
Subject: Re: Image warping in IDL
Posted by [Wox](#) on Fri, 10 Nov 2006 09:12:34 GMT
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On Fri, 10 Nov 2006 10:05:25 +0100, Wox <nomail@hotmail.com> wrote:

> 2. Is there a "magic operation" for converting CP's and uvec/vvec so
> that xmap and ymap describe distortion of output pixels?

Maybe some simple analog example to make this clear:

Take a 1D polynomial for which you know the coeff. and degree:
 $y(t)=a+b.t+c.t^2+d.t^3$

Is there a "magic operation" that can estimate/calculate a',b',c' and d' in the following :
 $t(y)=a'+b'.y+c'.y^2+d'.y^3$

The 2D splines are a little bit more complicated, but they are just piecewise polynomial surfaces.
