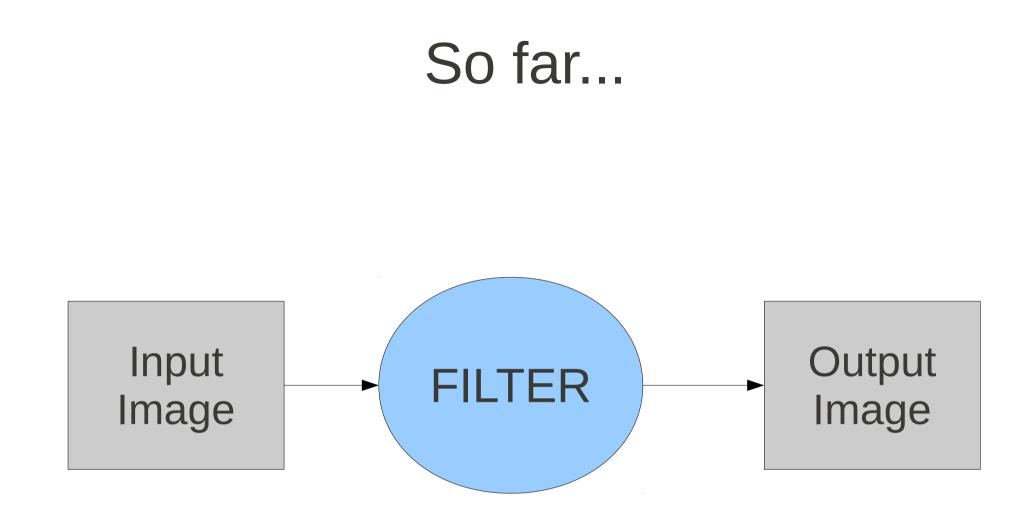
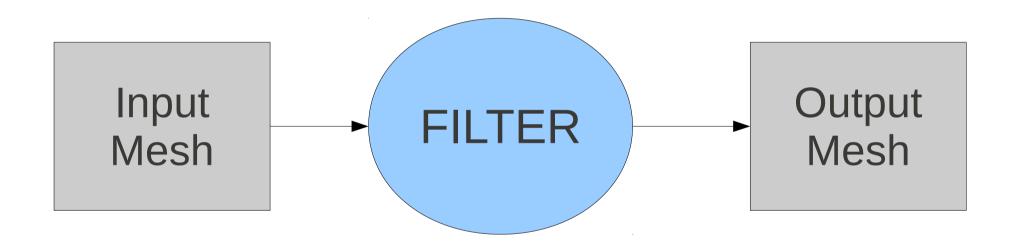
### **ITKv4 – Spatial Objects**

Arnaud Gelas – Luis Ibanez

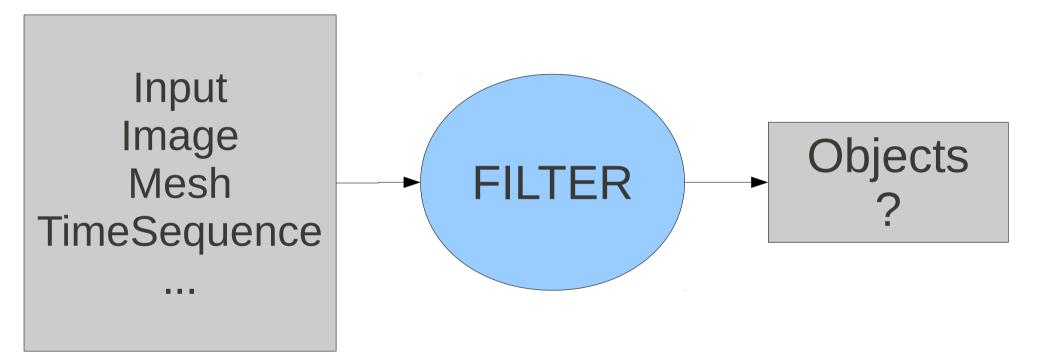
#### Beyond the Image...



#### Only Recently...

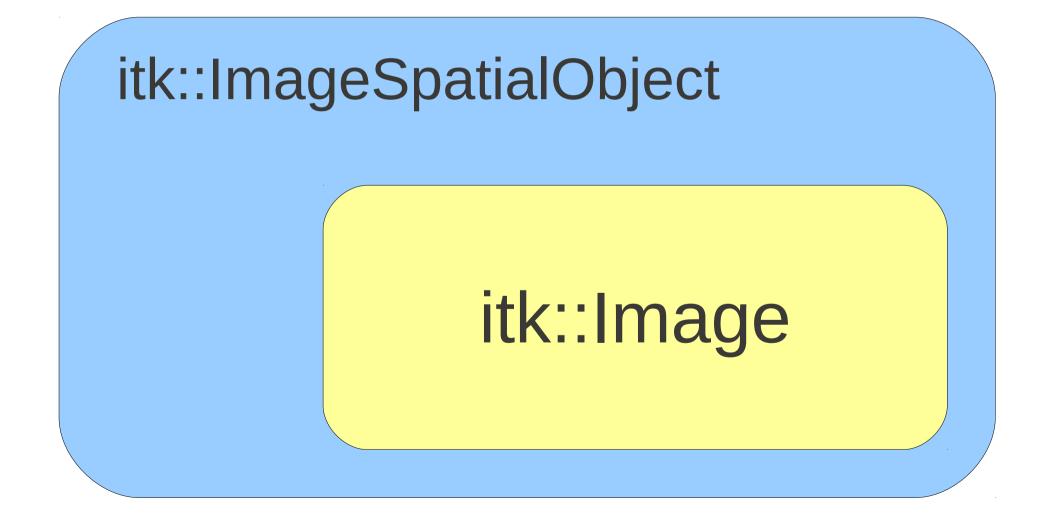


#### The Future...



- itkArrowSpatialObject
- itkBlobSpatialObject
- itkBoxSpatialObject
- itkContourSpatialObject
- itkCylinderSpatialObject
- itkDTITubeSpatialObject
- itkEllipseSpatialObject
- itkGaussianSpatialObject
- itkGroupSpatialObject
- itkImageMaskSpatialObject
- itkImageSpatialObject
- itkLandmarkSpatialObject

