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Subject: Re: uniform expansion

Posted by [Herbert Ramoser](#) on Fri, 08 Oct 2004 10:10:33 GMT

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mark wrote:

- > Hello,
- > Say I have a random 2D shape (a blob) with an irregular border (all
- > pixel values equal to one). What I want to do is uniformly expand it
- > in all directions such that it's increased by a constant integer
- > number of pixels all around the perimeter. Subtraction of the
- > original shape from the new one should yield a thin border with a
- > constant width corresponding to the # of pixels the object was
- > enlarged by.
- > Does anyone have any suggestions... preferrably of an IDL nature?

If I am not mistaken you are asking for morphological dilation:

help bwmorh

-Herbert

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