Subject: Nearest-neighbor 3D CONGRID() needed
Posted by David Foster on Wed, 17 Jun 1998 07:00:00 GMT

Hi Folks -

I am in need of a routine like CONGRID() that will use
nearest-neighbor sampling on a 3D array. We are working with
brain template volumes which are discrete-valued, with each
value being a specific brain structure, so we don't want to
use linear interpolation when resampling the array (CONGRID
uses interpolation only on 3D arrays).

What would be perfect is a routine that used a "most common
neighbor" approach. I've already coded a specialized linear
interpolation routine in C, so I could start with that and
modify it for our needs, but I was hoping that someone had
already solved this problem.

Any suggestions, pointers, CODE ;-) welcome.

Thanks heaps.

Dave
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