Subject: Shaped Based Interpolation, ever hear of it??
Posted by Greener on Wed, 07 Sep 2005 19:50:29 GMT

Hello,
In my search for different methods of voxel building from a stack of 2
dim PNG files I have come across a method called "Shaped Based
Interpolation'.
So far the literature I have reviewed leads me to believe that I may
want to look into this more closely. I know of a few programs that are
written in C++ and run under unix that use this method. Unfortunately I
am using IDL on a Windows machine.
I do not currently possess the skills that writing a script to perform
this interpolation demands and am wondering if anyone out there knows
of a script or simply has interest in this same topic.
Thanks for you interest,

Dave
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