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Subject: Re: how to make a mask from a picture and how to put...

Posted by [Thomas Nehls](#) on Thu, 04 Mar 2004 18:56:44 GMT

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David Fanning wrote:

> Thomas Nehls writes:

>

>

>> thank you that is interesting, but:

>>

>> I especially want to avoid drawing by hand! I already have my black and

>> white image bw (1,400,400) which results by some calculations from the

>> original image "org"(3,400,400).

>> Now I want to multiply these two images in that way, that everywhere

>> where my "bw" is black (or white, whatever) should be black in the

>> resulting image "res". the following loop did not work...

>> for x=400, Y=400

>> for X = 1:400

>> for Y =1:400

>> res(Z=0:3,X,Y) = bw(X,Y) \* org(Z=0:3,X,Y)

>> end

>> end

>> end

>> Do you understand what I want to do?

>

>

> Yes, but I was hoping you would be able to read between

> the lines a bit. (I don't know why I thought this. I

> haven't had a bit of luck this week! But there you go,

> an eternal optimist!)

>

> OK, I would REFORM your B&W image into a 2D array, not

> a 3D. You will just get confused with that extra

> 1 dimension hanging around. (Or, at least, I do.)

>

> image = Reform(bw)

>

> I'm going to assume black image pixels are 0, everything

> else is something other than 0.

>

> mask = image GT 0

>

> Mask now contains a 1 where you want the "light" to shine

> through and 0 where you want to block it. If your situation

> is the other way around, subtract 1 from mask.

>

> Now you have to apply the mask to the three image

```
> planes. Let's rearrange your pixel interleaved image into
> a band interleaved so we don't have that pesky 1 dimension
> to deal with:
>
>   maskedImage = Transpose(res, [1,0,2])
>
> Now apply the mask to each color plane:
>
>   FOR j=0,2 DO maskedImage[0,0,j] = maskedImage[0,0,j]*mask
>
> If you *have* to have a pixel-interleaved image:
>
>   maskedImage = Transpose(maskedImage, [2,0,1])
>   TV, maskedImage, True=1
>
> Cheers,
>
> David
>
Hey David,
```

I read between the lines but I did not know how to merge the three masked color layers... now, I know...

I wish you a big bit of luck until this week closes! Less stupid students like me for instance...;-) Something comparable to the luck I - absolute IDL beginner - had, when found this newsgroup...

Thank you very much for your hints,  
Tom

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