Subject: uniform expansion

Posted by mruschin on Fri, 08 Oct 2004 07:07:25 GMT

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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?

Regards,
Mark