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Subject: Re: SMOOTH function for 3D

Posted by [Bringfried Stecklum](#) on Tue, 22 Nov 2005 07:46:47 GMT

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IDLmastertobe wrote:

> Hi, i'm working on smoothing 3D data. I can visualize a 3D object base on  
> the data and rotate it . I have used SMOOTH function before to smooth 2D  
> image and it worked fine. But now when I am using it for 3D as: result =  
> SMOOTH(3Darray); and then use the result as my new 3D data, I observe no  
> difference when I am visualizing it. It looked just like the original  
> unsmoothed function. Does anyone know why? Thank you.  
>

The syntax result =SMOOTH(3Darray) is wrong since a second argument is required which indicates the smoothing width (scalar or vector). For smoothing a 3D array in each direction the proper call would be, e.g.

result=SMOOTH(3Darray, [2,4,3])  
which smoothes the data in the x-direction over two pixels, in y-direction over 4, and in z-direction over 3 pixels.

regards,

Bringfried Stecklum

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