
Subject: Re: 3D congrid without interpolation
Posted by [David Fanning](#) on Sat, 14 Apr 2007 00:33:53 GMT
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JD Smith writes:

- > How is "nearest neighbor sampling" not interpolation? Does it
- > explicitly avoid knowledge of how the new array cell is positioned
- > w.r.t. the old one, and simply grab averages of nearby neighbors? Why
- > would this ever be preferable to a linear interpolation?

I don't know. I guess it is preferable because it doesn't add new numbers to your data. (I never really thought about or cared how it was done, but I suppose someone ought to.)

Cheers,

David

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David Fanning, Ph.D.
Fanning Software Consulting, Inc.
Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
Sepore ma de ni thui. ("Perhaps thou speakest truth.")
