Subject: Re: Building Voxel arrays from png files (compression, analysis, and visualization)
Posted by Greener on Mon, 22 Aug 2005 21:22:50 GMT
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Thank you for your reply. Just before I viewed this page I printed off the page that you linked me to. Hopefully that is a good sign :-)
I will try both the rebin and congrid functions, I am pretty sure that they both use interpolation to calculate the new voxel values. I have been trying to figure out how the interpolation within IDL actually works (in hopes to reduce the data loss I notice during compression, oh, and I am no mathematician either, can anyone say 'fish out of water' :-) I have looked for the interpolate function script with no success as of yet.
Thanks again for your advice, I have noticed a fairly significant improvement just with the removal of the [*,*,*].
dave