Subject: Grid interpolation of a deformable mesh
Posted by rogass on Thu, 20 Sep 2012 06:40:08 GMT
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Hi,
I search for an approach that allows the following:

Usually, interpolation is applied on a grid that has a defined shape and where the interpolants are computed for the new grid points. Considering an image as a compound of cells that content is represented as pixels I want to deform those cells and just read out the sum or integral of those newly deformed cells and write it back.

One approach could might be to upsample the image, deform and mask the cell borders as zero, compute the content of each cell by applying blob coloring, pixel aggregation of each cell and write it back to the original domain. Anyway, it appears to me inefficient. Has someone a better idea?

Thanks in advance

Chris