Subject: Re: Image warping in IDL
Posted by Robbie on Thu, 09 Nov 2006 05:49:19 GMT
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I don't really understand the problem fully, but I'm sure that
INTERPOLATE does all the hard work for you.

I suspect that allocating a very large mapping array might result in an
overhead in memory allocation. If there is a sensible way to split up
your mapping function into logical chuncks then you could optimise that
way.

For example, I do a rotation of a 3D object in the X-Y plane. For very
large images it is more efficent to consider each plane independantly
and run INTERPOLATE on each of those slices (a.k.a ROT).

Robbie

http://www.barnett.id.au/idl/