- itkLineSpatialObject
- itkMeshSpatialObject
- itkPlaneSpatialObject
- itkPointBasedSpatialObject
- itkPolygonGroupSpatialObject
- itkPolygonSpatialObject
- itkSceneSpatialObject
- itkSpatialObject
- itkSurfaceSpatialObject
- itkTubeSpatialObject
- itkVesselTubeSpatialObject





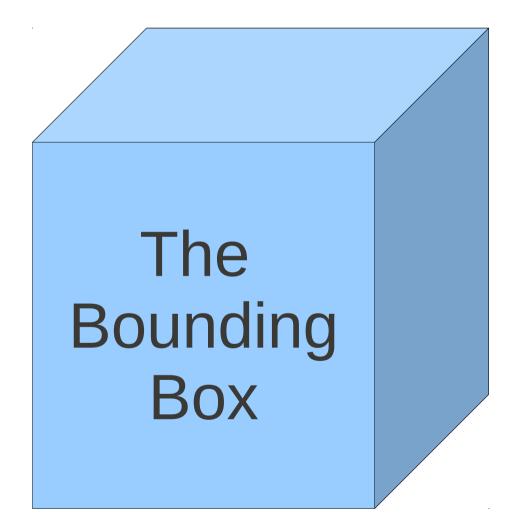
#### At the Beginning...

