
Subject: 3D thinning/skeleton computation in IDL
Posted by [Stavri Nikolov](#) on Thu, 18 Mar 1999 08:00:00 GMT
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Hello,

I need to compute the skeletons of several 3D binary images.

Can anyone send me IDL (or C/C++) source code for 3D skeleton computation?

Thank you very much.

Stavri

PS Please send all replies to the e-mail address below.

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