Subject: Re: IDL calculating elements in arrays plus there offsets
Posted by Will on Tue, 09 Mar 2010 14:21:15 GMT
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On 8 Mar, 16:56, Bennett <juggernau...@gmail.com> wrote:
> On Mar 8, 11:52 am, jeanh
>
>
>
>
>
> <jghasb...@DELETETHIS.environmentalmodelers.ANDTHIS.com> wrote:
>>> Sorry for impreciseness. I don't seem to be on the ball at all today.
>>> Yeah that makes sense, and to answer your questions it is multiple
>>> images I am loading into two seperate float arrays thats 122 images
>>> for each array, so a grand total of 244 images are being loaded. The
>>> idea being to compare the mass amount of images with each other and
>>> moving the array around both in the x and y direction until the
>>> closest match is found.
>
>>> I hope that clears it up for you, as I say I am not really on the ball
>>> today.
>
>>> Thanks
>>> Will
>
>> Hi Will,
>
>> ok, I get a better idea... do you want to move all your images at the
>> same time and do the comparison, or one by one? (i.e., do you want to
>> have a shift of let's say 1;5 for the 1st image, and 85,20 for the 2nd
>> image, or do you want to move all your images by 2;5?)
>
>> Anyways, "shift" is your friend here. Be careful on the edge of the
>> images... you might want to remove the edges, as values are wrapped around.
>
>> Now, depending on the content of your images, you can do things
>> differently... like identifying a region of interest (function region),
>> then identify the point of gravity and shift your images accordingly...
>> but again, it all depends on the content of the images!
>
>> Jean
>
> Sounds like image registration is what you're really looking for...but
> I could be wrong. There are a number of image registration algorithms
> out there that work a bit more sophisticatedly to make things a bit
> easier for you. Look up IDL Fourier Image Registration...a quick
> algorithm for image registration. Using areas of interest instead of

> the whole image will generally speed things up and give you the
> required shifts using the Fourier method unless there are huge shifts
> in the x and y directions. Hopefully I'm not too far off base for
> you.http://www.utsa.edu/lrsg/Teaching/EES5053-06/project/Cyn thia.pdf- Hide quoted text -
>
> - Show quoted text -

Hi Bennet

Thanks for the input I have got to admit I have not looked into image
registration, and shall do so immediately starting with the link you
sent me. Thanks again.

Will