
Subject: 2D mesh data structure from watershed boundaries or the skeleton of a binary image?

Posted by [Tom S.](#) on Fri, 28 Jul 2006 15:45:29 GMT

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Hi All,

I'm looking for an IDL procedure that can "vectorize" a binary image, (like one consisting of watershed boundaries or the skeleton of a binary image,) resulting in a 2D mesh data structure. I know such algorithms exist, but I haven't found anything for IDL. Have any of you come across something like this?

Regards,
Tom
