Subject: Re: Image warping in IDL
Posted by Wox on Thu, 09 Nov 2006 10:53:52 GMT
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On Wed, 08 Nov 2006 10:07:40 -0700, JD Smith <jdsmith@as.arizona.edu>
wrote:
> I don't see how forward and reverse mapping in this context are any
> different from each other.

The approach is different. And yes, if you just had the tie points in
input and output image, you could choose between forward and reverse
mapping.

But as stated after the description of forward and reverse mapping: "I
only have the surfaces (Xi,Yi)->Xo and (Xi,Yi)->Yo". I have these
surfaces as 2D splines, I don't have the anchor points.

So I can't just "swap the anchor points", because I don't have them, I
only have the coefficients of two 2D splines.

The thing is, how to "swap these surfaces", if you know what I mean.

Off course, one could define some arbitrarly tie points, evaluate the
spline for them and then "swap the anchor points" to do reverse
mapping. But how to define these tiepoints?