Subject: Re: Is it possible to rotate a flipped image with cgImage?
Posted by   on Wed, 25 Jun 2014 14:00:01 GMT
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Den onsdagen den 25:e juni 2014 kl. 15:14:47 UTC+2 skrev Madhavan Bomidi:
> Hello Matthew,
>
> Thanks for the example. If I see the images of im and (flipIm or rotflipIm), then there the rose color is changed to blue. I don't want to change the colors from my original image. I wanted to have my original image with all colors as they are and then only apply this flipping and rotation.
>
> Without using interpolation, can't I retain my image as it is and enclose in the available space? I mean if the original image is a square type, the final rotflipIm can be rhombus type. Is this not possible? In order to fill the missing pixels of the im images, can't we use missing color as white?
>
> Look's the image rotation is distorting the original image completely.
>
> Thanks in advance,
>
> Madhavan
>

The reverse command does not know anything about images, it only knows about arrays. And the first dimension of the rose image array is the RGB dimension (of length 3). If you reverse that, in effect you swap the red and blue channels.

If you want to flip it in any of the spatial directions, you should do reverse(im,2) or reverse(im,3), not reverse(im,1).