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Subject: Re: interpolate over bad pixels

Posted by [Jess](#) on Wed, 29 Jun 2005 02:56:59 GMT

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Hi Em,

Sorry I can't help but this seems similar to what I want to do except yours is 2D whereas I want to expand a vector with congrid, but have it only use certain pixels (in my case non-zero pixels) and have it stretch and interpolate correctly. i ended up writing an iterative script which was sufficient in the vector case, but would much prefer a smarter way and being able to do it over 2D images also.

Look forward to the solutions you get,  
Jess

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