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Subject: Re: map\_patch and triangulating satellite images  
Posted by [Kenneth P. Bowman](#) on Sat, 30 Aug 2003 00:09:36 GMT  
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In article <47bf1c7c.0308290841.275af4e2@posting.google.com>, sraffuse@hotmail.com (Sean Raffuse) wrote:

> Hello,  
>  
> I am trying to use map\_patch to warp a swath of satellite data to  
> geographic coordinates. I have lat/lons for each pixel and the data  
> are not evenly spaced, so I am using the triangulate keyword. In  
> fact, the call looks like this:  
>  
> warped = map\_patch(data[0,\*,\*], longitude, latitude, /triangulate)  
>  
> The problem is that the routine triangulates between pixels that don't  
> makes sense. My data is concave on both the left and right. The  
> final warped image should be shaped sort of like an hourglass. I do  
> not want the data interpolated at the "neck" of the hourglass, forming  
> a rectangle. This area should be simply null. map\_patch() connects  
> the data from the top and bottom of the image together.  
>  
> Has anyone else had to deal with this problem? Any ideas? Does my  
> explanation make sense?

You could try warping the image as a set of tiles. That won't eliminate the problem complete, but it could reduce enough for your needs.

Ken Bowman

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