
Subject: Polygon Smoothing

Posted by [David Fanning](#) on Mon, 10 May 2010 18:02:24 GMT

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Folks,

I have a shape file describing a 2D polygon that is *extremely* complex and detailed. For my puposes, 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 B  zier curves, in IDL to do such a thing? Would you be willing to share it?

Thanks,

David

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>

Sepore ma de ni thue. ("Perhaps thos speakest truth.")
