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Subject: Re: extract ROI from contours with sub-pixel accuracy

Posted by [suruchi](#) on Sat, 18 May 2013 06:39:51 GMT

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On Wednesday, September 26, 2012 10:58:00 AM UTC+5:30, suruchi wrote:

> Hello

>

> I have been able to extract ROIs from contour, but if i count the no of pixels it also includes pixels which are not fully covered in the contour.. hence for my set of images i have evolving contours.. but pixel count does not change because of this. Is there is way i can account for the pixel fraction covered in contour.. and take that information for my ROI area calculation..?

>

> I don't wish to use 'perimeter area' since perspective correction is to be applied in the area calculation..using distance of pixels from the center of image.

>

> Can i 'extract ROIs' too with sub-pixel information..?

I found a solution for this.. so would like to share:

first the fractional number of pixels covered within the contour or within roi object (say 'oroi') vertices can be calculated using:

Result = oroi->IDLanROI::ComputeGeometry(AREA=ar)

So here 'ar' gives the geometric area= total fractional number of pixels covered.

Secondly to know exactly the fractional area of each pixel covered by contour is through JD Smith's "POLYFILLAA" (<http://tir.astro.utoledo.edu/jdsmith/code/idl.php>).

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