
Subject: Registration of 3D shells?

Posted by [Dick Jackson](#) on Wed, 15 May 2002 16:22:17 GMT

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Hi all,

I'd like to know if anyone has any experience to share on registration of 3D shells. That is, if you have two IDLgrPolygons (or Surfaces) that are 'snapshots' of the surface of an object, which:

- may not have perfect overlap (unmatching data on some edges of each object),
 - need some rigid-body transformation (translation or rotation in 3D) to bring them together,
 - may differ slightly in the actual object's detail,
- find the optimal transform to bring them together.

One complication is that the datasets are large (1024x1024 points per surface).

Experiments with Constrained_Min and Craig Markwardt's TNMIN have been promising with small datasets, I wonder if anyone has tackled this with bigger ones in IDL.

Any help is appreciated!

Cheers,

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-Dick

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