

- Qt 6 transition
- Facing the post OpenGL future
 - based on discussion today this could be several years in the future
- Modularization of the Slicer core
 - The dream: pip install slicer
 - Or pip install slicer-monai-label/slicerrt/slicermorph and pull in the needed parts of slicer as dependencies (would this replace extensions? do we want that?)
- Organizational details:
 - Where should the roadmap live? GitHub wiki?

Shorter term goals:

- Oriented image data
- Qt5 -> Qt6 transition
 - Many issues are related to hardcoded Qt5 variable names in cmake
- Updating installed Slicer application
- Using libraries (openslide, etc) to support smooth viewing of larger images
- Volume display mechanism (limited by compositeNode: foreground/background structure) *Csaba added tentatively for brainstorming because users complain a lot that volumes behave very differently than everything else when it comes to show/hide