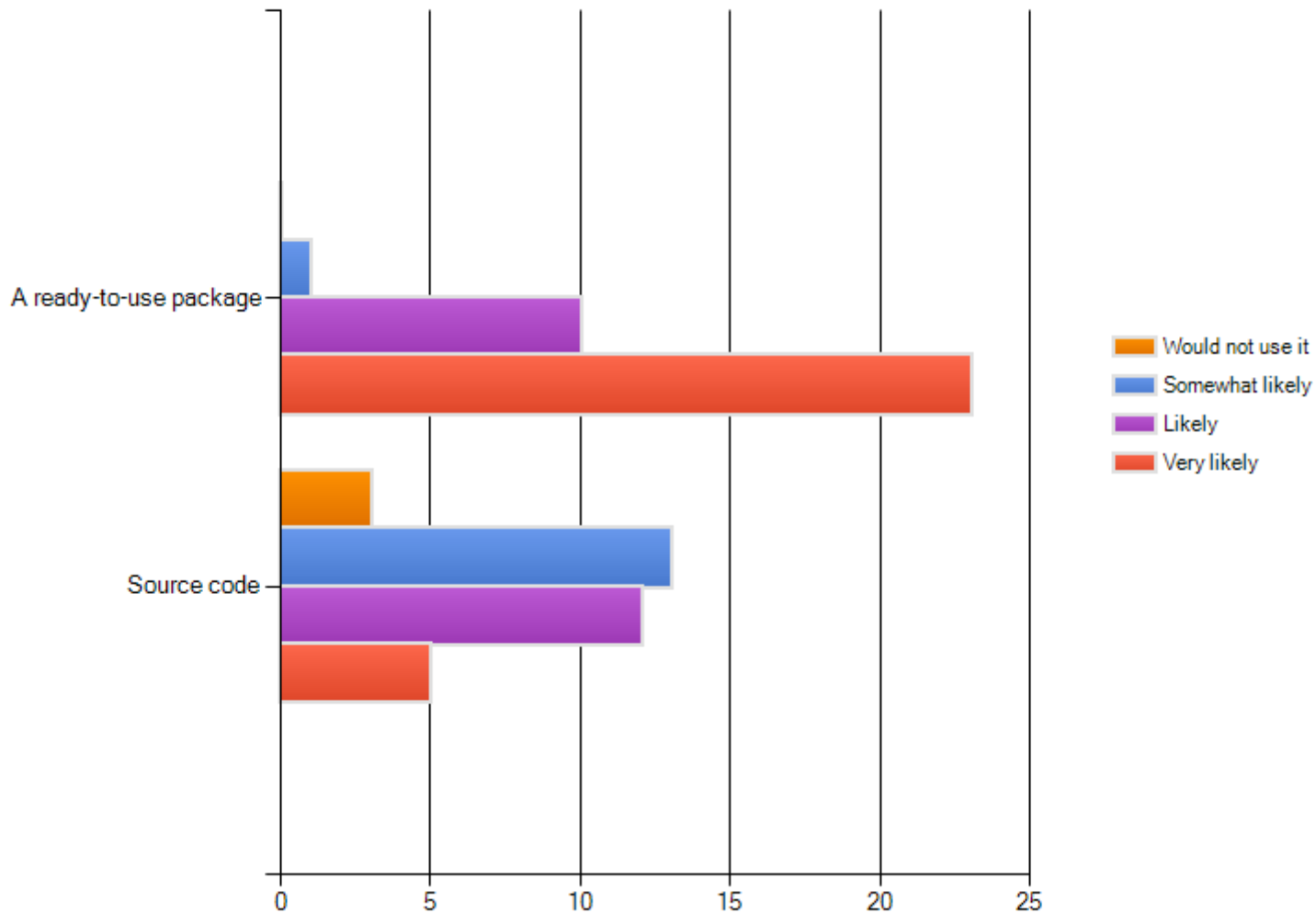


# SimpleITK

## Survey Report

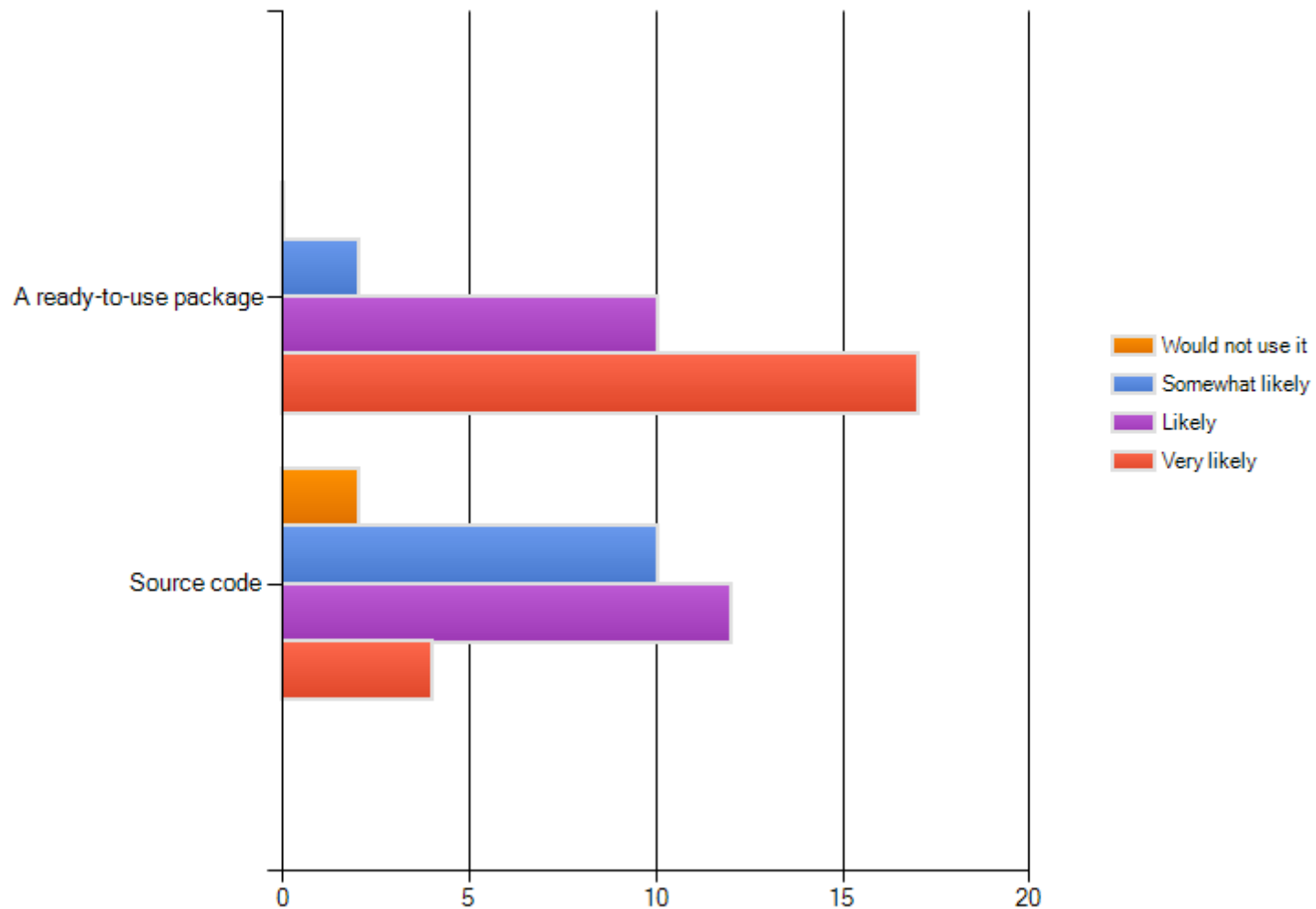
# Build From Source – Non C++ Users

Please rate how likely you would be to use an interesting piece of software if it were distributed as:



# Build From Source – Non ITK Users

Please rate how likely you would be to use an interesting piece of software if it were distributed as:

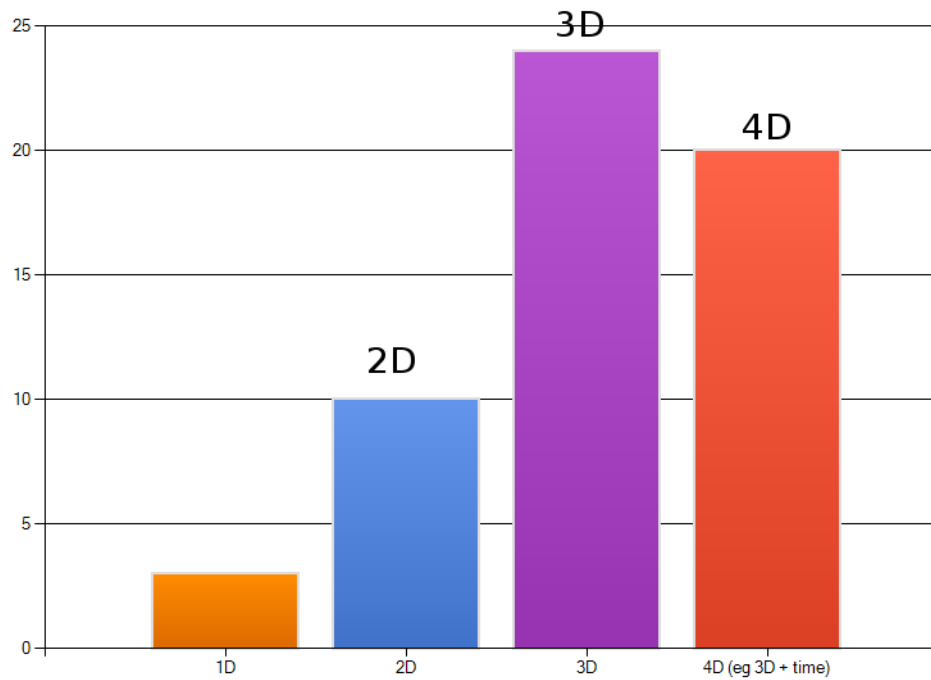


# Build From Source - Conclusions

- Having pre-packaged option would appeal to more non-C++ users
- Pre-packaged not an essential priority
- Also, long compile time not a critical issue

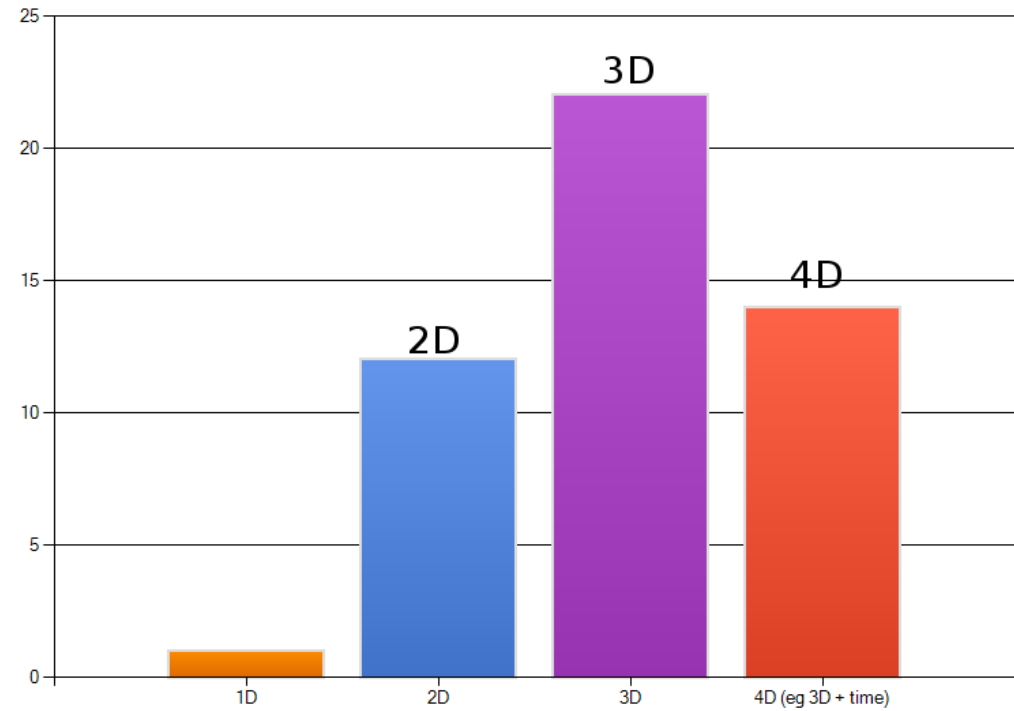
# Image Dimensionality

What image dimensionalities are you likely to use?