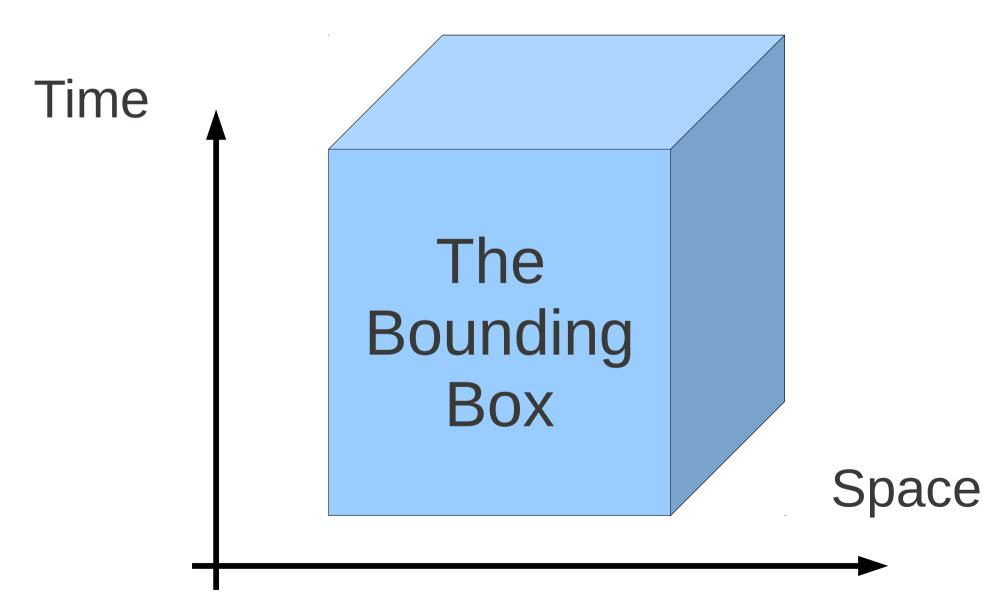


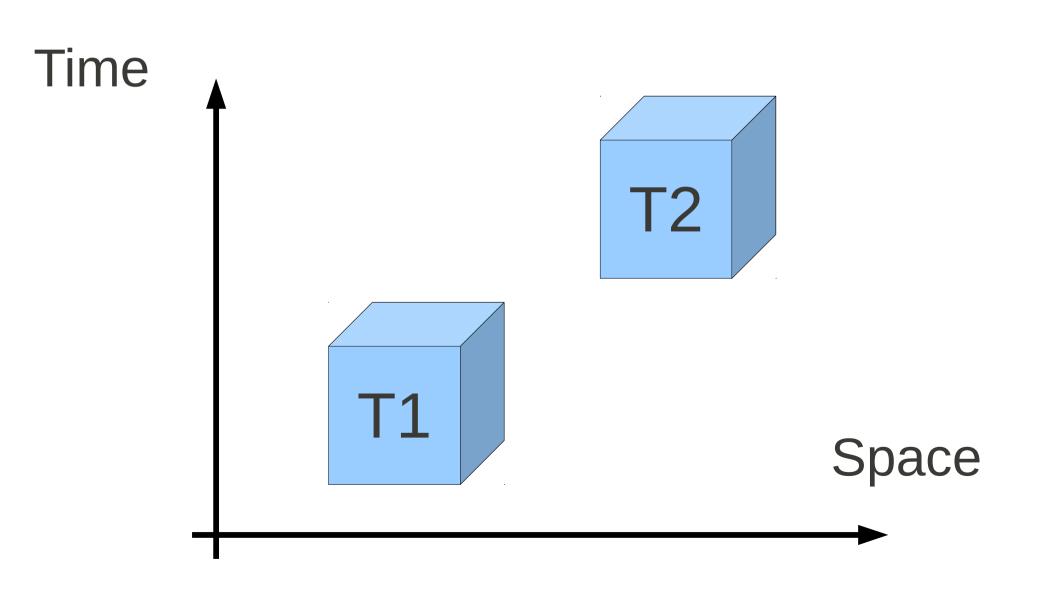
### **Region of Space**

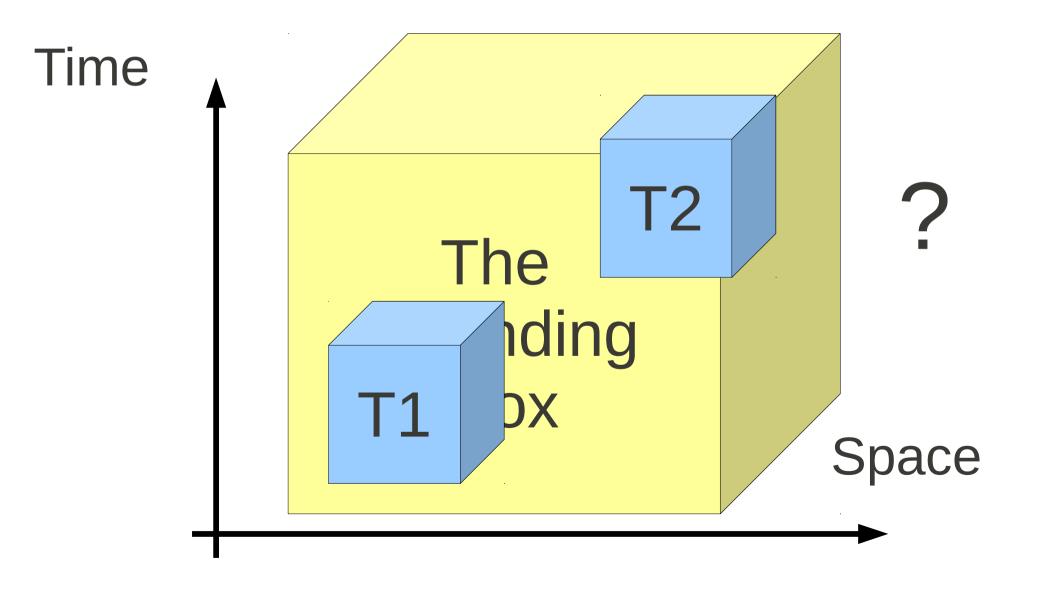


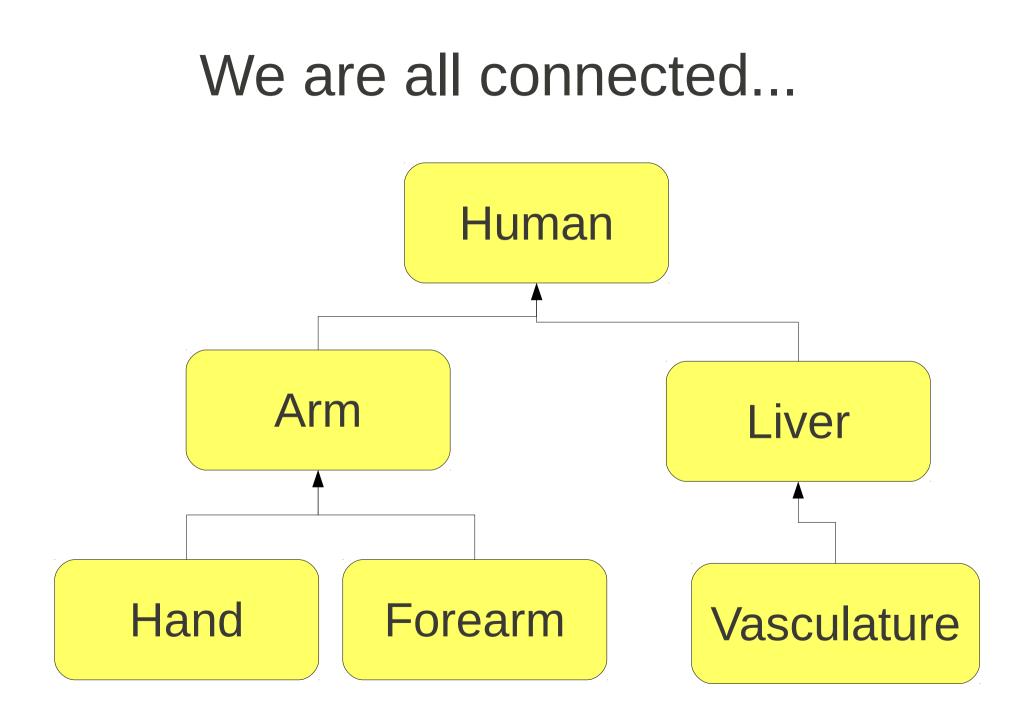
#### Is P Inside ?

