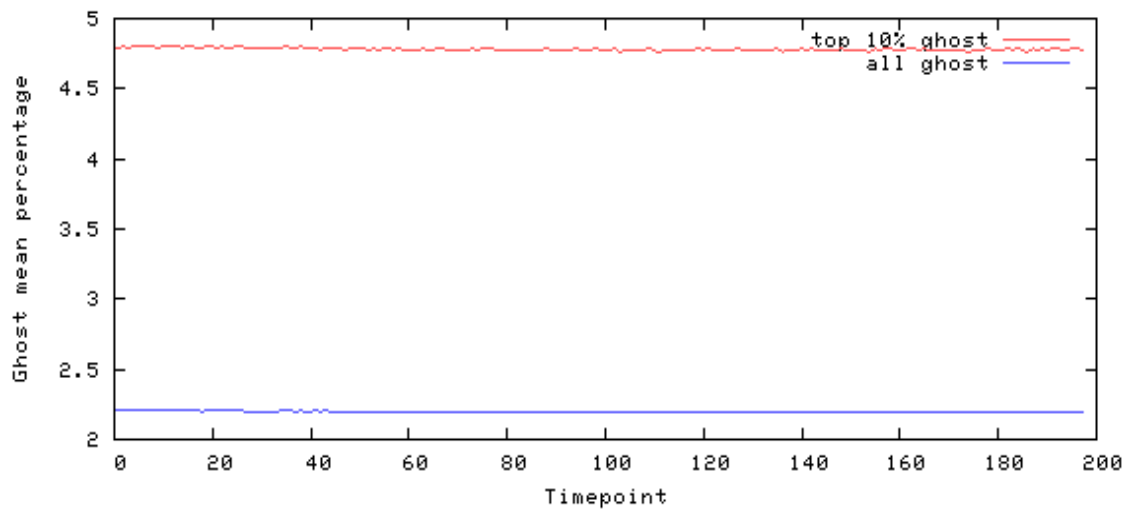
## Center of Mass - Z

Center of Mass in mm - Z: [maxdisplacement drift] = [0.028 0.025]

