Subject: Gaussian Convolution
Posted by Thomas Edgar Nichols on Mon, 14 Nov 1994 05:24:11 GMT
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I have checked the FAQ and poked around the suggested FTP sites and have not come up with a
Gaussian Blur function (in 3D)
along the lines of smooth() which uses a uniform kernal instead of a Gaussian one.

I still can't believe that this isn't part of the standard library; I have tried smooth2(), which LOOKS fine, but it is only "approximately" Gaussian, which doesn't cut it (try writing a methodology section of a medical imaging paper saying you used "approximately" gaussian smoothing).

A valid respons would be: DIY! Yes, I am working on a function that uses Gaussint() to make a kernal to convolve with convol(), but I hate reiventing the wheel when I know someone else MUST have had this exact same need.

-Tom