
Subject: Re: plots

Posted by [David Fanning](#) on Fri, 02 Mar 2007 16:13:09 GMT

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David Fanning writes:

>
>> These are integer pixel coordinates which form a closed boundary of an
>> object, so each pixel will have at least two neighbours. I guess my
>> question is how do you trace the boundary of an object if the all you
>> have is an 2D array of noncontiguous pixel coordinates.
>
> I think the answer was, you don't. At least not in
> any unique way. If you DO want a unique path, you
> are going to have to come up with something other than
> this. :-)

One possibility might be to find the convex hull of these points. This is not the polygon formed by the points, but rather the polygon that encloses all the points. Maybe that's good enough for what you have in mind.

If so, here is an article:

http://www.dfanning.com/tips/convex_hull.html

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

Sepore ma de ni thui. ("Perhaps thou speakest truth.")