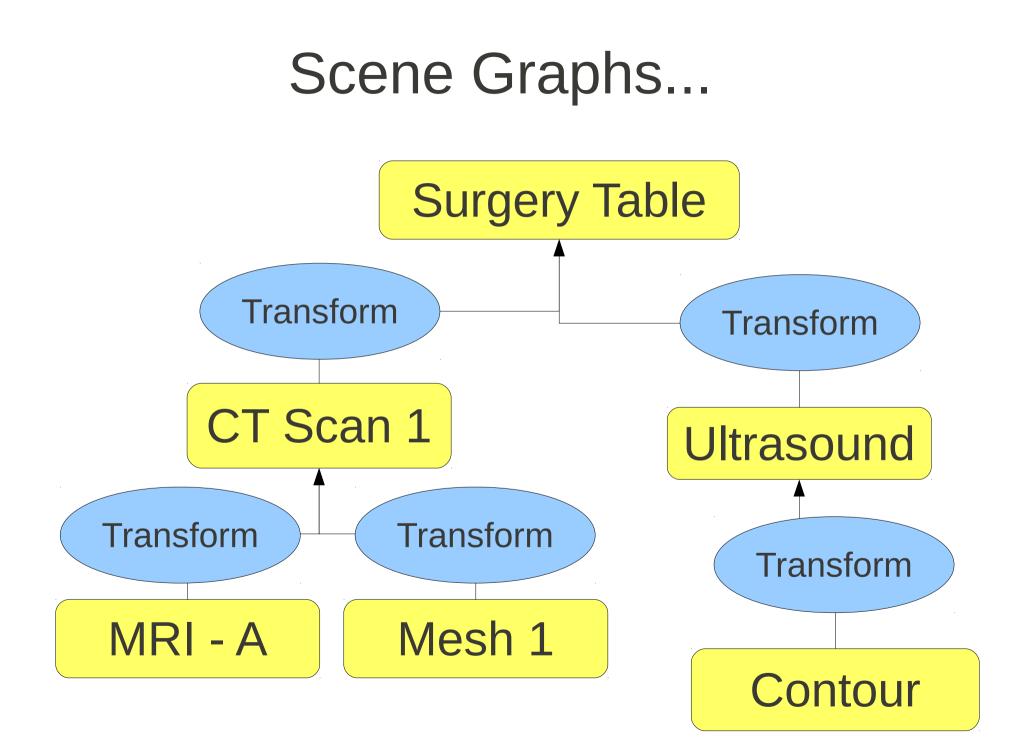




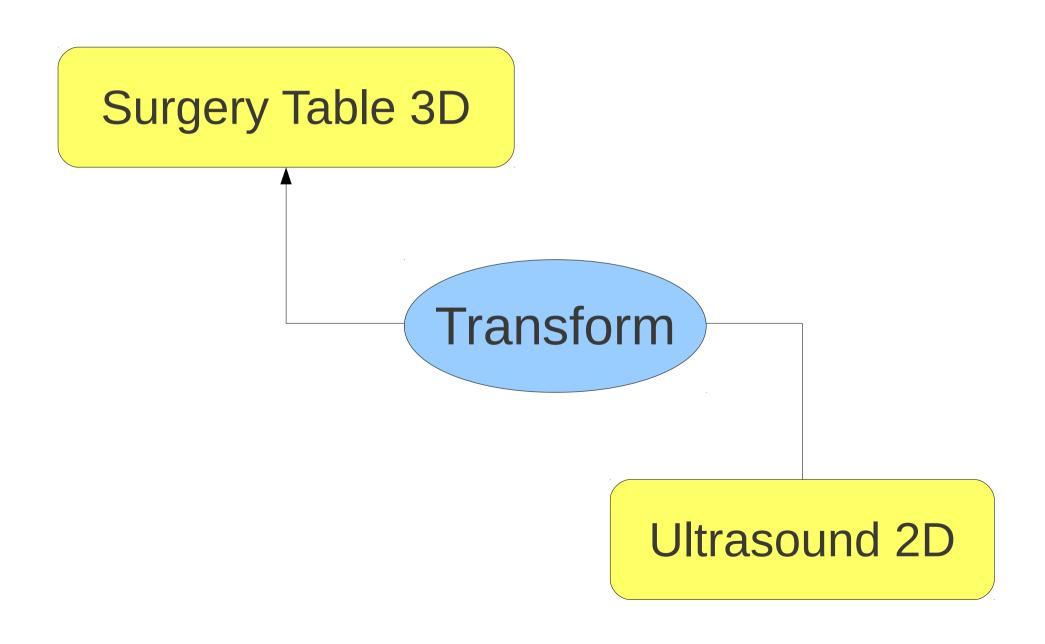








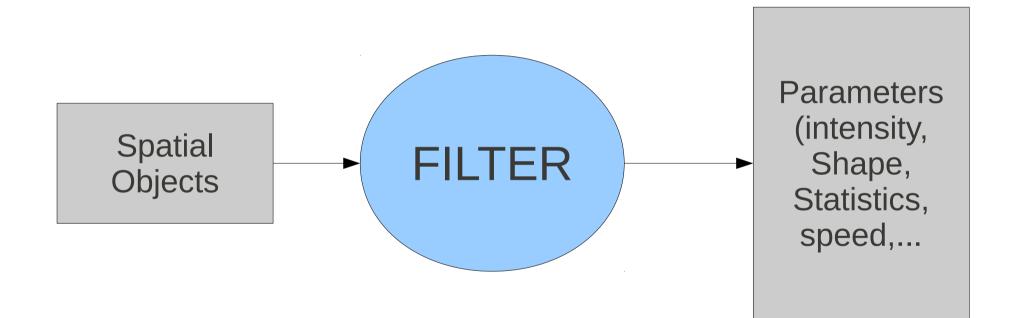
#### Scene Graphs...



