
Subject: Re: 3D congrid without interpolation
Posted by [Mike\[2\]](#) on Fri, 13 Apr 2007 15:21:46 GMT
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On Apr 12, 6:40 pm, "mgal...@gmail.com" <mgal...@gmail.com> wrote:
> CONGRID interpolates 3-dimensional arrays by default.

If you are really looking for a method that requires no interpolation, you will have to choose your new array to overlap a subset of the array indexes of the original data. I suspect you might really be thinking about nearest neighbor interpolation. If so, you can do that by

1 - calculating the [x,y,z] coordinates at which I want to evaluate my data.

2 - round the coordinates

3 - interpolate a new array with `interpolate(data,x,y,z)`

This can be a memory hog for large arrays since you need 4 arrays for each point in the new array. In the case where this leads to lots of swapping, I usually do it slice by slice.

Mike