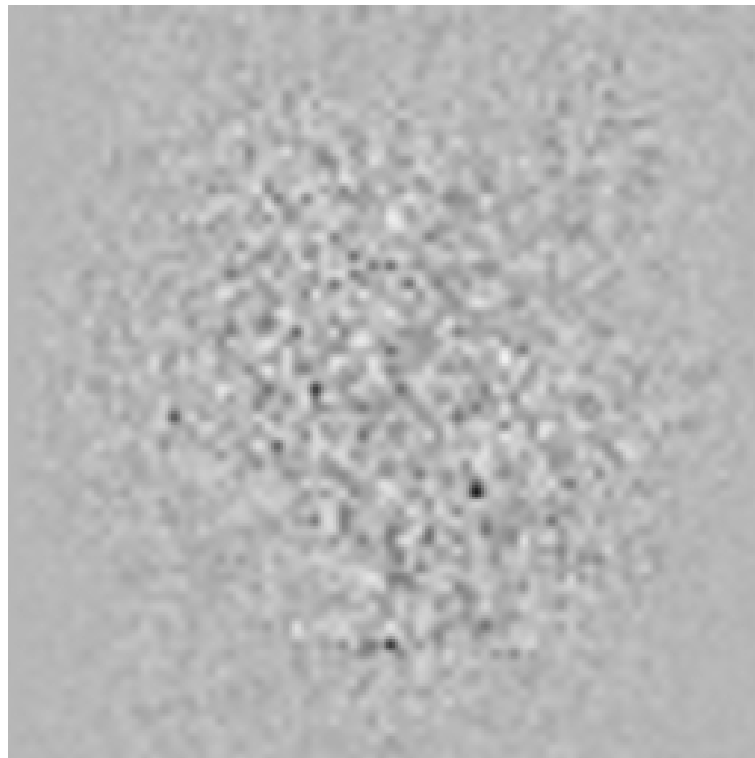


# Ghost

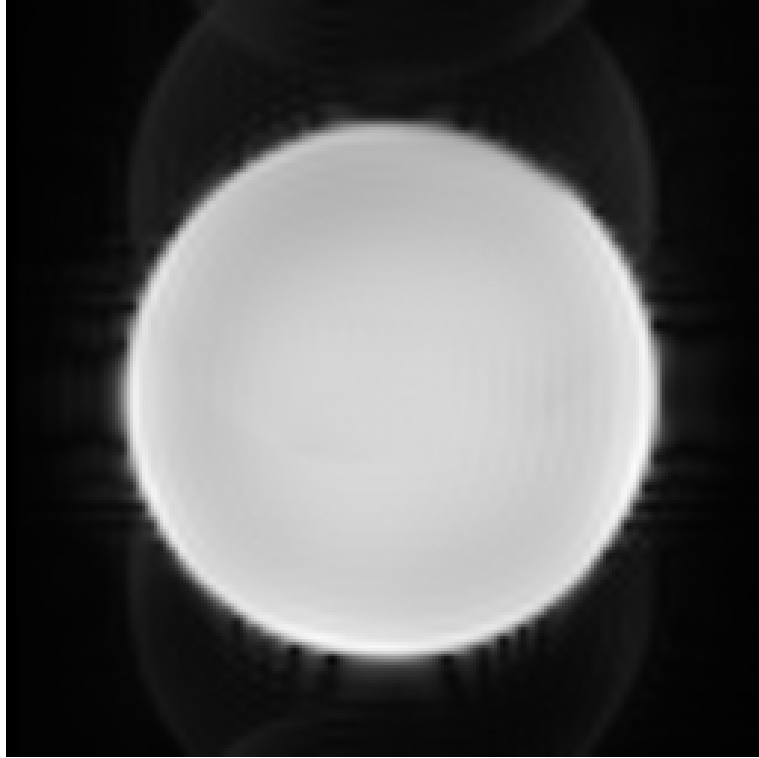
Mean of ghost voxels as % of non-ghost [masked] mean  
(ghostmean, brightghostmean) = (2.200, 4.782)  
(lower is better)



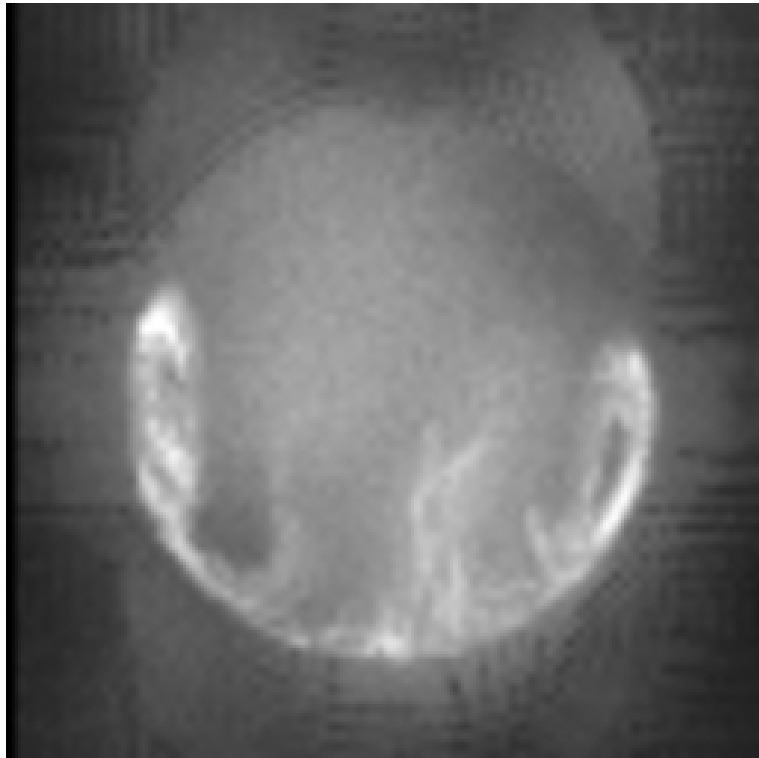
## Odd-Even Difference Image



Mean Image



Standard Deviation Image



SFNR Image

