
Subject: Automatic warping of an image

Posted by [helaha](#) on Tue, 15 Feb 2005 09:04:50 GMT

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Dear all!

I want to warp automatically an image so that the result is as near as possible as compared to a reference image. I'm aware of the functions TRIGRID and WARP_TRI. These routines work fine, if some control points (x,y) are known. But I want to do this warping automatically without such user predefined control points by minimizing the resulting error (difference of warped image with the reference image).

For example: There is a reference image of an object (e.g. a face of a person) and there is a second image of this object with some distortions, such as different light intensities or different shape of the object due to a different image acquisition. Then the algorithm should warp the second image as near as possible to the reference image.

There are some algorithms in Java or in C using flexible meshes and an error minimizing procedure, but can this be done in IDL without much troubles.

Best wishes,
Helmut Ahammer