Non C++ Users

What image dimensionalities are you likely to use?



Non ITK Users

# Image Dimensionality - Conclusions

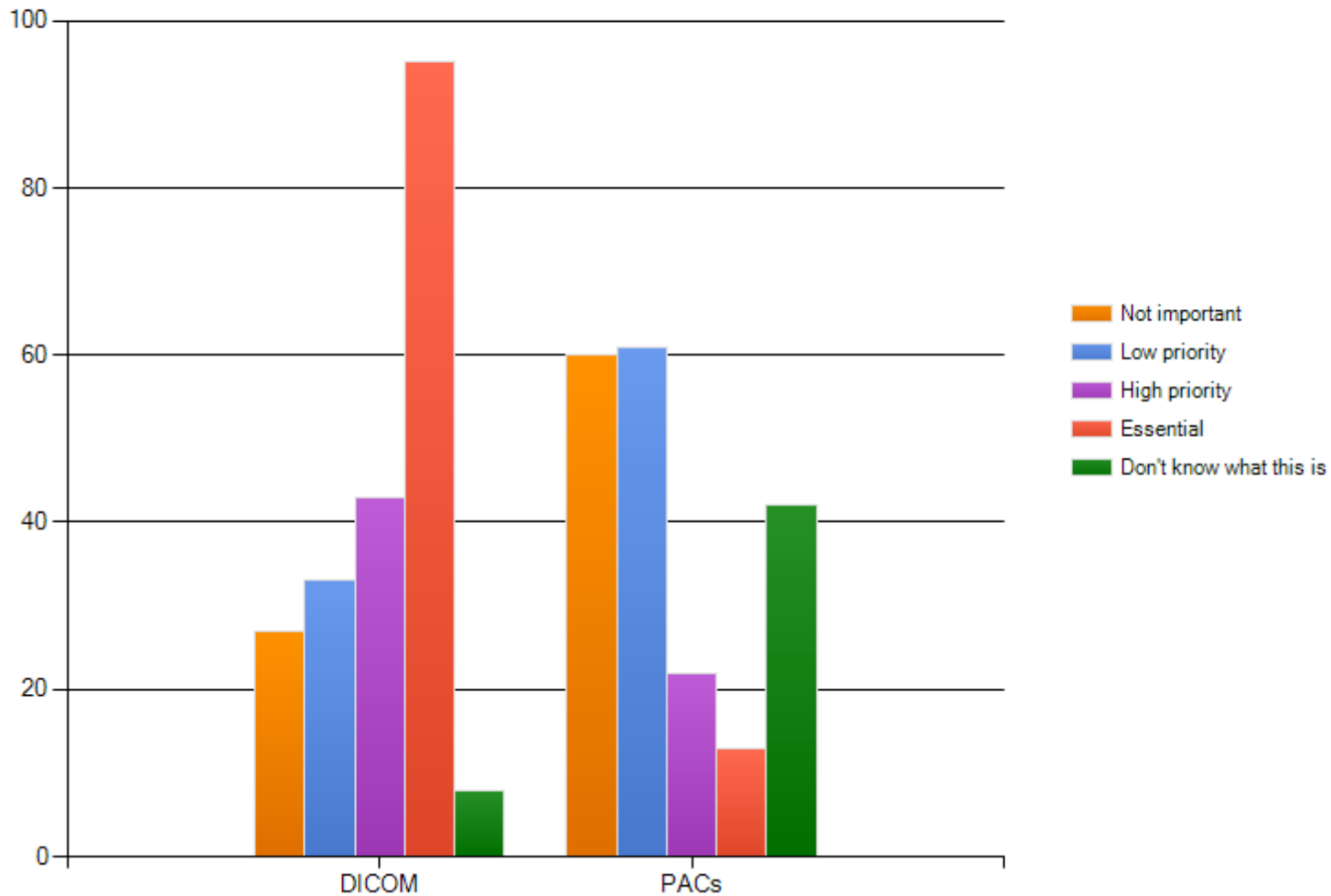
- Need 2D, 3D
- Should probably have 4D (time)
- How should time be handled?

