Subject: Active Contours and Snakes! Oh, my!
Posted by David Fanning on Wed, 03 Dec 2003 23:46:13 GMT

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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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