
Subject: Re: XROI - how to invoke region growing
Posted by [dw](#) on Sun, 10 Feb 2002 10:37:29 GMT
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> David Fanning (david@dfanning.com) writes:

>> Apparently REGION_GROW does much of what SEARCH2D
>> used to do, but adds the capability of doing it
>> in 3D, something my ...uh, wife found interesting. :-)
>>

Do you know what the difference is then between the old SEARCH3D (5.4) and the new REGION_GROW (in 5.5)? Also, are any of you familiar with a 3-d equivalent of CONTOUR? I use CONTOUR to retrieve perimeter, area etc. for 2D objects (and thanks to this newsgroup and Dave Fanning I have learnt that it's necessary to smooth the object before! using CONTOUR to get decent results (error < 1%), but I don't think SURFACE will do the same in 3D, i.e., give me surface area for instance, of a 3D object?

Cheers,
Dorthe