# Color Images - Conclusions

- Lower priority
- “Essential” option doesn't correlate highly with any specific population

# DICOM & PACs

How important is it for you to have support for the following within SimpleITK? (note, this does not reflect on the importance of DICOM/PACs support in ITK)



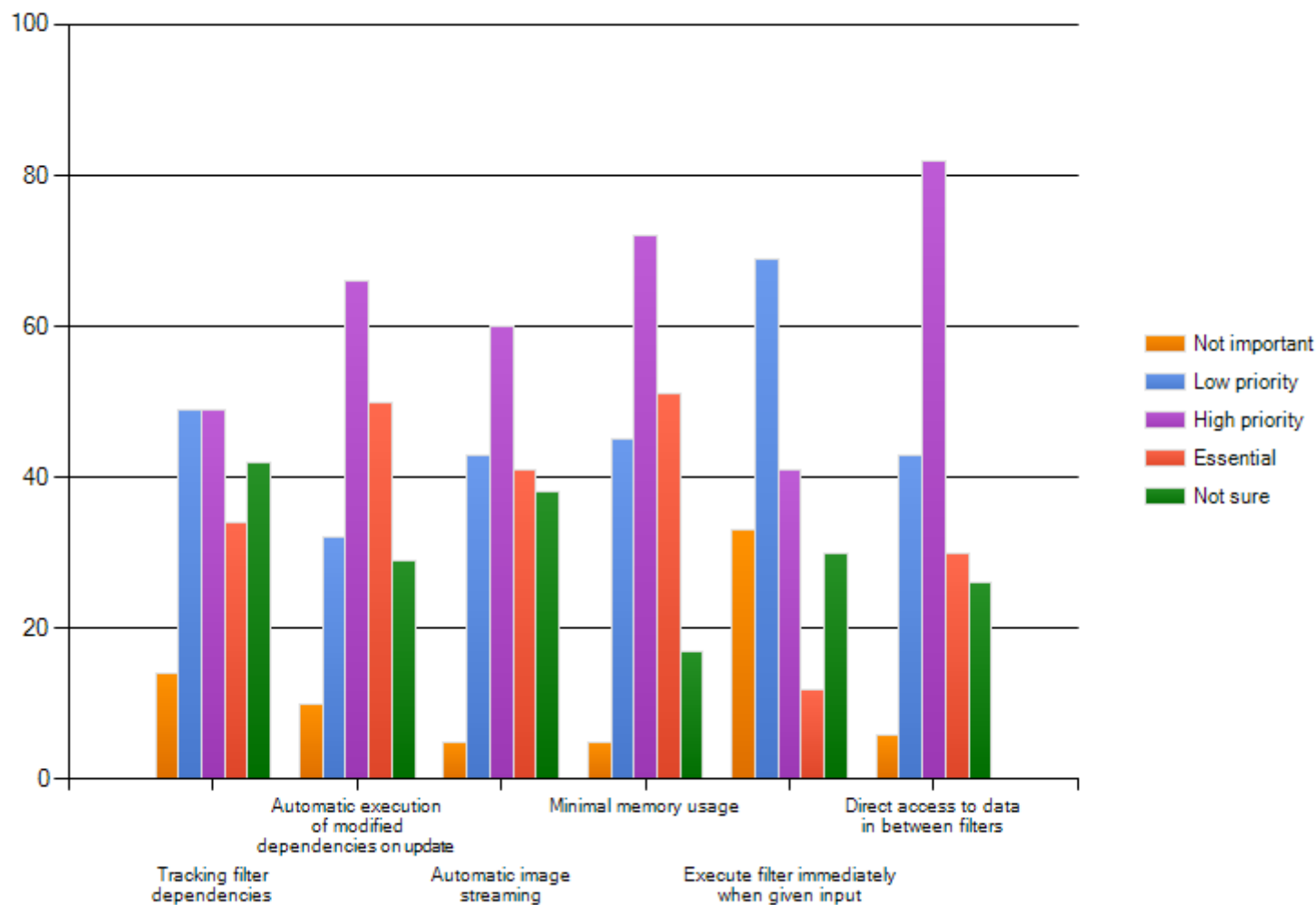


# DICOM & PACs - Conclusions

- DICOM essential
- PACs not important
