
Subject: Puzzling with vector shapes

Posted by [Stjernholm, Michael](#) on Tue, 19 Oct 1999 07:00:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hi folks

I have a problem which I guess is quite common - but not trivial to solve:

I have polygon shapes which I trust a lot regarding their geometric credibility and I have polygon shapes with less credibility.

The two set of shapes I would like merges in a way where the least trustworthy is puzzled to the position where it fits best with the reliable shapes.

I expect that the "puzzling" may involve translation, rotation, scaling within given span and maybe generalization.

My trustworthy shapes may only cover a part of the circumference of the less trustworthy !

In some cases will there be real discrepancies which should be respected !

Do any of you have ideas, references or source code to solve this ?

My working environment accepts AI, ArcView, IDL, C solutions !

Thanks Michael

--

Msc. Michael Stjernholm
Remote Sensing Coordinator
Dept. Lake and Estuarine Ecology
National Environmental Research Institute
P.O.Box 314
DK-8600 Silkeborg
Denmark
@ msh@dmu.dk
Phone +45 89 20 14 00
Direct +45 89 20 14 39
Fax + 45 89 20 14 14

Denmark
