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Subject: poly\_2d

Posted by [pfis](#) on Tue, 03 Apr 2001 14:25:37 GMT

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I am using poly\_2d to warp an image. I am using 3 parameters for each coordinate (e.g.  $x_{new}=a+bx+cy$  and similar for  $y_{new}$ ). 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  $a=\text{fix}(-64.*(b+c-1.))$  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.

Regards,

Phil

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