Subject: Re: is there a 3D equivalent of CONTOUR?
Posted by dorthe on Thu, 08 Oct 2009 09:11:11 GMT
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On Oct 7, 9:05 am, David Fanning <n...@dfanning.com> wrote:
> Dorthe Wildenschild writes:
>> I'm trying to use the ComputeGeometry function in 3 dimensions, but to
>> define my ROI, I need to outline (contour, or at least that's how I do
>> it 2D) my objects - and they're 3D. Any suggestions out there?
>
> ISOSURFACE?
>
> Cheers,
>
> David
>
> --
> David Fanning, Ph.D.
> Coyote's Guide to IDL Programming (www.dfanning.com)
> Sepore ma de ni thui. ("Perhaps thou speakest truth.")

excellent, - but I can't get it to work.. not very good at working
with objects I'm afraid - I do it once every 3 years or so :-)

Here's what I do:

I use LABEL_REGION to separate all the objects in my image and then I
pick one in a loop structure, representing "t" below

ISOSURFACE, label_image,
t, Outverts, Outconn
; print, outverts
Roi=Obj_New('IDLanROI', Outverts, type=2)

Status = Roi-> ComputeGeometry(Area=area,Perimeter=perimeter,
Centroid=centroid)

t_perimeter(r)=perimeter
t_area(r-1)=area
t_x_center(r)=centroid[0]
t_y_center(r)=centroid[1]
blob_siz(r)=blob_size[1]

I get lots of values in Outverts, but area, perimeter etc. are all
zero?
Any ideas for the slightly incompetent...?

BTW, nice to see you're still very active on this site.