Subject: Re: Active Contours and Snakes! Oh, my!
Posted by Haje Korth on Thu, 04 Dec 2003 14:18:07 GMT

David,
I tested your program and found the subject interesting, too. Presently I
have no use for the algorithm, but it is always good to know what is out
there already. Just out of curiosity, which part is crippled. I had some
trouble snaking the contours directly along the edges. Is that because the
code is crippled, or did I not play enough with the settings?

Haje

"David Fanning" <david@dfanning.com> wrote in message
news:MPG.1a3823ad58552bef989766@news.frii.com...
> Folks,
>
> I have spent the past 2+ weeks (please don't tell my wife!)
> obsessing about active contours (sometimes known as snakes).
> I've done some research and the best active contouring
> algorithm I could find was a Gradient Vector Flow (GVF) method
> by Chenyang Xu and Jerry Prince. This is the one I have
> chosen to implement in my ActiveContour program.
>
> The program itself represents some 100+ hours of work,
> so I'm not giving it away. :-)
>
> But I have made available a slightly crippled version
> in the form of an IDL 6.0 save file. This version is
> sufficient for you to explore what active contouring
> can do for you (you can use your own images, if you
> like), but is crippled enough (I hope) that it won't
> be terribly useful to you. ;-)
>
> (I'll be honest with you, I put about 5 minutes
> thought into how to cripple the darn thing. Even
> I could probably break into it in about half that
> time, but you know what I mean. If you like it,
> it is worth something, probably, to both of us.
> This is, uh, how I make a living, such as it is.)
>
> If you don't have IDL 6.0 you can download the
> free IDL Virtual Machine to run the program.
> Instructions are in the article.
>
> I found this whole subject extremely interesting and
> oddly compelling. This is the first time I've had a

> real tool for playing around with snakes. It seems
> like magic. Really!
>
> Enjoy!
>
>   http://www.dfanning.com/ip_tips/snakes.html
>
> Cheers,
>
> David
>
> --
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