
Subject: Re: poly_2d

Posted by [davidf](#) on Wed, 04 Apr 2001 13:11:56 GMT

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pfis@mytec.com (pfis@mytec.com) writes:

> I am using poly_2d to warp an image. I am using 3 parameters for each
> coordinate (e.g. xnew=a+bx+cy and similar for ynew). My problem is I am
> having trouble choosing 'a' such that the center of the image (actually pixel
> [64,64] of a 128x128 image) does not move. Using a=fix(-64.*(b+c-1.)) keeps
> the center stationary to about 1 pixel which is not good enough. I wrote my
> own version of the warping program which does what I want but is slower than
> poly_2d. Any help would be appreciated.

I'm wondering if ROUNDing the final result wouldn't
give you better results. (Or CEILING, FLOORing, etc.)

Cheers,

David

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