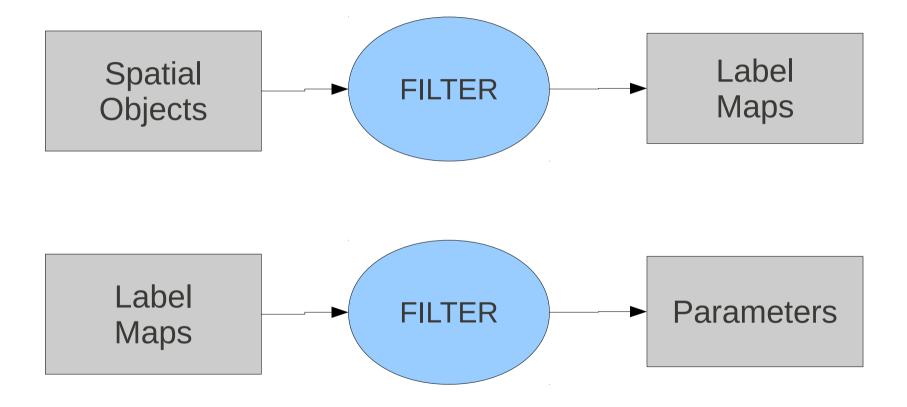
Scene Graphs...

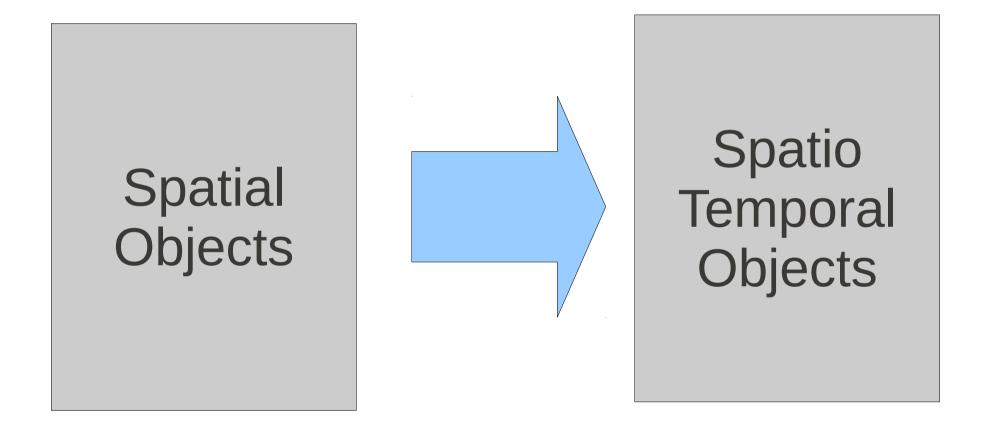
# Is it a TREE ?Is it a GRAPH ?

#### We want Numbers !



#### We want Numbers !





# (x, y, z, t)

## itk::Point

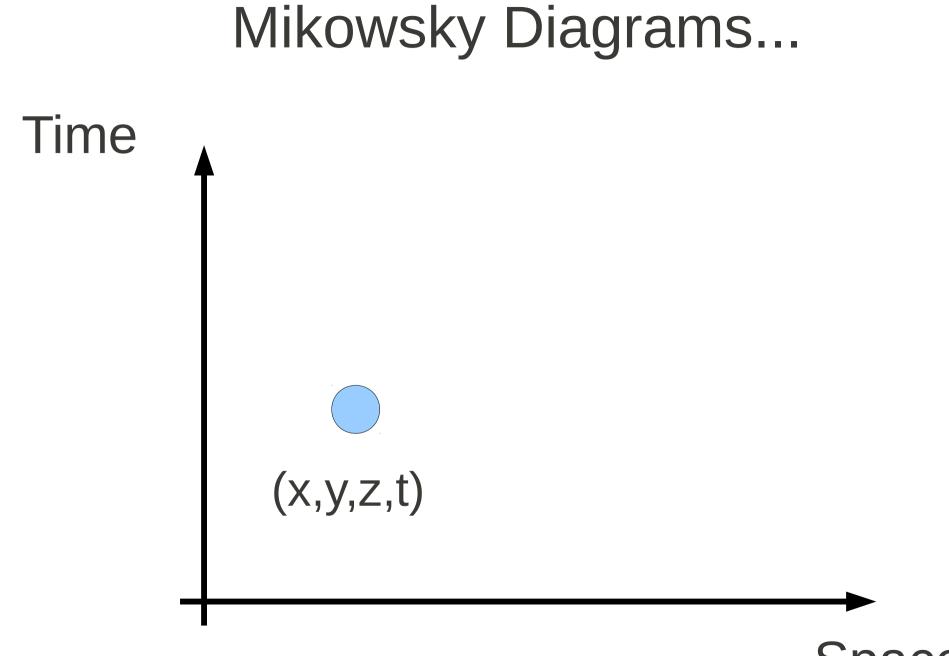
At time T...

# itk::SpatialObject

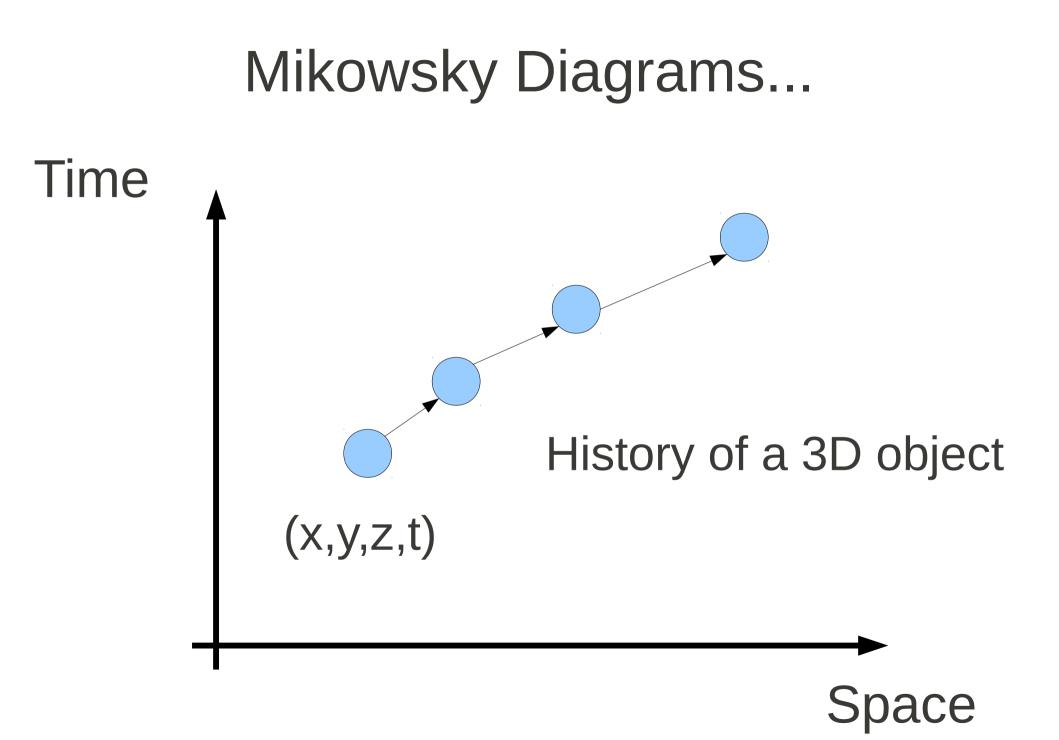
At time T...

