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Subject: "Tweening" or Morphing with IDL  
Posted by [lmudge](#) on Mon, 20 Mar 1995 06:28:10 GMT  
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Does anyone have any experience with a process known as "tweening" in IDL. This process, closely related to morphing involves interpolating between two vector images (ie polygons) producing the coordinates of the intermediate images (polygons). This is used when producing a series of images to animate as it produces much smoother transitions between images.

I have looked at the morphing demo that comes with IDL v3.6.1 and this gives some ideas of how it may be possible too go about this.

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