Subject: Re: filling holes in blobs quickly
Posted by dmartin on Wed, 17 Apr 2002 21:05:52 GMT
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the_cacc@hotmail.com (trouble) wrote in message
news:<5f9f0a23.0204160150.33d49a69@posting.google.com>...
> DILATE
>
> Not much experience with it, but it seems like a good candidate.

Thanks for all of your suggestions (incl Morph_Close and search2d).
Search2d seems to work well, but is somewhat slow (?), especially when
compared to label_region.
I'm using 5.2.1, so Morph_close isn't on there, but I have been using
a combination of dilate and erode functions to do something similar (I
think).
One problem is that this does fill in small channels.

Does anyone know how to intelligently design structuring elements to
remove round-ish objects only?

Thanks again,

Doug