I am trying to do this for my senior project at school.
I have 4 2D images of ball bearings, and would like to be able to
recontsruct the 3D positions of each of the balls if possible. Is this
a ridiculous idea?

I think a program called ROI can help me get to a point where I have 4
2D byte arrays containing a 1 (for yes... a ball is there) or 0, but how
do I go from there to a 3D byte array?

thanks in advance
Sean

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"The most beautiful experience we can have is one of mystery. It is the
fundamental emotion which stands at the cradle of true art and true
science." --
Albert Einstein