
Subject: Cubic interpolation problem

Posted by [rfulton](#) on Sat, 14 May 1994 09:25:06 GMT

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Problem with image rotation using cubic interpolation:

Has anyone had problems with the new cubic interpolation in IDL ?

I find that if I rotate an image (2D) with cubic interpolation, the pixel values of the rotated image are vastly different to those prior to rotation. For example, an image with values ranging from 0 to 2000 is returned with values between 2451 and -461.

Visually, the interpolation is superior to bilinear, but where did my data go ? If I use bilinear interpolation instead, the resulting image is returned with values ranging (correctly) between 0 and 2000.

If anyone could cast any light on this I'd be very grateful.

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