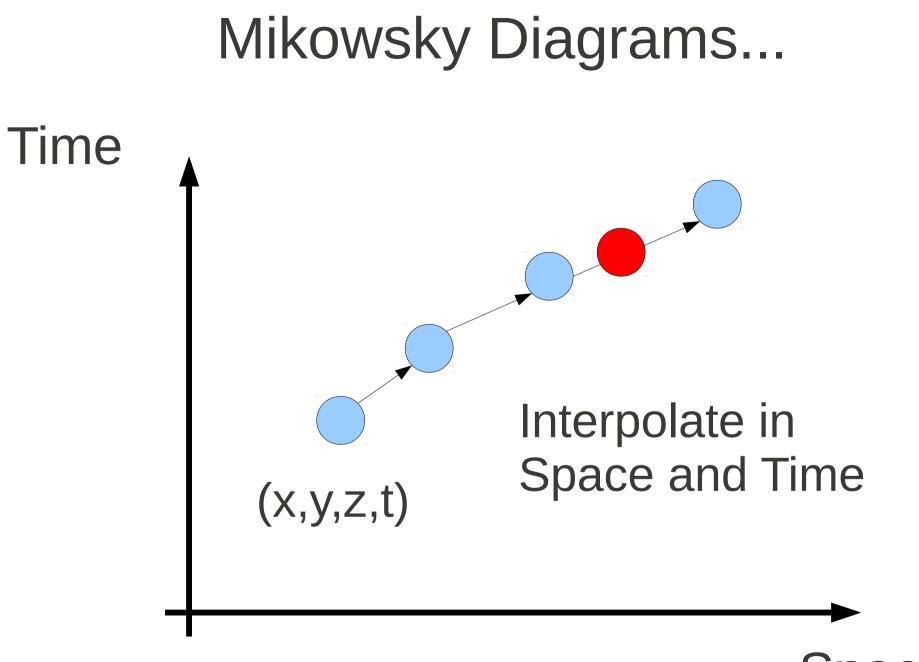
# itk::SpatialObject

Or Across Time...

