Subject: Re: Following a ridgeline
Posted by mzagursk@gmail.com on Mon, 16 Jun 2008 20:34:20 GMT
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On Jun 16, 1:15 pm, "mzagu...@gmail.com" <mzagu...@gmail.com> wrote:
> On Jun 16, 12:49 pm, David Fanning <n...@dfanning.com> wrote:
>
>
>
>> mzagu...@gmail.com writes:
>>> I've got a 2d map (let's say it's a contour map of a mountain). I
>>> need to be able to 'detect' and 'follow' the ridgeline across the
>>> whole mountain (which does about a 180 degree turn as well, it's U
>>> shaped). Anyone know any way to accomplish this?
>
>>> So far, i've attempted to start at the maximum point, and then look
>>> for surrounding points that minimizes the downward slope, this
>>> process, however, creates switchbacks at peaks and doesnt follow the
>>> peak down along a ridge. Any ideas?
>
>> The obvious idea is the WATERSHED function. Have you
>> tried that?
>
>> Cheers,
>
>> David
>> --
>> 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.")
>
> Yes, but I'm not sure how to implement it in such a way to output the
> ridge. This 'image' is simply a background of 0's with a single
> ridgeline rising out of it. When I use watershed, it give me bogus
> answers, lines that make no sense at all.

Here's an image of what I'm talking about: http://www.mattzag.com/mountain_example.tiff
I need to follow the long ridgeline and output those points. Thanks a
bunch.