
Subject: Re: Image Inpainting

Posted by [erano](#) on Wed, 21 Jan 2009 17:19:24 GMT

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On Jan 21, 3:42 pm, "Jean H." <jghas...@DELTHIS.ucalgary.ANDTHIS.ca> wrote:

> erano wrote:

>> Hello,

>> I'm looking for a simple IDL code for Image Inpainting.

>

>> Input is an image (2D) with small missing areas, and I wish to add

>> values to the unknown pixels, based on the known pixels.

>

>> Thanks

>> Eran

>

> Hi Eran,

>

> there are a lot of ways of filling missing pixels... one of them is to

> have a 3*3 (or else) window that moves over your image. When the central

> pixel is a "missing" one, get the value of the pixels in the window and

> assign the majority value to the missing pixel... this works well for

> classification, you might want to do an average instead if you have

> continuous values.

>

> The trick is not to assign the missing value to any pixel, even if it is

> the majority value, so you would have to iterate it several times... And

> of course, your window doesn't need to move over the whole image, just

> select the missing pixels via Where().

>

> Jean

Hi,

The missing pixels are in a groups so I can not do so.

For now I'm using the MPFIT2DFUN.PRO (Craig's code

<http://www.physics.wisc.edu/~craigm/idl/idl.html>)

I'm using a binary mask for the WEIGHTS, but the result is not smooth at all.

If I take the missing edge then I must to keep the fit function (f) to be also fit on the 2D gradient function (df/dx and df/dy) on the bounds.

Can I add these rules to the MPFIT2DFUN ?
