
Subject: Shaped Based Interpolation, ever hear of it??
Posted by [Greener](#) on Wed, 07 Sep 2005 19:50:29 GMT

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Hello,

In my search for different methods of voxel building from a stack of 2 dim PNG files I have come across a method called "Shaped Based Interpolation".

So far the literature I have reviewed leads me to believe that I may want to look into this more closely. I know of a few programs that are written in C++ and run under unix that use this method. Unfortunately I am using IDL on a Windows machine.

I do not currently possess the skills that writing a script to perform this interpolation demands and am wondering if anyone out there knows of a script or simply has interest in this same topic.

Thanks for you interest,

Dave
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