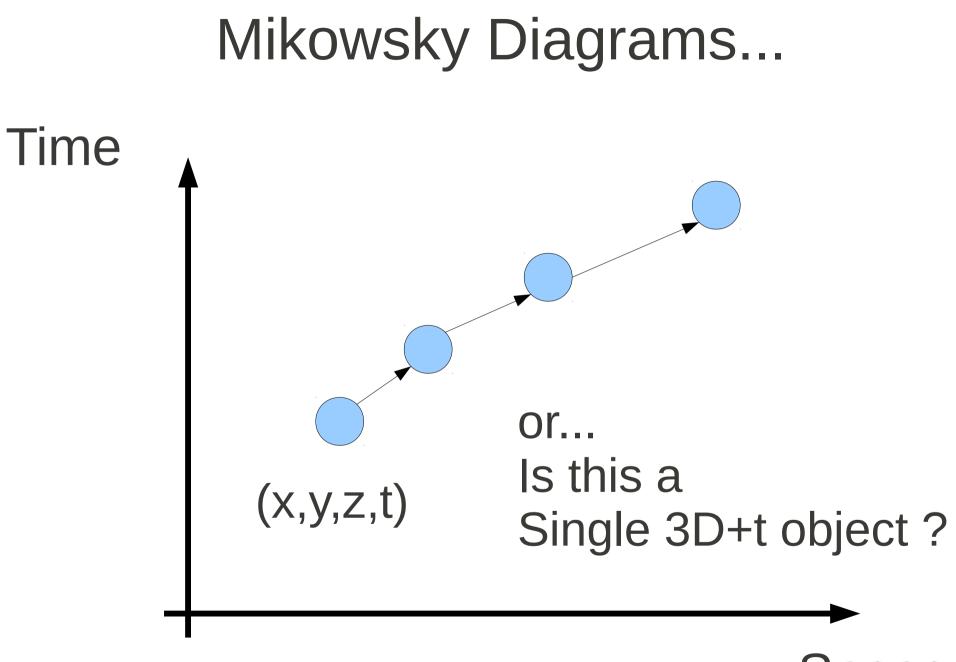






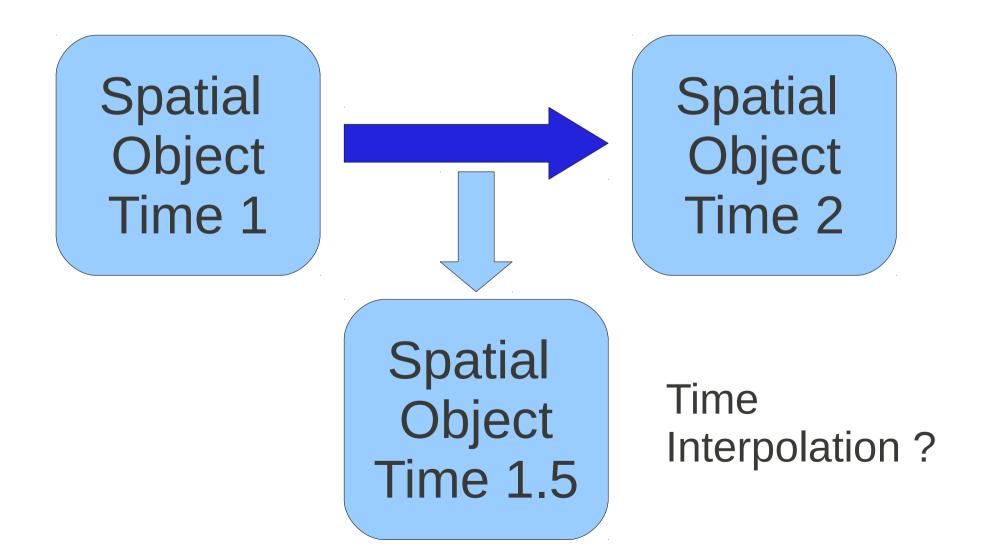


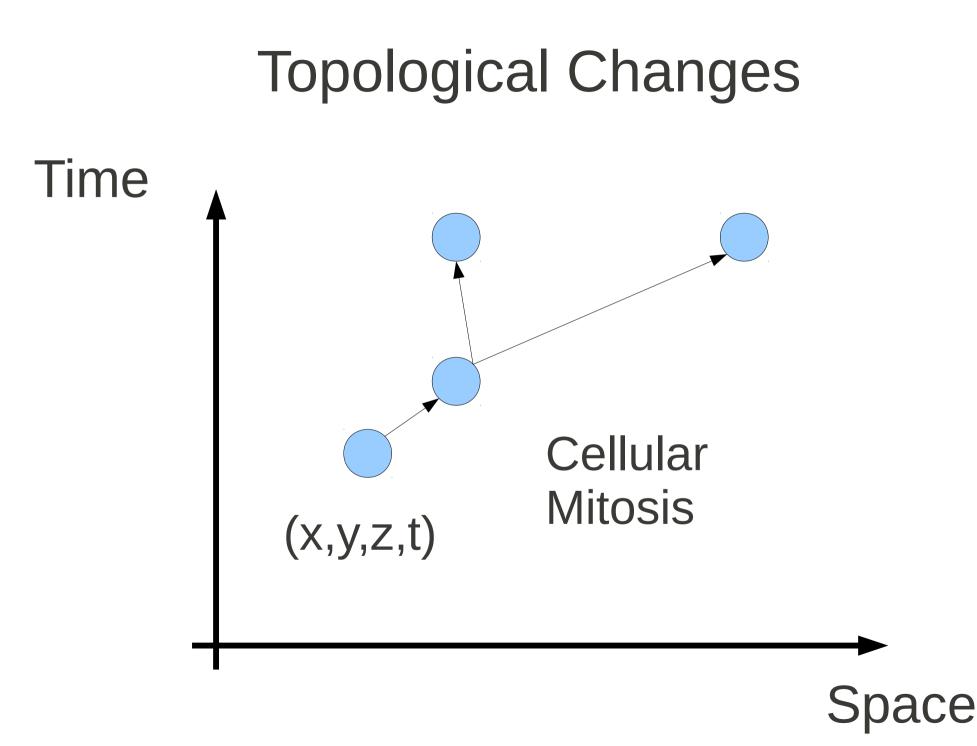
Space



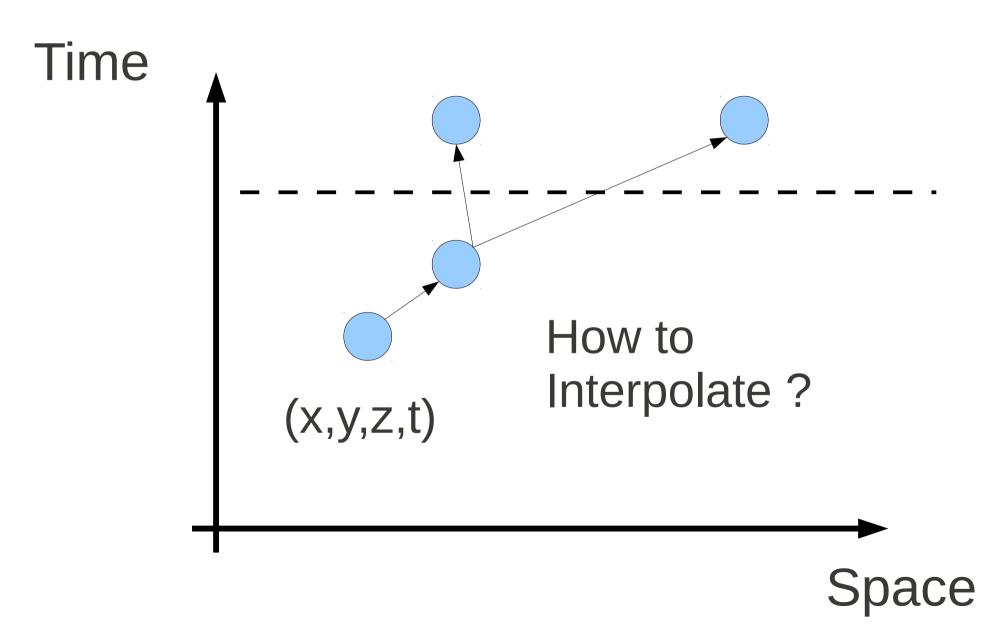
Space

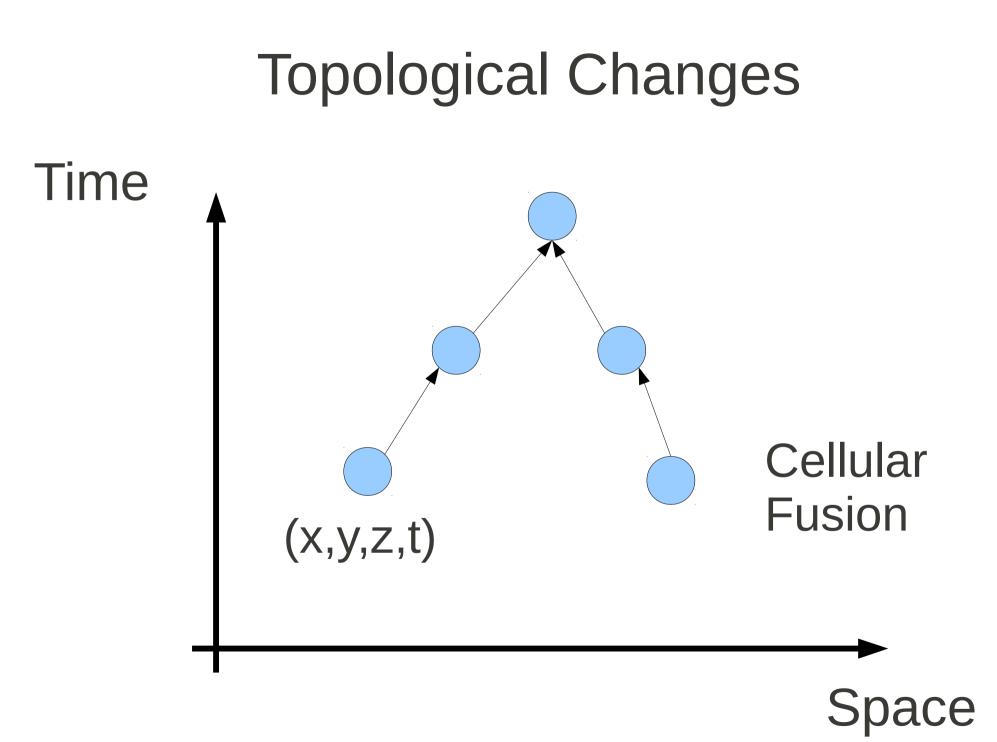
#### The Time Continuum...



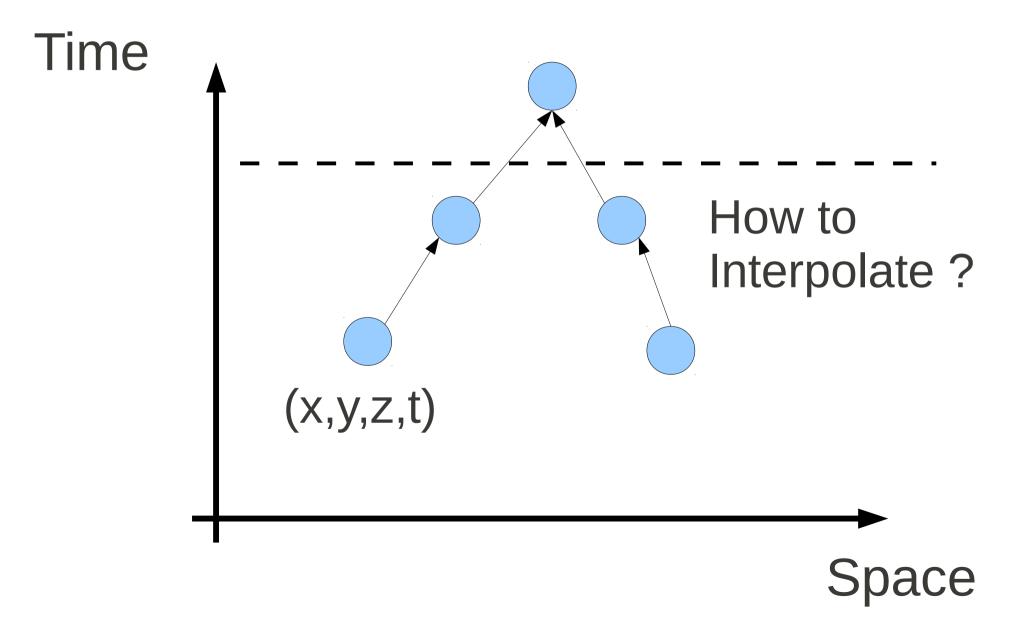


#### **Topological Changes**





#### **Topological Changes**



### End

#### Discussion

- Model to image registration
  - Optimize over SO, shape parametes
- Moving from App level representation towards the lower level in ITK (e.g. to share among apps such as V3D, GoFigure,...)
- Create a itk::GraphObject ?
  - Use Boost graph library ? (as a module)
  - Nick wrote one...(at the time we didn't want Boost..)
  - Data in nodes & data in edges (e.g. transforms)..

#### Discussion

- What information to put in Nodes ?
  - What to put in Edges ?
- How to manage IO ?
  - get it from boost ?
  - Use graphviz ?
- ItkGraphObject
  - Nodes → Template argument
  - Edge  $\rightarrow$

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