- DICOM less important for Non ITK users

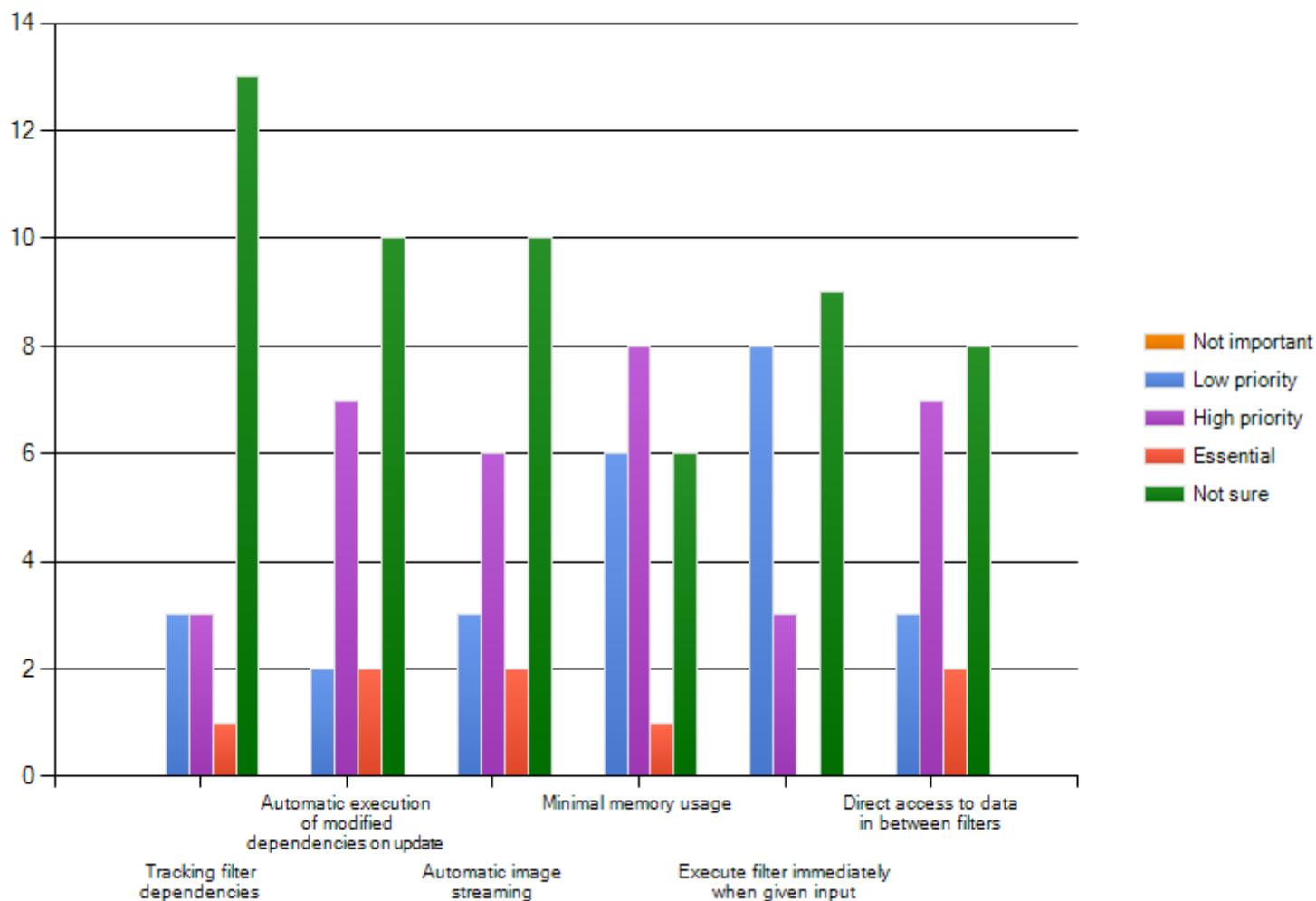
# Pipeline Features – Non ITK Users

ITK employs a pipeline design that links filters together. Please rate the importance of each of these aspects of the pipeline system for SimpleITK:



# Pipeline Features - Overall

ITK employs a pipeline design that links filters together. Please rate the importance of each of these aspects of the pipeline system for SimpleITK:

