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 blurrs 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 equivalant 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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