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Subject: Contour Smoothing

Posted by [saken](#) on Fri, 15 Apr 1994 14:15:29 GMT

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I've been doing a lot of contour overlays of one image onto another where the images are a different wavebands, say radio over x-ray. Frequently the data has large differences in the pixel sizes. Doing the coordinate transformation and regridding the image is no problem. However, in order to preserve resolution I tend to "blow-up" the smaller pixels to match the larger pixel size. Then when I do a contour it tends to a ragged, "blocky" appearance. I'd like to get a smoother contour, possible some sort of spline interpolation. The problem is that I can't use the `min_curve_surf` routine because my images are too large. I run out of virtual memory, even with over 200 Mb allocated. Any suggestions?

jon saken

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