Subject: filling in gaps in an image
Posted by desertdryad on Mon, 17 Oct 2011 21:27:41 GMT

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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?