Subject: Re: How to choose the pixels along a curve in an image
Posted by David Fanning on Wed, 19 Mar 2014 17:03:52 GMT
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spright writes:

> I want to get the values of pixels along a curve in an image. Could anyone give some suggestions? This curve may be got by a polynomial fit to a few points on the image.
>
> For pixels along a straight line, it is easier as I can rotate the image to leave the line in horizontal or vertical direction and choose these pixels in an array of the image, like img[*,n]. But seems it is difficult for the one with curve.
>
> Any suggestions?

If you really mean "pixels", I would draw the curve in a blank pixmap window, take a 2D snapshot of the window, and use Where to tell me which pixels in that window were different from the background color.

Armed with that information, it would be easy to convert the pixel values into the coordinate system of the image (I like to use Value_Locate for this if there isn't a one-to-one correspondence between the image and the display) and fish out the underlying image values.

Cheers,

David
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Coyote's Guide to IDL Programming: http://www.idlcoyote.com/
Sepore ma de ni thue. ("Perhaps thou speakest truth.")