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Subject: Re: Following a ridgeline

Posted by [Jelle](#) on Mon, 16 Jun 2008 23:14:42 GMT

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How about finding the maximum pixelvalue in the image, and then looking at the slope to a 4 pixel (or 6; 9) mean value for all the points at a specific distance (e.g., 30 pixels) away? Select the location with the lowest slope (Or maximum mean) and continue from there. That should give you a reasonable indication of the path that the ridge follows? Once you have the crude outline you can improve by searching within the interpixel path in a region of a few pixels wide for the best path to follow?

You will need to allow for some maximum curvature in the slope (e.g. 90 deg left / right) from the direction of the last two consecutive points to allow curving of the ridge, without backtracking. Also: Going uphill after N steps should be allowed, to allow for undulating ridgelines. But again: only within the curvature parameters?

Jelle

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