

# TEXTURE ANALYSIS

Texture analysis makes it possible to use data that is invisible to the human eye at the macroscopic level and to assess, for example, the heterogeneity of a lesion.

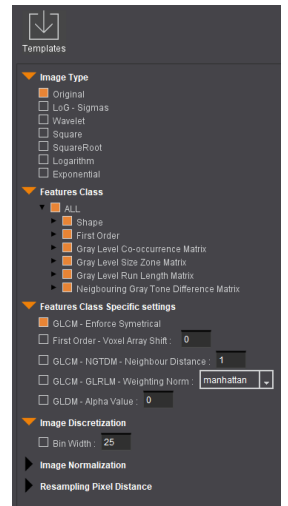
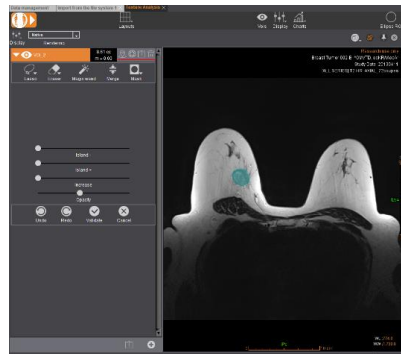
It is usable for all anatomies and imaging modalities (MRI, CT-Scan, PET-Scan and PET-MRI) and thus opens the way for AI and Radiomics.

All advanced treatments obtained within the Olea Sphere® can be analyzed in texture analysis (ADC, IVIM f D D D\*, qualitative, quantitative and semi-quantitative infusion maps) in the same interface.

The selection of the pathological zone is done thanks to VOI Management including multiple contouring tools such as Magic Wand.

Once the contouring is completed, the user has access to a large number of shapes and texture indexes as well as to the various techniques of discretization and image normalization. Many categories of texture are available in this tool.

In order to facilitate the configuration of the different texture indexes, it is possible to create index pre-selection maps and to import and export them via the "Templates" icon.



Available features:

- First Order Features (19 features)
- Shape Features (16 features)
- Grey Level co-occurrence Matrix (GLCM) features (23 features)
- Grey Level Size Zone Matrix (GLSZM) features (16 features)
- Grey Level Run Length Matrix (GLRLM) features (16 features)
- Neighbouring Gray Tone Difference Matrix (NGTDM) Features (5 features)
- Gray Level Dependence Matrix (GLDM) features (14 features)

