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Subject: Re: Object Graphics + Convolution with Point Spread Function  
Posted by [David Fanning](#) on Sat, 24 Jan 2004 15:09:33 GMT  
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Neil writes:

- > Simulation of shapes viewed with optical systems normally culminates
- > with the final image being convoluted with the point spread function
- > of the optical equipment. This just blurs the image, according to the
- > laws of diffraction, thus accurately representing real effects in
- > nature. This convolution is of course a one line operation in IDL and
- > easy to implement in Direct Graphics.
- >
- > Does anyone know if there an equivalent equally effective way to do
- > the convolution in Object Graphics?
- >
- > If this is possible it would significantly enhance scene simulation
- > software for optical systems.

I guess I could be missing something here, but if this is  
a one line solution in direct graphics, then it can't  
possibly be more than a three line solution in object graphics.

In pseudo code:

1. Get the data out of the object. (GetProperty)
2. Apply the convolution. (Convol)
3. Put the data back into the object. (SetProperty)

Cheers,

David

P.S. The three to one ratio is a bonus. The typical ratio  
of object graphics code to direct graphics code is ten to one. :-)

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