
Subject: Object Graphics + Convolution with Point Spread Function

Posted by [nasalmon](#) on Sat, 24 Jan 2004 09:05:12 GMT

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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.

many thanks,
Neil
