
Subject: Re: Convolution with non-constant Kernel?
Posted by [Gray](#) on Wed, 17 Nov 2010 20:52:03 GMT
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I'm trying to implement this sort of thing right now... the approximation I'm using is to subdivide the image into pieces that are small enough that the approximation of a constant kernel over a subdivision is reasonably good (which for my images is around 128px square in a grid of 16x16 subdivisions), then reconstruct into the full image. This seems like it could be good enough for my purposes (matching spatially-varying PSFs between two images), but I don't know if it works for what you want.
