
Subject: Re: Bitmap vectorization

Posted by [mankoff](#) on Fri, 17 Nov 2006 17:40:38 GMT

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On Nov 17, 10:12 am, "ShaddamVI" <x...@chaom.co.uk> wrote:

> (Not array or process vectorization)

>

> I would like to perform some bitmap vectorization. I would like to take
> complex hires images (typically a photograph) and converts these down
> to VERY basic vector line art (only straight lines, no curves and a
> maximum of about 120 vertices) this is too coarse for many of the
> modern specialist solutions so I think I will need to descend into the
> algorithms themselves. I have access to both PV-Wave and IDL so before
> I follow the vision academic route into java solutions has anyone any
> experience of this kind of processing in our favoured 4GLs?

>

> (I know this is a difficult demand and I know the resultant vector
> based images will be poor quality, but I'd like to see how poor.)

>

> Many thanks in advance, Alex

<http://autotrace.sourceforge.net/>

-k.
