Subject: Shifted origin using Polywarp and Poly_2d
Posted by jdshaw on Tue, 13 Nov 2007 22:42:07 GMT

Hi,

I have some 2k x 2k astronomical images for which I need to correct the astrometry. I've tried using POLYWARP and POLY_2D, but they dont give good results as there is a reference pixel that should not be moved. The reference pixel is near the middle of the image ( e.g. [1079.51, 1007.41]) that corresponds to a particular celestial coordinate.

I get much better agreement when I shift the origin to the reference coordinate for my reference vectors as the distance from the reference pixel is related to how much the coordinate shifts. I can get a good set of matrices from Polywarp this way (much better than having the origin at the corner of the image), but I am not sure how to get POLY_2D to warp around a point that is not [0,0].

Any suggestions would be appreciated.

Thanks - John