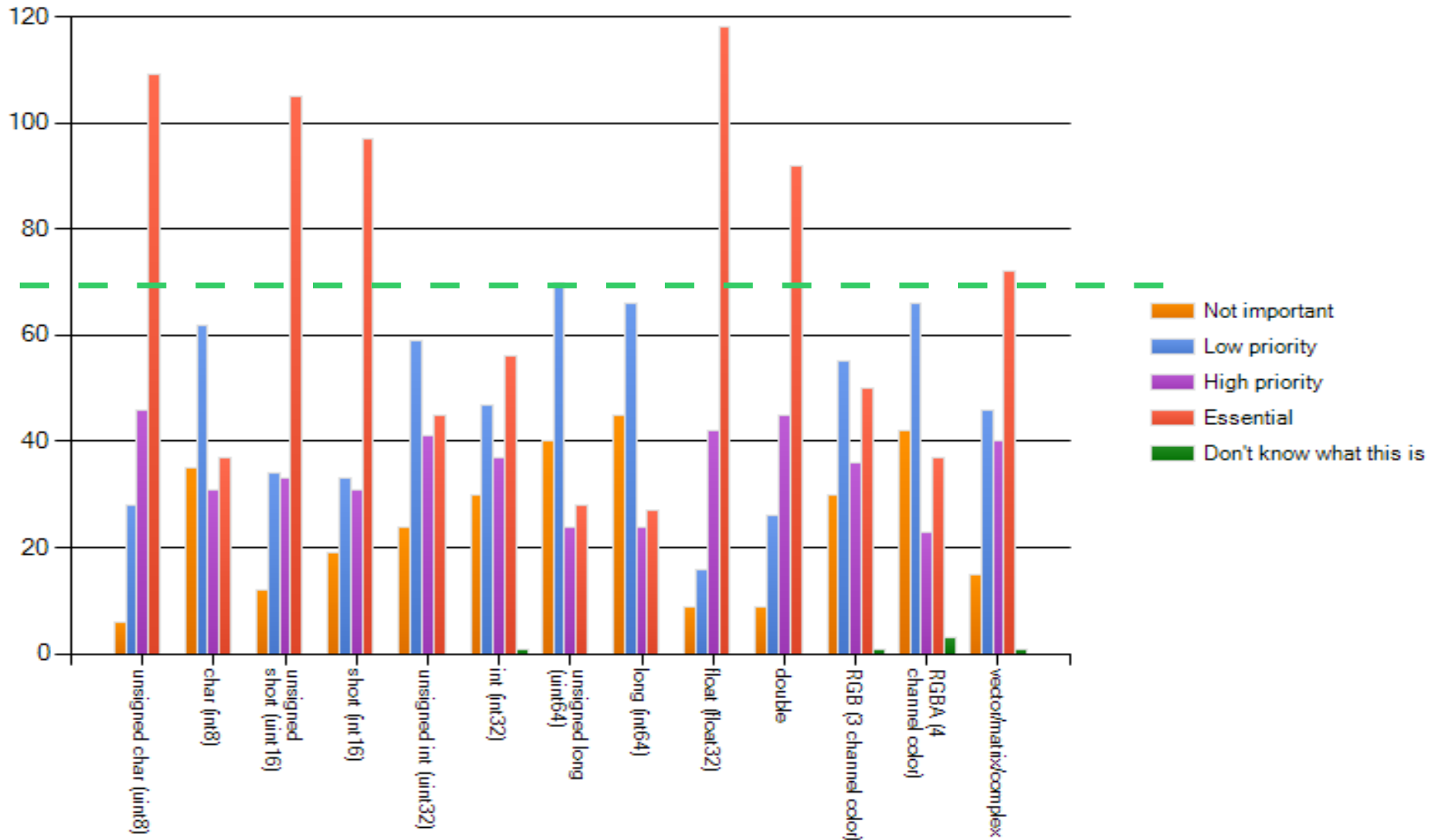


# Pipeline Features - Conclusions

- Majority likes the pipeline as it is
- The only important feature for Non-ITK users is minimal memory usage

# Pixel Types

Please rate the importance of the following pixel types for your application:



# Pixel Types - Conclusions

- Essential Pixels:
  - Unsigned Char
  - Unsigned Short
  - Short
  - Float
  - Double
  - vector/matrix/complex
- For Non-ITK users, vector/matrix/complex is less important, but RGB is more important