Subject: Re: Image warping in IDL
Posted by Wox on Mon, 20 Nov 2006 09:18:07 GMT
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On Sat, 18 Nov 2006 16:22:56 -0700, Jeff Hester <jhester@asu.edu>
wrote:

<snip>
> (1) Set up a grid of points x_i, y_i spanning the image that you want to
> warp, then transform them into eta_i, xce_i in space you are warping
> into. (This is the transformation that you know how to do.)
>
> (2) Do a least squares fit for some function, (x_i, y_i) = F(eta_i,
> xce_i) using these sample points.
>
> (3) Do the "reverse" transformation in the standard way, marching
> through the output (eta, xce) space using F() to map the regularly
> gridded coordinates back into the original image.
<snip>

Thanks for your reply. The problem has been solved thanks to JD
Smith's comments. However I'm not sure whether I understood the method
you described:

[1] You are talking about the input and output tie points? If there
was a transformation function for this, is there a point in having
step [2]? (Sorry if this sounds stupid, I'm a little confused)

[2] This F is a function from R^2 -> R^2? I'm always looking at this
step as two functions from R^2 -> R

[3] This was a subquestion I had before. This would be something like
having y=f(x) with f a polynomial from which you know the coeff. and
the evaluate x for a series of y (without fitting a second polynomial
to y's calculated from a choosen series of x's, as stated in kuyper's
reply).