Subject: Re: filling in gaps in an image
Posted by David Fanning on Tue, 18 Oct 2011 01:30:37 GMT

desertdryad writes:

> I'm working on some image processing, and I have a problem I'm a bit
> stumped on what is the best way to solve it. I'm working on masking
> images that have both clouds and shadows. I can mostly mask both,
> using some automated methods, but my methods leave gaps of several
> pixels between where the cloud ends and its shadow begins that I want
> to make be part of the mask; also, there are some small holes within
> the clouds that I would like to become mask pixels. If I try using
> anything like DILATE or MORPH_CLOSE, it seems to wreck havoc on my
> entire image overall; an effect I do not want, no matter if I use a
> small (or large) kernel. I really only want to perform the filling
> operation on certain regions of the image (where the clouds are!) but
> I can't seem to use these built in IDL functions in that manner.
> Any other ideas for me?

You need to try something like MORPH_CLOSE, which performs
a closing, followed by a dilation and shouldn't affect
the overall features in the image. It will simply close
these small holes.

Cheers,

David

--
David Fanning, Ph.D.
Fanning Software Consulting, Inc.
Coyote's Guide to IDL Programming: http://www.idlcoyote.com/
Sepore ma de ni thui. ("Perhaps thou speakest truth.")