Subject: Segmentation Algorithm
Posted by menafe on Fri, 26 Nov 1999 08:00:00 GMT
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Dear all,

I'm new to IDL and as such I hope you excuse my ignorance. My problem is not really a problem but more of a question really. We've been trying to develop an application which reads in stacks of Magnetic Resonance Images (i.e. volume data) and then binarizes the image to leave only the required identifiable structure and from it generates a 3D STL surface file.

For this we use SEARCH3D, but unfortunately this uses the Marching Cubes algorithm, which is not very good (i.e. not a smooth surface) or economical generating polygons. Is there any other available algorithm for this in IDL?

The "growing balloon" algorithm would be ideal for this, but we found no mention of it on the documentation. Anyone has tried to implement this before? I much more experienced in C than I am in IDL, so I was hoping someone had something similar already developed. If not... oh well!

Cheerio!
AL
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