On May 10, 12:02 pm, David Fanning <n...@dfanning.com> wrote:
> Folks,
>
> I have a shape file describing a 2D polygon that is *extremely*
> complex and detailed. For my pupuses, overly so. I would like
> to "simplify" or "smooth" this polygon to make it more suitable
> for my purpose (using it as a cookie-cutter for extracting data).
> Has anyone written a polygon smoothing routine, possibly using
> Bézier curves, in IDL to do such a thing? Would you be willing
> to share it?
>
> Thanks,
>
> David
>
> --
> David Fanning, Ph.D.
> Fanning Software Consulting, Inc.
> Coyote's Guide to IDL Programming:http://www.dfanning.com/
> Sepore ma de ni thue. ("Perhaps thos speakest truth.")

How about a Douglas-Peucker Algorithm?

Brad Gom submitted POLY_SIMPLIFY.pro into ITTVIS' Code Library that
uses this approximation algorithm.

Smooth Sailing!

Kelly Dean
Fort Collins, CO